

RT-Voice PRO

Hearing is understanding



API

© 2015-2020 **crosstales** LLC
<https://www.crosstales.com>

Date: 29.01.2020
Version: 2020.1.0

Contents

1	Namespace Index	1
1.1	Packages	1
2	Hierarchical Index	3
2.1	Class Hierarchy	3
3	Class Index	7
3.1	Class List	7
4	Namespace Documentation	15
4.1	Crosstales Namespace Reference	15
4.2	Crosstales.Common Namespace Reference	15
4.3	Crosstales.Common.EditorTask Namespace Reference	15
4.4	Crosstales.Common.EditorUtil Namespace Reference	15
4.5	Crosstales.Common.Model Namespace Reference	16
4.6	Crosstales.Common.Model.Enum Namespace Reference	16
4.6.1	Enumeration Type Documentation	16
4.6.1.1	Platform	16
4.6.1.2	SampleRate	16
4.7	Crosstales.Common.Util Namespace Reference	16
4.8	Crosstales.RTVoice Namespace Reference	17
4.9	Crosstales.RTVoice.AdventureCreator Namespace Reference	18
4.10	Crosstales.RTVoice.AWSPolly Namespace Reference	18
4.10.1	Enumeration Type Documentation	19
4.10.1.1	Endpoint	19

4.11	Crosstales.RTVoice.Azure Namespace Reference	19
4.11.1	Enumeration Type Documentation	20
4.11.1.1	AudioOutputFormat	20
4.12	Crosstales.RTVoice.Demo Namespace Reference	20
4.13	Crosstales.RTVoice.Demo.Util Namespace Reference	21
4.14	Crosstales.RTVoice.EditorExtension Namespace Reference	21
4.15	Crosstales.RTVoice.EditorIntegration Namespace Reference	22
4.16	Crosstales.RTVoice.EditorTask Namespace Reference	22
4.16.1	Enumeration Type Documentation	23
4.16.1.1	UpdateStatus	23
4.17	Crosstales.RTVoice.EditorUtil Namespace Reference	23
4.18	Crosstales.RTVoice.Google Namespace Reference	23
4.19	Crosstales.RTVoice.Klattersynth Namespace Reference	23
4.20	Crosstales.RTVoice.Model Namespace Reference	24
4.21	Crosstales.RTVoice.Model.Enum Namespace Reference	24
4.21.1	Enumeration Type Documentation	24
4.21.1.1	ESpeakModifiers	24
4.21.1.2	Gender	24
4.21.1.3	MaryTTSType	25
4.21.1.4	ProviderType	25
4.21.1.5	SpeakMode	25
4.22	Crosstales.RTVoice.PlayMaker Namespace Reference	25
4.23	Crosstales.RTVoice.Provider Namespace Reference	26
4.24	Crosstales.RTVoice.SAPI Namespace Reference	26
4.25	Crosstales.RTVoice.SLATE Namespace Reference	26
4.26	Crosstales.RTVoice.Tool Namespace Reference	27
4.27	Crosstales.RTVoice.Util Namespace Reference	27
4.28	Crosstales.RTVoice.Watson Namespace Reference	27
4.29	Crosstales.RTVoice.WebGL Namespace Reference	28
4.30	Crosstales.UI Namespace Reference	28
4.31	Crosstales.UI.Util Namespace Reference	28
4.32	HutongGames Namespace Reference	29
4.33	HutongGames.PlayMaker Namespace Reference	29
4.34	HutongGames.PlayMaker.Actions Namespace Reference	29

5	Class Documentation	31
5.1	Crosstales.RTVoice.EditorTask.AAAConfigLoader Class Reference	31
5.1.1	Detailed Description	31
5.2	Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference	31
5.2.1	Detailed Description	32
5.2.2	Member Data Documentation	32
5.2.2.1	CallOnStopSpeech	32
5.2.2.2	Culture	32
5.2.2.3	SimulateSkipSpeech	32
5.2.2.4	Voices	32
5.2.3	Property Documentation	33
5.2.3.1	CurrentCulture	33
5.2.3.2	isCallOnStopSpeech	33
5.2.3.3	isSimulateSkipSpeech	33
5.3	Crosstales.RTVoice.AdventureCreator.ACConnectorEditor Class Reference	33
5.3.1	Detailed Description	33
5.4	Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject Class Reference	34
5.4.1	Detailed Description	34
5.5	Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference	34
5.5.1	Detailed Description	34
5.6	Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher Class Reference	34
5.6.1	Detailed Description	35
5.7	Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference	35
5.7.1	Detailed Description	35
5.7.2	Member Data Documentation	36
5.7.2.1	ACVoiceName	36
5.7.2.2	IgnoreCharacter	36
5.7.2.3	Mode	36
5.7.2.4	Pitch	36
5.7.2.5	Rate	36

5.7.2.6	Source	36
5.7.2.7	UseSpeechAudioSource	36
5.7.2.8	Voices	36
5.7.2.9	Volume	36
5.8	HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference	37
5.8.1	Detailed Description	37
5.8.2	Member Data Documentation	37
5.8.2.1	Obj	37
5.9	Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference	37
5.9.1	Detailed Description	38
5.9.2	Member Function Documentation	39
5.9.2.1	Generate()	39
5.9.3	Member Data Documentation	39
5.9.3.1	BitsPerSample	39
5.9.3.2	Channels	39
5.9.3.3	CreateCopy	39
5.9.3.4	FileInsideAssets	39
5.9.3.5	GenerateOnStart	39
5.9.3.6	SampleRate	39
5.9.3.7	TextFiles	39
5.9.4	Property Documentation	40
5.9.4.1	OnAudioFileGeneratorComplete	40
5.9.4.2	OnAudioFileGeneratorStart	40
5.10	Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference	40
5.10.1	Detailed Description	40
5.11	Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference	41
5.11.1	Detailed Description	41
5.12	Crosstales.UI.Util.AudioFilterController Class Reference	41
5.12.1	Detailed Description	42
5.12.2	Member Function Documentation	42

5.12.2.1	FindAllAudioFilters()	42
5.12.2.2	ResetAudioFilters()	42
5.12.3	Member Data Documentation	42
5.12.3.1	FindAllAudioFiltersOnStart	42
5.13	Crosstales.UI.Util.AudioSourceController Class Reference	43
5.13.1	Detailed Description	43
5.13.2	Member Function Documentation	44
5.13.2.1	FindAllAudioSources()	44
5.13.2.2	ResetAllAudioSources()	44
5.13.3	Member Data Documentation	44
5.13.3.1	AudioSources	44
5.13.3.2	FindAllAudioSourcesOnStart	44
5.13.3.3	Loop	44
5.13.3.4	Mute	44
5.13.3.5	Pitch	44
5.13.3.6	ResetAudioSourcesOnStart	44
5.13.3.7	StereoPan	44
5.13.3.8	Volume	45
5.14	Crosstales.RTVoice.Azure.Authentication Class Reference	45
5.14.1	Detailed Description	45
5.14.2	Member Function Documentation	45
5.14.2.1	Authenticate(string issueTokenUri, string key)	45
5.15	Crosstales.RTVoice.EditorTask.AutoInitialize Class Reference	46
5.15.1	Detailed Description	46
5.16	Crosstales.Common.Util.BackgroundController Class Reference	46
5.16.1	Detailed Description	46
5.16.2	Member Data Documentation	46
5.16.2.1	Objects	46
5.17	Crosstales.Common.EditorTask.BaseCompileDefines Class Reference	47
5.17.1	Detailed Description	47

5.18	Crosstales.Common.Util.BaseConstants Class Reference	47
5.18.1	Detailed Description	50
5.18.2	Member Data Documentation	50
5.18.2.1	ASSET_3P_PLAYMAKER	50
5.18.2.2	ASSET_AUTHOR	50
5.18.2.3	ASSET_AUTHOR_URL	50
5.18.2.4	ASSET_BWF	50
5.18.2.5	ASSET_CT_URL	50
5.18.2.6	ASSET_DJ	50
5.18.2.7	ASSET_FB	50
5.18.2.8	ASSET_OC	50
5.18.2.9	ASSET_RADIO	51
5.18.2.10	ASSET_RTV	51
5.18.2.11	ASSET_SOCIAL_DISCORD	51
5.18.2.12	ASSET_SOCIAL_FACEBOOK	51
5.18.2.13	ASSET_SOCIAL_LINKEDIN	51
5.18.2.14	ASSET_SOCIAL_TWITTER	51
5.18.2.15	ASSET_SOCIAL_YOUTUBE	51
5.18.2.16	ASSET_TB	51
5.18.2.17	ASSET_TPB	51
5.18.2.18	ASSET_TPS	52
5.18.2.19	ASSET_TR	52
5.18.2.20	CMD_WINDOWS_PATH	52
5.18.2.21	DEV_DEBUG	52
5.18.2.22	FACTOR_GB	52
5.18.2.23	FACTOR_KB	52
5.18.2.24	FACTOR_MB	52
5.18.2.25	FLOAT_32768	52
5.18.2.26	FLOAT_TOLERANCE	52
5.18.2.27	FORMAT_NO_DECIMAL_PLACES	52

5.18.2.28	FORMAT_PERCENT	53
5.18.2.29	FORMAT_TWO_DECIMAL_PLACES	53
5.18.2.30	PATH_DELIMITER_UNIX	53
5.18.2.31	PATH_DELIMITER_WINDOWS	53
5.18.2.32	PROCESS_KILL_TIME	53
5.18.2.33	SHOW_BWF_BANNER	53
5.18.2.34	SHOW_DJ_BANNER	53
5.18.2.35	SHOW_FB_BANNER	53
5.18.2.36	SHOW_OC_BANNER	53
5.18.2.37	SHOW_RADIO_BANNER	53
5.18.2.38	SHOW_RTV_BANNER	54
5.18.2.39	SHOW_TB_BANNER	54
5.18.2.40	SHOW_TPB_BANNER	54
5.18.2.41	SHOW_TPS_BANNER	54
5.18.2.42	SHOW_TR_BANNER	54
5.18.3	Property Documentation	54
5.18.3.1	APPLICATION_PATH	54
5.18.3.2	PREFIX_FILE	54
5.19	Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference	55
5.19.1	Detailed Description	57
5.19.2	Member Function Documentation	57
5.19.2.1	Generate(Model.Wrapper wrapper)	57
5.19.2.2	GenerateInEditor(Model.Wrapper wrapper)	57
5.19.2.3	Load()	58
5.19.2.4	Silence()	58
5.19.2.5	Silence(string uid)	58
5.19.2.6	Speak(Model.Wrapper wrapper)	58
5.19.2.7	SpeakNative(Model.Wrapper wrapper)	58
5.19.2.8	SpeakNativeInEditor(Model.Wrapper wrapper)	59
5.19.3	Member Data Documentation	59

5.19.3.1	cachedVoices	59
5.19.4	Property Documentation	59
5.19.4.1	OnErrorInfo	59
5.19.4.2	OnSpeakAudioGenerationComplete	59
5.19.4.3	OnSpeakAudioGenerationStart	60
5.19.4.4	OnSpeakComplete	60
5.19.4.5	OnSpeakCurrentPhoneme	60
5.19.4.6	OnSpeakCurrentViseme	60
5.19.4.7	OnSpeakCurrentWord	60
5.19.4.8	OnSpeakStart	60
5.19.4.9	OnVoicesReady	60
5.20	Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference	60
5.20.1	Detailed Description	62
5.20.2	Member Function Documentation	62
5.20.2.1	FindAssetsByType< T >()	62
5.20.2.2	getBuildNameFromBuildTarget(BuildTarget build)	62
5.20.2.3	getBuildTargetForBuildName(string build)	62
5.20.2.4	getCLIArgument(string name)	63
5.20.2.5	InvokeMethod(string className, string methodName, params object[] parameters)	63
5.20.2.6	IsValidBuildTarget(BuildTarget target)	63
5.20.2.7	ReadOnlyTextField(string label, string text)	64
5.20.2.8	RefreshAssetDatabase(ImportAssetOptions options=ImportAssetOptions.Default)	64
5.20.2.9	RestartUnity(string executeMethod="")	64
5.20.2.10	SeparatorUI(int space=12)	64
5.21	Crosstales.Common.Util.BaseHelper Class Reference	64
5.21.1	Detailed Description	67
5.21.2	Member Function Documentation	67
5.21.2.1	CleanUrl(string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)	67
5.21.2.2	ClearLineEndings(string text)	68
5.21.2.3	ClearSpaces(string text)	68

5.21.2.4	ClearTags(string text)	68
5.21.2.5	CreateString(string replaceChars, int stringLength)	68
5.21.2.6	FileCopy(string inputFile, string outputFile, bool move=false)	69
5.21.2.7	FormatBytesToHRF(long bytes)	69
5.21.2.8	FormatSecondsToHourMinSec(double seconds)	69
5.21.2.9	GetDirectories(string path, bool isRecursive=false)	69
5.21.2.10	GetFiles(string path, bool isRecursive=false, params string[] extensions)	70
5.21.2.11	getIP(string host)	70
5.21.2.12	hasActiveClip(AudioSource source)	70
5.21.2.13	HSVToRGB(float h, float s, float v, float a=1f)	70
5.21.2.14	IsValidURL(string url)	71
5.21.2.15	OpenFile(string file)	71
5.21.2.16	RemoteCertificateValidationCallback(System.Object sender, System.Security.Crypto- graphy.X509Certificates.X509Certificate certificate, System.Security.Crypto- graphy.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)	71
5.21.2.17	ShowFileLocation(string file)	71
5.21.2.18	SplitStringToLines(string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)	72
5.21.2.19	ValidateFile(string path)	72
5.21.2.20	ValidatePath(string path, bool addEndDelimiter=true)	72
5.21.2.21	ValidURLFromFilePath(string path)	72
5.21.3	Member Data Documentation	73
5.21.3.1	BaseCulture	73
5.21.3.2	cleanSpacesRegex	73
5.21.3.3	cleanTagsRegex	73
5.21.3.4	lineEndingsRegex	73
5.21.4	Property Documentation	74
5.21.4.1	CurrentPlatform	74
5.21.4.2	isAndroidPlatform	74
5.21.4.3	isAppleBasedPlatform	74
5.21.4.4	isEditor	74

5.21.4.5	isEditorMode	74
5.21.4.6	isIL2CPP	75
5.21.4.7	isInternetAvailable	75
5.21.4.8	isIOSBasedPlatform	75
5.21.4.9	isIOSPlatform	75
5.21.4.10	isLinuxEditor	75
5.21.4.11	isLinuxPlatform	75
5.21.4.12	isMacOSEditor	76
5.21.4.13	isMacOSPlatform	76
5.21.4.14	isPS4Platform	76
5.21.4.15	isStandalonePlatform	76
5.21.4.16	isTvOSPlatform	76
5.21.4.17	isWebGLPlatform	76
5.21.4.18	isWebPlatform	77
5.21.4.19	isWindowsBasedPlatform	77
5.21.4.20	isWindowsEditor	77
5.21.4.21	isWindowsPlatform	77
5.21.4.22	isWSABasedPlatform	77
5.21.4.23	isWSAPlatform	77
5.21.4.24	isXboxOnePlatform	78
5.21.4.25	StreamingAssetsPath	78
5.22	HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference	78
5.22.1	Detailed Description	79
5.23	Crosstales.RTVoice.PlayMaker.BaseRTVEditor Class Reference	79
5.23.1	Detailed Description	79
5.24	Crosstales.Common.EditorTask.BaseSetupResources Class Reference	79
5.24.1	Detailed Description	80
5.25	Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference	80
5.25.1	Detailed Description	81
5.25.2	Constructor & Destructor Documentation	82

5.25.2.1	BaseVoiceProvider(MonoBehaviour obj)	82
5.25.3	Member Function Documentation	82
5.25.3.1	Generate(Model.Wrapper wrapper)	82
5.25.3.2	GenerateInEditor(Model.Wrapper wrapper)	82
5.25.3.3	Silence()	82
5.25.3.4	Silence(string uid)	83
5.25.3.5	Speak(Model.Wrapper wrapper)	83
5.25.3.6	SpeakNative(Model.Wrapper wrapper)	83
5.25.4	Member Data Documentation	84
5.25.4.1	cachedVoices	84
5.25.4.2	processes	84
5.25.5	Property Documentation	84
5.25.5.1	OnErrorInfo	84
5.25.5.2	OnSpeakAudioGenerationComplete	84
5.25.5.3	OnSpeakAudioGenerationStart	84
5.25.5.4	OnSpeakComplete	84
5.25.5.5	OnSpeakCurrentPhoneme	85
5.25.5.6	OnSpeakCurrentViseme	85
5.25.5.7	OnSpeakCurrentWord	85
5.25.5.8	OnSpeakStart	85
5.25.5.9	OnVoicesReady	85
5.26	Crosstales.RTVoice.EditorUtil.BuildPostprocessor Class Reference	85
5.26.1	Detailed Description	85
5.27	Crosstales.RTVoice.Tool.ChangeGender Class Reference	86
5.27.1	Detailed Description	86
5.27.2	Member Data Documentation	86
5.27.2.1	ESpeakOnly	86
5.27.2.2	NewGender	86
5.28	Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference	87
5.28.1	Detailed Description	87

5.29	Crosstales.RTVoice.EditorTask.CompileDefines Class Reference	87
5.29.1	Detailed Description	87
5.30	Crosstales.RTVoice.Util.Config Class Reference	88
5.30.1	Detailed Description	89
5.30.2	Member Function Documentation	89
5.30.2.1	Load()	89
5.30.2.2	Reset()	89
5.30.2.3	Save()	89
5.30.3	Member Data Documentation	89
5.30.3.1	ASSET_PATH	89
5.30.3.2	AUDIOFILE_AUTOMATIC_DELETE	89
5.30.3.3	DEBUG	89
5.30.3.4	ENFORCE_32BIT_WINDOWS	89
5.30.3.5	ENFORCE_STANDALONE_TTS	89
5.30.3.6	ENSURE_NAME	90
5.30.3.7	isLoading	90
5.30.3.8	TTS_LINUX	90
5.30.3.9	TTS_LINUX_DATA	90
5.30.3.10	TTS_MACOS	90
5.30.3.11	TTS_WINDOWS_BUILD	90
5.30.4	Property Documentation	90
5.30.4.1	AUDIOFILE_PATH	90
5.30.4.2	TTS_WINDOWS_EDITOR	90
5.30.4.3	TTS_WINDOWS_EDITOR_x86	90
5.31	Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference	91
5.31.1	Detailed Description	91
5.32	Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference	91
5.32.1	Detailed Description	92
5.33	Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference	92
5.33.1	Detailed Description	93

5.34	Crosstales.RTVoice.Util.Constants Class Reference	93
5.34.1	Detailed Description	95
5.34.2	Member Data Documentation	95
5.34.2.1	ASSET_2019_URL	95
5.34.2.2	ASSET_3P_ADVENTURE_CREATOR	95
5.34.2.3	ASSET_3P_AMPLITUDE	96
5.34.2.4	ASSET_3P_CINEMA_DIRECTOR	96
5.34.2.5	ASSET_3P_DIALOGUE_SYSTEM	96
5.34.2.6	ASSET_3P_GOOGLE	96
5.34.2.7	ASSET_3P_KLATTERSYNTH	96
5.34.2.8	ASSET_3P_LIPSYNC	96
5.34.2.9	ASSET_3P_LOCALIZED_DIALOGS	96
5.34.2.10	ASSET_3P_NPC_CHAT	96
5.34.2.11	ASSET_3P_QUEST_SYSTEM	96
5.34.2.12	ASSET_3P_SALSA	97
5.34.2.13	ASSET_3P_SLATE	97
5.34.2.14	ASSET_3P_URL	97
5.34.2.15	ASSET_3P_WEBGL	97
5.34.2.16	ASSET_API_URL	97
5.34.2.17	ASSET_BUILD	97
5.34.2.18	ASSET_CHANGED	97
5.34.2.19	ASSET_CONTACT	97
5.34.2.20	ASSET_CREATED	97
5.34.2.21	ASSET_FORUM_URL	98
5.34.2.22	ASSET_MANUAL_URL	98
5.34.2.23	ASSET_NAME	98
5.34.2.24	ASSET_NAME_SHORT	98
5.34.2.25	ASSET_PRO_URL	98
5.34.2.26	ASSET_UPDATE_CHECK_URL	98
5.34.2.27	ASSET_VERSION	98

5.34.2.28 ASSET_VIDEO_PROMO	98
5.34.2.29 ASSET_VIDEO_TUTORIAL	98
5.34.2.30 ASSET_WEB_URL	99
5.34.2.31 AUDIOFILE_PREFIX	99
5.34.2.32 DEFAULT_TTS_LINUX	99
5.34.2.33 ESPEAK_FEMALE_MODIFIER	99
5.34.2.34 RTVOICE_SCENE_OBJECT_NAME	99
5.34.2.35 SPEAK_CALL_SPEED	99
5.34.2.36 TTS_WINDOWS_SUBPATH	99
5.34.2.37 TTS_WINDOWS_x86_SUBPATH	99
5.35 Crosstales.Common.Util.CTPlayerPrefs Class Reference	100
5.35.1 Detailed Description	100
5.35.2 Member Function Documentation	100
5.35.2.1 DeleteAll()	100
5.35.2.2 DeleteKey(string key)	100
5.35.2.3 GetBool(string key)	101
5.35.2.4 GetDate(string key)	101
5.35.2.5 GetFloat(string key)	101
5.35.2.6 GetInt(string key)	101
5.35.2.7 GetString(string key)	102
5.35.2.8 HasKey(string key)	102
5.35.2.9 Save()	102
5.35.2.10 SetBool(string key, bool value)	102
5.35.2.11 SetDate(string key, System.DateTime value)	103
5.35.2.12 SetFloat(string key, float value)	103
5.35.2.13 SetInt(string key, int value)	103
5.35.2.14 SetString(string key, string value)	103
5.36 Crosstales.Common.Util.CTProcess Class Reference	103
5.36.1 Detailed Description	105
5.36.2 Member Function Documentation	105

5.36.2.1	Kill()	105
5.36.2.2	Kill()	105
5.36.2.3	Start()	105
5.36.2.4	Start(CTProcessStartInfo info)	105
5.36.2.5	Start()	105
5.36.2.6	Start(CTProcessStartInfo info)	105
5.36.3	Property Documentation	106
5.36.3.1	ExitCode	106
5.36.3.2	ExitTime	106
5.36.3.3	Handle	106
5.36.3.4	HasExited	106
5.36.3.5	Id	106
5.36.3.6	isBusy	106
5.36.3.7	StandardError	106
5.36.3.8	StandardOutput	106
5.36.3.9	StartInfo	106
5.36.3.10	StartTime	107
5.37	Crosstales.Common.Util.CTProcessStartInfo Class Reference	107
5.37.1	Detailed Description	107
5.37.2	Property Documentation	108
5.37.2.1	Arguments	108
5.37.2.2	CreateNoWindow	108
5.37.2.3	FileName	108
5.37.2.4	RedirectStandardError	108
5.37.2.5	RedirectStandardOutput	108
5.37.2.6	StandardErrorEncoding	108
5.37.2.7	StandardOutputEncoding	108
5.37.2.8	UseCmdExecute	108
5.37.2.9	UseShellExecute	108
5.37.2.10	UseThread	108

5.37.2.11 WorkingDirectory	109
5.38 Crosstales.Common.Util.CTWebClient Class Reference	109
5.38.1 Detailed Description	109
5.38.2 Property Documentation	109
5.38.2.1 ConnectionLimit	109
5.38.2.2 Timeout	110
5.39 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference	110
5.40 Crosstales.RTVoice.Demo.Dialog Class Reference	110
5.40.1 Detailed Description	111
5.41 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference	111
5.41.1 Detailed Description	112
5.41.2 Member Function Documentation	112
5.41.2.1 Load()	112
5.41.2.2 Reset()	112
5.41.2.3 Save()	112
5.41.3 Member Data Documentation	112
5.41.3.1 HIERARCHY_ICON	112
5.41.3.2 isLoading	113
5.41.3.3 PREFAB_AUTOLOAD	113
5.41.3.4 UPDATE_CHECK	113
5.41.4 Property Documentation	113
5.41.4.1 ASSET_PATH	113
5.41.4.2 PREFAB_PATH	113
5.42 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference	113
5.42.1 Detailed Description	114
5.42.2 Member Data Documentation	114
5.42.2.1 PREFAB_SUBPATH	114
5.42.3 Property Documentation	114
5.42.3.1 ASSET_ID	114
5.42.3.2 ASSET_UID	115

5.42.3.3	ASSET_URL	115
5.43	Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference	115
5.43.1	Detailed Description	116
5.43.2	Member Function Documentation	116
5.43.2.1	BannerOC()	116
5.43.2.2	InstantiatePrefab(string prefabName)	116
5.43.2.3	NoVoicesUI()	117
5.43.3	Member Data Documentation	117
5.43.3.1	GO_ID	117
5.43.3.2	MENU_ID	117
5.43.4	Property Documentation	117
5.43.4.1	isRTVoiceInScene	117
5.44	Crosstales.ExtensionMethods Class Reference	117
5.44.1	Detailed Description	119
5.44.2	Member Function Documentation	119
5.44.2.1	CTAddRange< K, V >(this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection)	119
5.44.2.2	CTContains(this string str, string toCheck, System.StringComparison comp=↵ System.StringComparison.OrdinalIgnoreCase)	119
5.44.2.3	CTContainsAll(this string str, string searchTerms, char splitChar= ' ')	119
5.44.2.4	CTContainsAny(this string str, string searchTerms, char splitChar= ' ')	120
5.44.2.5	CTDeepSearch(Transform parent, string name)	120
5.44.2.6	CTDump(this Quaternion[] array)	120
5.44.2.7	CTDump(this Vector2[] array)	121
5.44.2.8	CTDump(this Vector3[] array)	121
5.44.2.9	CTDump(this Vector4[] array)	121
5.44.2.10	CTDump(this System.Collections.Generic.IList< Quaternion > list)	121
5.44.2.11	CTDump(this System.Collections.Generic.IList< Vector2 > list)	122
5.44.2.12	CTDump(this System.Collections.Generic.IList< Vector3 > list)	122
5.44.2.13	CTDump(this System.Collections.Generic.IList< Vector4 > list)	122
5.44.2.14	CTDump< K, V >(this System.Collections.Generic.IDictionary< K, V > dict, string prefix="""", string postfix="""")	123

5.44.2.15	CTDump< T >(this T[] array, string prefix="""", string postfix="""")	123
5.44.2.16	CTDump< T >(this System.Collections.Generic.IList< T > list, string prefix="""", string postfix="""")	123
5.44.2.17	CTEquals(this string str, string toCheck, System.StringComparison comp=↵ System.StringComparison.OrdinalIgnoreCase)	124
5.44.2.18	CTIsNumeric(this string str)	124
5.44.2.19	CTIsVisibleFrom(this Renderer renderer, Camera camera)	124
5.44.2.20	CTReplace(this string str, string oldString, string newString, System.String↵ Comparison comp=System.StringComparison.OrdinalIgnoreCase)	125
5.44.2.21	CTReverse(this string str)	125
5.44.2.22	CTShuffle< T >(this T[] array, int seed=0)	125
5.44.2.23	CTShuffle< T >(this System.Collections.Generic.IList< T > list, int seed=0)	125
5.44.2.24	CTToString< T >(this T[] array)	126
5.44.2.25	CTToString< T >(this System.Collections.Generic.IList< T > list)	126
5.44.2.26	CTToTitleCase(this string str)	126
5.45	Crosstales.Common.Util.FFTAnalyzer Class Reference	126
5.45.1	Detailed Description	127
5.45.2	Member Data Documentation	127
5.45.2.1	Channel	127
5.45.2.2	Samples	127
5.46	Crosstales.UI.Util.FPSDisplay Class Reference	128
5.46.1	Detailed Description	128
5.46.2	Member Data Documentation	128
5.46.2.1	FPS	128
5.47	Crosstales.Common.Util.FreeCam Class Reference	128
5.47.1	Detailed Description	129
5.47.2	Member Function Documentation	129
5.47.2.1	StartLooking()	129
5.47.2.2	StopLooking()	129
5.47.3	Member Data Documentation	129
5.47.3.1	FastMovementSpeed	129
5.47.3.2	FastZoomSensitivity	130

5.47.3.3	FreeLookSensitivity	130
5.47.3.4	MovementSpeed	130
5.47.3.5	ZoomSensitivity	130
5.48	Crosstales.RTVoice.Azure.GenericEventArgs< T > Class Template Reference	130
5.48.1	Detailed Description	130
5.48.2	Constructor & Destructor Documentation	131
5.48.2.1	GenericEventArgs(T eventData)	131
5.48.3	Property Documentation	131
5.48.3.1	EventData	131
5.49	HutongGames.PlayMaker.Actions.GetCultures Class Reference	131
5.49.1	Detailed Description	132
5.49.2	Member Data Documentation	132
5.49.2.1	Cultures	132
5.50	Crosstales.RTVoice.PlayMaker.GetCulturesEditor Class Reference	132
5.50.1	Detailed Description	132
5.51	HutongGames.PlayMaker.Actions.GetVoices Class Reference	133
5.51.1	Detailed Description	133
5.51.2	Member Data Documentation	133
5.51.2.1	Culture	133
5.51.2.2	Gender	133
5.51.2.3	Voices	134
5.52	Crosstales.RTVoice.PlayMaker.GetVoicesEditor Class Reference	134
5.52.1	Detailed Description	134
5.53	Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference	134
5.53.1	Detailed Description	135
5.54	Crosstales.RTVoice.Demo.GUIDialog Class Reference	135
5.54.1	Detailed Description	136
5.55	Crosstales.RTVoice.Demo.GUIMain Class Reference	136
5.55.1	Detailed Description	137
5.56	Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference	137

5.56.1 Detailed Description	138
5.57 Crosstales.RTVoice.Demo.GUIScenes Class Reference	138
5.57.1 Detailed Description	139
5.58 Crosstales.RTVoice.Demo.GUISpeech Class Reference	139
5.58.1 Detailed Description	140
5.59 Crosstales.RTVoice.Util.Helper Class Reference	140
5.59.1 Detailed Description	141
5.59.2 Member Function Documentation	141
5.59.2.1 AppleVoiceNameToGender(string voiceName)	141
5.59.2.2 CleanText(string text, bool removeTags=true, bool clearSpaces=true, bool clear↵ LineEndings=true)	142
5.59.2.3 MarkSpokenText(string[] speechTextArray, int wordIndex, bool markAll↵ SpokenWords=false, string markPrefix=""<color=green>""", string mark↵ Postfix=""</color>""")	142
5.59.2.4 StringToGender(string gender)	142
5.59.2.5 WSAVoiceNameToGender(string voiceName)	143
5.59.3 Property Documentation	143
5.59.3.1 CurrentProviderType	143
5.59.3.2 hasBuiltInTTS	143
5.60 Crosstales.RTVoice.Azure.Synthesize.InputOptions Class Reference	143
5.60.1 Detailed Description	144
5.60.2 Constructor & Destructor Documentation	144
5.60.2.1 InputOptions()	144
5.60.3 Property Documentation	144
5.60.3.1 AuthorizationToken	144
5.60.3.2 Headers	144
5.60.3.3 Locale	145
5.60.3.4 OutputFormat	145
5.60.3.5 RequestUri	145
5.60.3.6 Text	145
5.60.3.7 VoiceName	145
5.60.3.8 VoiceType	145

5.61	Crosstales.RTVoice.Demo.Util.iOSController Class Reference	145
5.61.1	Detailed Description	146
5.62	Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference	146
5.62.1	Detailed Description	147
5.62.2	Member Function Documentation	147
5.62.2.1	Generate(Model.Wrapper wrapper)	147
5.62.2.2	GenerateInEditor(Model.Wrapper wrapper)	148
5.62.2.3	Silence()	148
5.62.2.4	Silence(string uid)	148
5.62.2.5	Speak(Model.Wrapper wrapper)	149
5.62.2.6	SpeakNative(Model.Wrapper wrapper)	149
5.62.2.7	SpeakNativeInEditor(Model.Wrapper wrapper)	149
5.62.3	Property Documentation	150
5.62.3.1	AudioFileExtension	150
5.62.3.2	AudioFileType	150
5.62.3.3	Cultures	150
5.62.3.4	DefaultVoiceName	150
5.62.3.5	hasCoRoutines	150
5.62.3.6	hasVoicesInEditor	151
5.62.3.7	isIL2CPPSupported	151
5.62.3.8	isOnlineService	151
5.62.3.9	isPlatformSupported	151
5.62.3.10	isSpeakNativeSupported	151
5.62.3.11	isSpeakSupported	151
5.62.3.12	isSSMLSupported	152
5.62.3.13	isWorkingInEditor	152
5.62.3.14	isWorkingInPlaymode	152
5.62.3.15	MaxTextLength	152
5.62.3.16	Voices	152
5.63	Crosstales.RTVoice.EditorTask.Launch Class Reference	153

5.63.1 Detailed Description	153
5.64 Crosstales.RTVoice.LiveSpeaker Class Reference	153
5.64.1 Detailed Description	154
5.64.2 Member Function Documentation	154
5.64.2.1 SetState(string state)	154
5.64.2.2 SetVoices(string voices)	154
5.64.2.3 Silence()	154
5.64.2.4 Speak(Model.Wrapper wrapper)	154
5.64.2.5 Speak(string args)	154
5.64.2.6 Speak(string[] args)	155
5.64.2.7 SpeakNative(Model.Wrapper wrapper)	155
5.64.2.8 SpeakNative(string args)	155
5.64.2.9 SpeakNative(string[] args)	155
5.64.2.10 WordSpoken(string word)	155
5.65 Crosstales.RTVoice.Tool.Loudspeaker Class Reference	156
5.65.1 Detailed Description	156
5.65.2 Member Data Documentation	157
5.65.2.1 SilenceSource	157
5.65.2.2 Source	157
5.65.2.3 Synchronized	157
5.65.3 Property Documentation	157
5.65.3.1 isSilenceSource	157
5.65.3.2 isSynchronized	157
5.66 Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference	157
5.66.1 Detailed Description	158
5.67 Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference	158
5.67.1 Detailed Description	158
5.68 Crosstales.RTVoice.Demo.NativeAudio Class Reference	158
5.68.1 Detailed Description	159
5.69 Crosstales.RTVoice.Demo.Util.NativeController Class Reference	159

5.69.1	Detailed Description	160
5.69.2	Member Data Documentation	160
5.69.2.1	Active	160
5.70	Crosstales.Common.EditorTask.NYCheck Class Reference	160
5.70.1	Detailed Description	160
5.71	Crosstales.RTVoice.Tool.Paralanguage Class Reference	160
5.71.1	Detailed Description	161
5.71.2	Member Function Documentation	162
5.71.2.1	Silence()	162
5.71.2.2	Speak()	162
5.71.3	Member Data Documentation	162
5.71.3.1	Clips	162
5.71.3.2	Delay	162
5.71.3.3	Mode	162
5.71.3.4	Pitch	162
5.71.3.5	PlayOnStart	162
5.71.3.6	Rate	162
5.71.3.7	Text	162
5.71.3.8	Voices	163
5.71.3.9	Volume	163
5.71.4	Property Documentation	163
5.71.4.1	CurrentPitch	163
5.71.4.2	CurrentRate	163
5.71.4.3	CurrentText	163
5.71.4.4	CurrentVolume	163
5.71.4.5	OnParalanguageComplete	163
5.71.4.6	OnParalanguageStart	163
5.72	HutongGames.PlayMaker.Actions.Paralanguage Class Reference	164
5.72.1	Detailed Description	164
5.72.2	Member Data Documentation	164

5.72.2.1	Obj	164
5.73	Crosstales.RTVoice.EditorExtension.ParalanguageEditor Class Reference	164
5.73.1	Detailed Description	165
5.74	Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference	165
5.74.1	Detailed Description	165
5.75	Crosstales.Common.Util.PlatformController Class Reference	166
5.75.1	Detailed Description	166
5.75.2	Member Data Documentation	166
5.75.2.1	Active	166
5.75.2.2	Platforms	167
5.76	Crosstales.RTVoice.Demo.Util.PlatformController Class Reference	167
5.76.1	Detailed Description	167
5.77	Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference	168
5.77.1	Detailed Description	168
5.78	Crosstales.Common.Util.RandomColor Class Reference	168
5.78.1	Detailed Description	169
5.78.2	Member Data Documentation	169
5.78.2.1	AlphaRange	169
5.78.2.2	ChangeInterval	169
5.78.2.3	GrayScale	169
5.78.2.4	HueRange	169
5.78.2.5	Material	170
5.78.2.6	SaturationRange	170
5.78.2.7	UseInterval	170
5.78.2.8	ValueRange	170
5.79	Crosstales.Common.Util.RandomRotator Class Reference	170
5.79.1	Detailed Description	171
5.79.2	Member Data Documentation	171
5.79.2.1	ChangeInterval	171
5.79.2.2	SpeedMax	171

5.79.2.3	SpeedMin	171
5.79.2.4	UseInterval	171
5.80	Crosstales.Common.Util.RandomScaler Class Reference	172
5.80.1	Detailed Description	172
5.80.2	Member Data Documentation	172
5.80.2.1	ChangeInterval	172
5.80.2.2	ScaleMax	172
5.80.2.3	ScaleMin	173
5.80.2.4	Uniform	173
5.80.2.5	UseInterval	173
5.81	Crosstales.RTVoice.EditorTask.ReminderCheck Class Reference	173
5.81.1	Detailed Description	173
5.82	Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference	173
5.82.1	Detailed Description	173
5.83	RTVoiceIOSBridge Class Reference	174
5.83.1	Method Documentation	174
5.83.1.1	setVoices()	174
5.83.1.2	speak:text:rate:pitch:volume:(NSString *id,[text] NSString *text,[rate] float rate,[pitch] float pitch,[volume] float volume)	174
5.83.1.3	stop()	174
5.84	Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference	175
5.84.1	Detailed Description	175
5.85	Crosstales.UI.Util.ScrollRectHandler Class Reference	175
5.85.1	Detailed Description	175
5.86	Crosstales.RTVoice.Demo.SendMessage Class Reference	176
5.86.1	Detailed Description	176
5.87	Crosstales.RTVoice.Model.Sequence Class Reference	176
5.87.1	Detailed Description	177
5.87.2	Member Data Documentation	177
5.87.2.1	Mode	177
5.87.2.2	Pitch	177

5.87.2.3	Rate	177
5.87.2.4	Source	177
5.87.2.5	Text	177
5.87.2.6	Voices	178
5.87.2.7	Volume	178
5.88	Crosstales.RTVoice.Demo.SequenceCaller Class Reference	178
5.88.1	Detailed Description	178
5.89	Crosstales.RTVoice.Tool.Sequencer Class Reference	179
5.89.1	Detailed Description	179
5.89.2	Member Function Documentation	180
5.89.2.1	PlayAllSequences()	180
5.89.2.2	PlayNextSequence()	180
5.89.2.3	PlaySequence(int index=0)	180
5.89.2.4	StopAllSequences()	180
5.89.3	Member Data Documentation	180
5.89.3.1	Delay	180
5.89.3.2	PlayOnStart	180
5.89.3.3	Sequences	180
5.89.4	Property Documentation	180
5.89.4.1	CurrentSequence	180
5.90	Crosstales.RTVoice.EditorExtension.SequencerEditor Class Reference	181
5.90.1	Detailed Description	181
5.91	Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference	181
5.91.1	Detailed Description	182
5.92	Crosstales.Common.Util.SerializeDeSerialize Class Reference	182
5.92.1	Detailed Description	182
5.92.2	Member Function Documentation	182
5.92.2.1	DeserializeFromByteArray< T >(byte[] data)	182
5.92.2.2	DeserializeFromFile< T >(string filename)	183
5.92.2.3	SerializeToByteArray< T >(T obj)	183

5.92.2.4	SerializeToFile< T >(T obj, string filename)	183
5.93	Crosstales.RTVoice.EditorTask.SetupResources Class Reference	184
5.93.1	Detailed Description	184
5.94	Crosstales.Common.EditorTask.SetupResources Class Reference	184
5.94.1	Detailed Description	184
5.95	HutongGames.PlayMaker.Actions.Silence Class Reference	185
5.95.1	Detailed Description	185
5.96	Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference	185
5.96.1	Detailed Description	186
5.97	Crosstales.RTVoice.Demo.Simple Class Reference	186
5.97.1	Detailed Description	187
5.98	Crosstales.RTVoice.Demo.SimpleNative Class Reference	187
5.98.1	Detailed Description	188
5.99	Crosstales.UI.Social Class Reference	188
5.99.1	Detailed Description	188
5.100	HutongGames.PlayMaker.Actions.Speak Class Reference	188
5.100.1	Detailed Description	189
5.100.2	Member Data Documentation	189
5.100.2.1	Culture	189
5.100.2.2	RTVoiceNameAndroid	189
5.100.2.3	RTVoiceNameCustom	189
5.100.2.4	RTVoiceNameIOS	190
5.100.2.5	RTVoiceNameMac	190
5.100.2.6	RTVoiceNameMaryTTS	190
5.100.2.7	RTVoiceNameWindows	190
5.100.2.8	RTVoiceNameWSA	190
5.100.2.9	Text	190
5.101	HutongGames.PlayMaker.Actions.SpeakBase Class Reference	190
5.101.1	Detailed Description	191
5.101.2	Member Data Documentation	191

5.101.2.1 AudioSource	191
5.101.2.2 Mode	191
5.101.2.3 Pitch	191
5.101.2.4 Rate	192
5.101.2.5 Volume	192
5.102Crosstales.RTVoice.PlayMaker.SpeakEditor Class Reference	192
5.102.1 Detailed Description	192
5.103Crosstales.RTVoice.Speaker Class Reference	192
5.103.1 Detailed Description	194
5.103.2 Member Data Documentation	194
5.103.2.1 AutoClearTags	194
5.103.2.2 CustomMode	194
5.103.2.3 CustomProvider	194
5.103.2.4 DontDestroy	194
5.103.2.5 ESpeakMode	194
5.103.2.6 ESpeakModifier	195
5.103.2.7 MaryTTSMode	195
5.103.2.8 MaryTTSPassword	195
5.103.2.9 MaryTTSPort	195
5.103.2.10MaryTTSType	195
5.103.2.11MaryTTSUrl	195
5.103.2.12MaryTTSUser	195
5.103.2.13SilenceOnDisable	195
5.103.2.14SilenceOnFocusLost	195
5.103.2.15WSANative	195
5.103.3 Property Documentation	196
5.103.3.1 areVoicesReady	196
5.103.3.2 BusyCount	196
5.103.3.3 CustomVoiceProvider	196
5.103.3.4 isCustomMode	196

5.103.3.5 isMaryMode	196
5.103.3.6 OnErrorInfo	196
5.103.3.7 OnProviderChange	196
5.103.3.8 OnSpeakAudioGenerationComplete	196
5.103.3.9 OnSpeakAudioGenerationStart	196
5.103.3.10OnSpeakComplete	197
5.103.3.11OnSpeakCurrentPhoneme	197
5.103.3.12OnSpeakCurrentViseme	197
5.103.3.13OnSpeakCurrentWord	197
5.103.3.14OnSpeakStart	197
5.103.3.15OnVoicesReady	197
5.103.3.16SpeechCount	197
5.104Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference	197
5.104.1 Detailed Description	198
5.105HutongGames.PlayMaker.Actions.SpeakUI Class Reference	198
5.105.1 Detailed Description	199
5.105.2 Member Data Documentation	199
5.105.2.1 Culture	199
5.105.2.2 RTVoiceName	199
5.105.2.3 Text	199
5.106Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference	199
5.106.1 Detailed Description	200
5.107Crosstales.RTVoice.Demo.SpeakWrapper Class Reference	200
5.107.1 Detailed Description	200
5.108Crosstales.Common.Util.SpectrumVisualizer Class Reference	201
5.108.1 Detailed Description	201
5.108.2 Member Data Documentation	201
5.108.2.1 Analyzer	201
5.108.2.2 Gain	201
5.108.2.3 LeftToRight	202

5.108.2.4 VisualPrefab	202
5.108.2.5 Width	202
5.109HutongGames.PlayMaker.Actions.SpeechText Class Reference	202
5.109.1 Detailed Description	202
5.109.2 Member Data Documentation	203
5.109.2.1 Obj	203
5.110Crosstales.RTVoice.Tool.SpeechText Class Reference	203
5.110.1 Detailed Description	204
5.110.2 Member Function Documentation	204
5.110.2.1 Silence()	204
5.110.2.2 Speak()	204
5.110.3 Member Data Documentation	204
5.110.3.1 Delay	204
5.110.3.2 FileInsideAssets	205
5.110.3.3 FileName	205
5.110.3.4 GenerateAudioFile	205
5.110.3.5 Mode	205
5.110.3.6 Pitch	205
5.110.3.7 PlayOnStart	205
5.110.3.8 Rate	205
5.110.3.9 Source	205
5.110.3.10Text	205
5.110.3.11Voices	205
5.110.3.12Volume	206
5.110.4 Property Documentation	206
5.110.4.1 CurrentPitch	206
5.110.4.2 CurrentRate	206
5.110.4.3 CurrentText	206
5.110.4.4 CurrentVolume	206
5.110.4.5 OnSpeechTextComplete	206

5.110.4.6 OnSpeechTextStart	206
5.111 Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference	206
5.111.1 Detailed Description	207
5.112 Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference	207
5.112.1 Detailed Description	207
5.113 Crosstales.UI.StaticManager Class Reference	207
5.113.1 Detailed Description	208
5.113.2 Member Function Documentation	208
5.113.2.1 OpenCrosstales()	208
5.113.2.2 Quit()	208
5.114 Crosstales.Common.Util.SurviveSceneSwitch Class Reference	208
5.114.1 Detailed Description	209
5.114.2 Member Data Documentation	209
5.114.2.1 DontDestroy	209
5.114.2.2 Survivors	209
5.115 Crosstales.RTVoice.Google.Switcher Class Reference	209
5.115.1 Detailed Description	210
5.116 Crosstales.RTVoice.Watson.Switcher Class Reference	210
5.116.1 Detailed Description	210
5.117 Crosstales.RTVoice.AWSPolly.Switcher Class Reference	210
5.117.1 Detailed Description	211
5.118 Crosstales.RTVoice.Azure.Switcher Class Reference	211
5.118.1 Detailed Description	211
5.119 Crosstales.RTVoice.Azure.Synthesize Class Reference	211
5.119.1 Detailed Description	212
5.119.2 Constructor & Destructor Documentation	212
5.119.2.1 Synthesize()	212
5.119.3 Member Function Documentation	212
5.119.3.1 Speak(System.Threading.CancellationToken cancellationToken, InputOptions inputOptions)	212
5.120 Crosstales.Common.Util.TakeScreenshot Class Reference	213

5.120.1 Detailed Description	213
5.120.2 Member Function Documentation	213
5.120.2.1 Capture()	213
5.120.3 Member Data Documentation	213
5.120.3.1 KeyCode	213
5.120.3.2 Prefix	214
5.120.3.3 Scale	214
5.121 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference	214
5.121.1 Detailed Description	215
5.121.2 Member Function Documentation	215
5.121.2.1 Next()	215
5.121.2.2 Next(bool random)	215
5.121.2.3 Previous()	216
5.121.2.4 Previous(bool random)	216
5.121.2.5 Reload()	216
5.121.2.6 Silence()	216
5.121.2.7 Speak()	216
5.121.2.8 SpeakAll()	216
5.121.2.9 SpeakText(int index=-1, bool random=false)	216
5.121.2.10 StopAll()	217
5.121.3 Member Data Documentation	217
5.121.3.1 Delay	217
5.121.3.2 Mode	217
5.121.3.3 Pitch	217
5.121.3.4 PlayAllOnStart	217
5.121.3.5 PlayOnStart	217
5.121.3.6 Rate	217
5.121.3.7 Source	217
5.121.3.8 SpeakRandom	217
5.121.3.9 TextFiles	218

5.121.3.10Voices	218
5.121.3.11Volume	218
5.121.4 Property Documentation	218
5.121.4.1 CurrentPitch	218
5.121.4.2 CurrentRate	218
5.121.4.3 CurrentVolume	218
5.122HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference	218
5.122.1 Detailed Description	219
5.122.2 Member Data Documentation	219
5.122.2.1 Obj	219
5.123Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference	219
5.123.1 Detailed Description	219
5.124Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference	220
5.124.1 Detailed Description	220
5.125Crosstales.UI.UIDrag Class Reference	220
5.125.1 Detailed Description	221
5.125.2 Member Function Documentation	221
5.125.2.1 BeginDrag()	221
5.126Crosstales.UI.UIFocus Class Reference	221
5.126.1 Detailed Description	221
5.126.2 Member Function Documentation	222
5.126.2.1 OnPanelEnter()	222
5.126.3 Member Data Documentation	222
5.126.3.1 ManagerName	222
5.127Crosstales.UI.UIHint Class Reference	222
5.127.1 Detailed Description	223
5.127.2 Member Data Documentation	223
5.127.2.1 Delay	223
5.127.2.2 Disable	223
5.127.2.3 FadeAtStart	223

5.127.2.4 FadeTime	223
5.127.2.5 Group	223
5.128Crosstales.UI.UIResize Class Reference	223
5.128.1 Detailed Description	224
5.128.2 Member Data Documentation	224
5.128.2.1 MaxSize	224
5.128.2.2 MinSize	224
5.129Crosstales.UI.UIWindowManager Class Reference	224
5.129.1 Detailed Description	225
5.129.2 Member Function Documentation	225
5.129.2.1 ChangeState(GameObject active)	225
5.129.3 Member Data Documentation	225
5.129.3.1 Windows	225
5.130Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference	225
5.130.1 Detailed Description	226
5.131Crosstales.RTVoice.Model.Voice Class Reference	226
5.131.1 Detailed Description	227
5.131.2 Constructor & Destructor Documentation	227
5.131.2.1 Voice(string name, string description, Enum.Gender gender, string age, string culture, string id="", string vendor=""unknown"", string version=""unknown"", int sampleRate=0)	227
5.131.3 Member Data Documentation	227
5.131.3.1 Age	227
5.131.3.2 Description	227
5.131.3.3 Gender	227
5.131.3.4 Identifier	228
5.131.3.5 Name	228
5.131.3.6 SampleRate	228
5.131.3.7 Vendor	228
5.131.3.8 Version	228
5.131.4 Property Documentation	228

5.131.4.1 Culture	228
5.131.4.2 SimplifiedCulture	228
5.132Crosstales.RTVoice.Model.VoiceAlias Class Reference	228
5.132.1 Detailed Description	229
5.132.2 Member Data Documentation	229
5.132.2.1 Culture	229
5.132.2.2 Gender	229
5.132.2.3 VoiceNameAndroid	229
5.132.2.4 VoiceNameCustom	230
5.132.2.5 VoiceNameIOS	230
5.132.2.6 VoiceNameLinux	230
5.132.2.7 VoiceNameMac	230
5.132.2.8 VoiceNameMaryTTS	230
5.132.2.9 VoiceNameWindows	230
5.132.2.10VoiceNameWSA	230
5.132.3 Property Documentation	230
5.132.3.1 Voice	230
5.132.3.2 VoiceName	231
5.133Crosstales.RTVoice.Tool.VoiceInitializer Class Reference	231
5.133.1 Detailed Description	231
5.133.2 Member Data Documentation	232
5.133.2.1 AllVoices	232
5.133.2.2 DestroyWhenFinished	232
5.133.2.3 Provider	232
5.133.2.4 VoiceNames	232
5.134Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor Class Reference	232
5.134.1 Detailed Description	232
5.135Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference	233
5.135.1 Detailed Description	234
5.135.2 Constructor & Destructor Documentation	234

5.135.2.1 VoiceProviderAndroid(MonoBehaviour obj)	234
5.135.3 Member Function Documentation	234
5.135.3.1 Generate(Model.Wrapper wrapper)	234
5.135.3.2 GenerateInEditor(Model.Wrapper wrapper)	234
5.135.3.3 Silence()	234
5.135.3.4 Speak(Model.Wrapper wrapper)	235
5.135.3.5 SpeakNative(Model.Wrapper wrapper)	235
5.135.3.6 SpeakNativeInEditor(Model.Wrapper wrapper)	235
5.136Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference	235
5.136.1 Detailed Description	236
5.136.2 Member Function Documentation	236
5.136.2.1 Generate(Model.Wrapper wrapper)	236
5.136.2.2 GenerateInEditor(Model.Wrapper wrapper)	237
5.136.2.3 Load()	237
5.136.2.4 Speak(Model.Wrapper wrapper)	237
5.136.2.5 SpeakNative(Model.Wrapper wrapper)	237
5.136.2.6 SpeakNativeInEditor(Model.Wrapper wrapper)	238
5.136.3 Member Data Documentation	238
5.136.3.1 AutoBreath	238
5.136.3.2 CognitoCredentials	238
5.136.3.3 Endpoint	238
5.137Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor Class Reference	238
5.137.1 Detailed Description	239
5.138Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference	239
5.138.1 Detailed Description	239
5.139Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference	239
5.139.1 Detailed Description	239
5.140Crosstales.RTVoice.Azure.VoiceProviderAWSMenu Class Reference	239
5.140.1 Detailed Description	240
5.141Crosstales.RTVoice.Azure.VoiceProviderAzure Class Reference	240

5.141.1 Detailed Description	241
5.141.2 Member Function Documentation	241
5.141.2.1 Generate(Model.Wrapper wrapper)	241
5.141.2.2 GenerateInEditor(Model.Wrapper wrapper)	241
5.141.2.3 Load()	242
5.141.2.4 Speak(Model.Wrapper wrapper)	242
5.141.2.5 SpeakNative(Model.Wrapper wrapper)	242
5.141.2.6 SpeakNativeInEditor(Model.Wrapper wrapper)	242
5.141.3 Member Data Documentation	242
5.141.3.1 APIKey	242
5.141.3.2 Endpoint	243
5.141.3.3 RequestUri	243
5.142Crosstales.RTVoice.Azure.VoiceProviderAzureEditor Class Reference	243
5.142.1 Detailed Description	243
5.143Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject Class Reference	244
5.143.1 Detailed Description	244
5.144Crosstales.RTVoice.VoiceProviderExample Class Reference	244
5.144.1 Detailed Description	245
5.144.2 Member Function Documentation	245
5.144.2.1 Generate(Model.Wrapper wrapper)	245
5.144.2.2 GenerateInEditor(Model.Wrapper wrapper)	245
5.144.2.3 Load()	246
5.144.2.4 Speak(Model.Wrapper wrapper)	246
5.144.2.5 SpeakNative(Model.Wrapper wrapper)	246
5.144.2.6 SpeakNativeInEditor(Model.Wrapper wrapper)	246
5.145Crosstales.RTVoice.Google.VoiceProviderGoogle Class Reference	247
5.145.1 Detailed Description	248
5.145.2 Member Function Documentation	248
5.145.2.1 Generate(Model.Wrapper wrapper)	248
5.145.2.2 GenerateInEditor(Model.Wrapper wrapper)	248

5.145.2.3 Load()	248
5.145.2.4 Speak(Model.Wrapper wrapper)	248
5.145.2.5 SpeakNative(Model.Wrapper wrapper)	249
5.145.2.6 SpeakNativeInEditor(Model.Wrapper wrapper)	249
5.146Crosstales.RTVoice.Google.VoiceProviderGoogleEditor Class Reference	249
5.146.1 Detailed Description	250
5.147Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject Class Reference	250
5.147.1 Detailed Description	250
5.148Crosstales.RTVoice.Google.VoiceProviderGoogleMenu Class Reference	250
5.148.1 Detailed Description	250
5.149Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference	251
5.149.1 Detailed Description	252
5.149.2 Constructor & Destructor Documentation	252
5.149.2.1 VoiceProviderIOS(MonoBehaviour obj)	252
5.149.3 Member Function Documentation	252
5.149.3.1 Generate(Model.Wrapper wrapper)	252
5.149.3.2 GenerateInEditor(Model.Wrapper wrapper)	253
5.149.3.3 SetState(string state)	253
5.149.3.4 SetVoices(string voicesText)	253
5.149.3.5 Silence()	253
5.149.3.6 Speak(Model.Wrapper wrapper)	253
5.149.3.7 SpeakNative(Model.Wrapper wrapper)	254
5.149.3.8 SpeakNativeInEditor(Model.Wrapper wrapper)	254
5.149.3.9 WordSpoken()	254
5.150Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference	254
5.150.1 Detailed Description	255
5.150.2 Member Function Documentation	255
5.150.2.1 Generate(Model.Wrapper wrapper)	255
5.150.2.2 GenerateInEditor(Model.Wrapper wrapper)	256
5.150.2.3 Load()	256

5.150.2.4 Speak(Model.Wrapper wrapper)	256
5.150.2.5 SpeakNative(Model.Wrapper wrapper)	256
5.150.2.6 SpeakNativeInEditor(Model.Wrapper wrapper)	257
5.150.3 Member Data Documentation	257
5.150.3.1 SampleRate	257
5.150.3.2 Speeches	257
5.151 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference	257
5.151.1 Detailed Description	258
5.152 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject Class Reference	258
5.152.1 Detailed Description	258
5.153 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference	258
5.153.1 Detailed Description	258
5.154 Crosstales.RTVoice.Provider.VoiceProviderLinux Class Reference	259
5.154.1 Detailed Description	260
5.154.2 Constructor & Destructor Documentation	260
5.154.2.1 VoiceProviderLinux(MonoBehaviour obj)	260
5.154.3 Member Function Documentation	260
5.154.3.1 Generate(Model.Wrapper wrapper)	260
5.154.3.2 GenerateInEditor(Model.Wrapper wrapper)	260
5.154.3.3 Silence()	260
5.154.3.4 Silence(string uid)	261
5.154.3.5 Speak(Model.Wrapper wrapper)	261
5.154.3.6 SpeakNative(Model.Wrapper wrapper)	261
5.154.3.7 SpeakNativeInEditor(Model.Wrapper wrapper)	261
5.155 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference	262
5.155.1 Detailed Description	263
5.155.2 Constructor & Destructor Documentation	263
5.155.2.1 VoiceProviderMacOS(MonoBehaviour obj)	263
5.155.3 Member Function Documentation	263
5.155.3.1 Generate(Model.Wrapper wrapper)	263

5.155.3.2 GenerateInEditor(Model.Wrapper wrapper)	263
5.155.3.3 Silence()	263
5.155.3.4 Silence(string uid)	264
5.155.3.5 Speak(Model.Wrapper wrapper)	264
5.155.3.6 SpeakNative(Model.Wrapper wrapper)	264
5.155.3.7 SpeakNativeInEditor(Model.Wrapper wrapper)	264
5.156Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference	265
5.156.1 Detailed Description	265
5.156.2 Constructor & Destructor Documentation	266
5.156.2.1 VoiceProviderMary(MonoBehaviour obj, string url, int port=59125, string user="","", string password="")	266
5.156.3 Member Function Documentation	266
5.156.3.1 Generate(Model.Wrapper wrapper)	266
5.156.3.2 GenerateInEditor(Model.Wrapper wrapper)	266
5.156.3.3 Speak(Model.Wrapper wrapper)	266
5.156.3.4 SpeakNative(Model.Wrapper wrapper)	267
5.156.3.5 SpeakNativeInEditor(Model.Wrapper wrapper)	267
5.157Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference	267
5.157.1 Detailed Description	268
5.157.2 Member Function Documentation	268
5.157.2.1 Generate(Model.Wrapper wrapper)	268
5.157.2.2 GenerateInEditor(Model.Wrapper wrapper)	269
5.157.2.3 Load()	269
5.157.2.4 Silence()	269
5.157.2.5 Speak(Model.Wrapper wrapper)	269
5.157.2.6 SpeakNative(Model.Wrapper wrapper)	269
5.157.2.7 SpeakNativeInEditor(Model.Wrapper wrapper)	270
5.158Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor Class Reference	270
5.158.1 Detailed Description	271
5.159Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject Class Reference	271
5.159.1 Detailed Description	271

5.160Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu Class Reference	271
5.160.1 Detailed Description	271
5.161Crosstales.RTVoice.Watson.VoiceProviderWatson Class Reference	271
5.161.1 Detailed Description	272
5.161.2 Member Function Documentation	272
5.161.2.1 Generate(Model.Wrapper wrapper)	272
5.161.2.2 GenerateInEditor(Model.Wrapper wrapper)	273
5.161.2.3 Load()	273
5.161.2.4 Speak(Model.Wrapper wrapper)	273
5.161.2.5 SpeakNative(Model.Wrapper wrapper)	273
5.161.2.6 SpeakNativeInEditor(Model.Wrapper wrapper)	274
5.161.3 Member Data Documentation	274
5.161.3.1 APIKey	274
5.161.3.2 RequestUri	274
5.162Crosstales.RTVoice.Watson.VoiceProviderWatsonEditor Class Reference	274
5.162.1 Detailed Description	275
5.163Crosstales.RTVoice.Watson.VoiceProviderWatsonGameObject Class Reference	275
5.163.1 Detailed Description	275
5.164Crosstales.RTVoice.Watson.VoiceProviderWatsonMenu Class Reference	275
5.164.1 Detailed Description	275
5.165Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference	276
5.165.1 Detailed Description	277
5.165.2 Member Function Documentation	277
5.165.2.1 Generate(Model.Wrapper wrapper)	277
5.165.2.2 GenerateInEditor(Model.Wrapper wrapper)	277
5.165.2.3 Load()	277
5.165.2.4 Silence()	277
5.165.2.5 Speak(Model.Wrapper wrapper)	277
5.165.2.6 SpeakNative(Model.Wrapper wrapper)	278
5.165.2.7 SpeakNativeInEditor(Model.Wrapper wrapper)	278

5.166	Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor Class Reference	278
5.166.1	Detailed Description	279
5.167	Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject Class Reference	279
5.167.1	Detailed Description	279
5.168	Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu Class Reference	279
5.168.1	Detailed Description	279
5.169	Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference	280
5.169.1	Detailed Description	280
5.169.2	Constructor & Destructor Documentation	281
5.169.2.1	VoiceProviderWindows(MonoBehaviour obj)	281
5.169.3	Member Function Documentation	281
5.169.3.1	Generate(Model.Wrapper wrapper)	281
5.169.3.2	Silence()	281
5.169.3.3	Silence(string uid)	281
5.169.3.4	Speak(Model.Wrapper wrapper)	281
5.169.3.5	SpeakNative(Model.Wrapper wrapper)	282
5.170	Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference	282
5.170.1	Detailed Description	283
5.170.2	Constructor & Destructor Documentation	283
5.170.2.1	VoiceProviderWSA(MonoBehaviour obj)	283
5.170.3	Member Function Documentation	283
5.170.3.1	Generate(Model.Wrapper wrapper)	283
5.170.3.2	GenerateInEditor(Model.Wrapper wrapper)	284
5.170.3.3	Silence()	284
5.170.3.4	Speak(Model.Wrapper wrapper)	284
5.170.3.5	SpeakNative(Model.Wrapper wrapper)	284
5.170.3.6	SpeakNativeInEditor(Model.Wrapper wrapper)	284
5.171	Crosstales.RTVoice.Util.WavMaster Class Reference	285
5.171.1	Detailed Description	285
5.171.2	Member Function Documentation	285

5.171.2.1 BitDepth(AudioClip audioClip)	285
5.171.2.2 FromAudioClip(AudioClip audioClip)	286
5.171.2.3 FromAudioClip(AudioClip audioClip, out string filepath, bool saveAsFile=true, string dirname=""rtv_audio"")	286
5.171.2.4 ToAudioClip(string filePath, string name=""wav"")	286
5.171.2.5 ToAudioClip(byte[] fileBytes, int offsetSamples=0, string name=""wav"")	287
5.172Crosstales.UI.WindowManager Class Reference	287
5.172.1 Detailed Description	288
5.172.2 Member Function Documentation	288
5.172.2.1 OpenPanel()	288
5.172.2.2 SwitchPanel()	288
5.172.3 Member Data Documentation	288
5.172.3.1 Dependencies	288
5.172.3.2 Speed	288
5.173Crosstales.RTVoice.Model.Wrapper Class Reference	288
5.173.1 Detailed Description	289
5.173.2 Constructor & Destructor Documentation	289
5.173.2.1 Wrapper()	289
5.173.2.2 Wrapper(string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)	289
5.173.2.3 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)	290
5.173.2.4 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)	290
5.173.3 Member Data Documentation	291
5.173.3.1 ForceSSML	291
5.173.3.2 OutputFile	291
5.173.3.3 Source	291
5.173.3.4 SpeakImmediately	291
5.173.3.5 Uid	291
5.173.3.6 Voice	291

5.173.4 Property Documentation	291
5.173.4.1 Created	291
5.173.4.2 Pitch	291
5.173.4.3 Rate	292
5.173.4.4 SpeechTime	292
5.173.4.5 Text	292
5.173.4.6 Volume	292
5.174 Crosstales.Common.Util.XmlHelper Class Reference	292
5.174.1 Detailed Description	292
5.174.2 Member Function Documentation	292
5.174.2.1 DeserializeFromFile< T >(string filename, bool skipBOM=false)	292
5.174.2.2 DeserializeFromResource< T >(string resourceName, bool skipBOM=true)	293
5.174.2.3 DeserializeFromString< T >(string xmlAsString, bool skipBOM=true)	293
5.174.2.4 SerializeToFile< T >(T obj, string filename)	293
5.174.2.5 SerializeToString< T >(T obj)	294
6 More information	295
6.1 Homepage	295
6.2 AssetStore	295
6.3 Forum	295
6.4 Documentation	295
6.5 Discord	295
6.6 Demos	295
6.6.1 WebGL	295
6.6.2 Windows	296
6.6.3 macOS	296
6.6.4 Android	296
6.7 Videos	296
6.7.1 Promotion	296
6.7.2 Tutorial	296
Index	297

Chapter 1

Namespace Index

1.1 Packages

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

Crosstales	15
Crosstales.Common	15
Crosstales.Common.EditorTask	15
Crosstales.Common.EditorUtil	15
Crosstales.Common.Model	16
Crosstales.Common.Model.Enum	16
Crosstales.Common.Util	16
Crosstales.RTVoice	17
Crosstales.RTVoice.AdventureCreator	18
Crosstales.RTVoice.AWSPolly	18
Crosstales.RTVoice.Azure	19
Crosstales.RTVoice.Demo	20
Crosstales.RTVoice.Demo.Util	21
Crosstales.RTVoice.EditorExtension	21
Crosstales.RTVoice.EditorIntegration	22
Crosstales.RTVoice.EditorTask	22
Crosstales.RTVoice.EditorUtil	23
Crosstales.RTVoice.Google	23
Crosstales.RTVoice.Klattersynth	23
Crosstales.RTVoice.Model	24
Crosstales.RTVoice.Model.Enum	24
Crosstales.RTVoice.PlayMaker	25
Crosstales.RTVoice.Provider	26
Crosstales.RTVoice.SAPI	26
Crosstales.RTVoice.SLATE	26
Crosstales.RTVoice.Tool	27
Crosstales.RTVoice.Util	27
Crosstales.RTVoice.Watson	27
Crosstales.RTVoice.WebGL	28
Crosstales.UI	28
Crosstales.UI.Util	28
HutongGames	29
HutongGames.PlayMaker	29
HutongGames.PlayMaker.Actions	29

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Crosstales.RTVoice.EditorTask.AAAConfigLoader	31
Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject	34
Crosstales.RTVoice.AdventureCreator.ACConnectorMenu	34
Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper	35
Crosstales.RTVoice.Azure.Authentication	45
Crosstales.RTVoice.EditorTask.AutoInitialize	46
<AVSpeechSynthesizerDelegate>	
RTVoiceIOSBridge	174
Crosstales.Common.EditorTask.BaseCompileDefines	47
Crosstales.RTVoice.EditorTask.CompileDefines	87
Crosstales.Common.Util.BaseConstants	47
Crosstales.RTVoice.Util.Constants	93
Crosstales.Common.Util.BaseHelper	64
Crosstales.Common.EditorUtil.BaseEditorHelper	60
Crosstales.RTVoice.EditorUtil.EditorHelper	115
Crosstales.RTVoice.Util.Helper	140
Crosstales.Common.EditorTask.BaseSetupResources	79
Crosstales.Common.EditorTask.SetupResources	184
Crosstales.RTVoice.EditorTask.SetupResources	184
Crosstales.RTVoice.EditorUtil.BuildPostprocessor	85
Crosstales.RTVoice.Util.Config	88
Crosstales.Common.Util.CTPlayerPrefs	100
Crosstales.Common.Util.CTProcessStartInfo	107
CustomActionEditor	
Crosstales.RTVoice.PlayMaker.BaseRTVEditor	79
Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor	40
Crosstales.RTVoice.PlayMaker.GetCulturesEditor	132
Crosstales.RTVoice.PlayMaker.GetVoicesEditor	134
Crosstales.RTVoice.PlayMaker.ParalanguageEditor	165
Crosstales.RTVoice.PlayMaker.SilenceEditor	185
Crosstales.RTVoice.PlayMaker.SpeechTextEditor	207
Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor	219
Crosstales.RTVoice.PlayMaker.SpeakEditor	192
Crosstales.RTVoice.PlayMaker.SpeakUIEditor	199

Dictionary	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	181
Editor	
Crosstales.RTVoice.AdventureCreator.ACConnectorEditor	33
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor	238
Crosstales.RTVoice.Azure.VoiceProviderAzureEditor	243
Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor	41
Crosstales.RTVoice.EditorExtension.ChangeGenderEditor	87
Crosstales.RTVoice.EditorExtension.LoudspeakerEditor	157
Crosstales.RTVoice.EditorExtension.ParalanguageEditor	164
Crosstales.RTVoice.EditorExtension.SequencerEditor	181
Crosstales.RTVoice.EditorExtension.SpeakerEditor	197
Crosstales.RTVoice.EditorExtension.SpeechTextEditor	206
Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor	220
Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor	232
Crosstales.RTVoice.Google.VoiceProviderGoogleEditor	249
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor	257
Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor	270
Crosstales.RTVoice.Watson.VoiceProviderWatsonEditor	274
Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor	278
Crosstales.RTVoice.EditorUtil.EditorConfig	111
Crosstales.RTVoice.EditorUtil.EditorConstants	113
EditorWindow	
Crosstales.RTVoice.EditorIntegration.ConfigBase	91
Crosstales.RTVoice.EditorIntegration.ConfigPreferences	91
Crosstales.RTVoice.EditorIntegration.ConfigWindow	92
EventArgs	
Crosstales.RTVoice.Azure.GenericEventArgs< T >	130
Crosstales.ExtensionMethods	117
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseRTVAction	78
HutongGames.PlayMaker.Actions.AudioFileGenerator	37
HutongGames.PlayMaker.Actions.GetCultures	131
HutongGames.PlayMaker.Actions.GetVoices	133
HutongGames.PlayMaker.Actions.Paralanguage	164
HutongGames.PlayMaker.Actions.Silence	185
HutongGames.PlayMaker.Actions.SpeakBase	190
HutongGames.PlayMaker.Actions.Speak	188
HutongGames.PlayMaker.Actions.SpeakUI	198
HutongGames.PlayMaker.Actions.SpeechText	202
HutongGames.PlayMaker.Actions.TextFileSpeaker	218
IDisposable	
Crosstales.Common.Util.CTPProcess	103
IDragHandler	
Crosstales.UI.UIResize	223
Crosstales.RTVoice.Azure.Synthesize.InputOptions	143
IPointerDownHandler	
Crosstales.UI.UIResize	223
ISerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	181
Crosstales.RTVoice.Provider.IVoiceProvider	146
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider	55
Crosstales.RTVoice.AWSPolly.VoiceProviderAWS	235
Crosstales.RTVoice.Azure.VoiceProviderAzure	240
Crosstales.RTVoice.Google.VoiceProviderGoogle	247
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth	254
Crosstales.RTVoice.SAPI.VoiceProviderSAPI	267
Crosstales.RTVoice.VoiceProviderExample	244

Crosstales.RTVoice.Watson.VoiceProviderWatson	271
Crosstales.RTVoice.WebGL.VoiceProviderWebGL	276
Crosstales.RTVoice.Provider.BaseVoiceProvider	80
Crosstales.RTVoice.Provider.VoiceProviderAndroid	233
Crosstales.RTVoice.Provider.VoiceProviderIOS	251
Crosstales.RTVoice.Provider.VoiceProviderLinux	259
Crosstales.RTVoice.Provider.VoiceProviderMacOS	262
Crosstales.RTVoice.Provider.VoiceProviderMary	265
Crosstales.RTVoice.Provider.VoiceProviderWindows	280
Crosstales.RTVoice.Provider.VoiceProviderWSA	282
IXmlSerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	181
Crosstales.RTVoice.EditorTask.Launch	153
MonoBehaviour	
Crosstales.Common.Util.BackgroundController	46
Crosstales.Common.Util.FFTAnalyzer	126
Crosstales.Common.Util.FreeCam	128
Crosstales.Common.Util.PlatformController	166
Crosstales.RTVoice.Demo.Util.PlatformController	167
Crosstales.Common.Util.RandomColor	168
Crosstales.Common.Util.RandomRotator	170
Crosstales.Common.Util.RandomScaler	172
Crosstales.Common.Util.SpectrumVisualizer	201
Crosstales.Common.Util.SurviveSceneSwitch	208
Crosstales.Common.Util.TakeScreenshot	213
Crosstales.RTVoice.AdventureCreator.ACConnector	31
Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher	34
Crosstales.RTVoice.AWSPolly.Switcher	210
Crosstales.RTVoice.Azure.Switcher	211
Crosstales.RTVoice.Demo.Dialog	110
Crosstales.RTVoice.Demo.GUIAudioFilter	134
Crosstales.RTVoice.Demo.GUIDialog	135
Crosstales.RTVoice.Demo.GUIMain	136
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	137
Crosstales.RTVoice.Demo.GUIScenes	138
Crosstales.RTVoice.Demo.GUISpeech	139
Crosstales.RTVoice.Demo.NativeAudio	158
Crosstales.RTVoice.Demo.PreGeneratedAudio	168
Crosstales.RTVoice.Demo.SendMessage	176
Crosstales.RTVoice.Demo.SequenceCaller	178
Crosstales.RTVoice.Demo.Simple	186
Crosstales.RTVoice.Demo.SimpleNative	187
Crosstales.RTVoice.Demo.SpeakWrapper	200
Crosstales.RTVoice.Demo.Util.iOSController	145
Crosstales.RTVoice.Demo.Util.MaterialChanger	158
Crosstales.RTVoice.Demo.Util.NativeController	159
Crosstales.RTVoice.Google.Switcher	209
Crosstales.RTVoice.LiveSpeaker	153
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider	55
Crosstales.RTVoice.SLATE.CutSceneStart	110
Crosstales.RTVoice.Speaker	192
Crosstales.RTVoice.Tool.AudioFileGenerator	37
Crosstales.RTVoice.Tool.ChangeGender	86
Crosstales.RTVoice.Tool.Loudspeaker	156
Crosstales.RTVoice.Tool.Paralanguage	160
Crosstales.RTVoice.Tool.Sequencer	179
Crosstales.RTVoice.Tool.SpeechText	203
Crosstales.RTVoice.Tool.TextFileSpeaker	214

Crosstales.RTVoice.Tool.VoiceInitializer	231
Crosstales.RTVoice.Watson.Switcher	210
Crosstales.RTVoice.Watson.VoiceProviderWatsonGameObject	275
Crosstales.UI.Social	188
Crosstales.UI.StaticManager	207
Crosstales.UI.UIDrag	220
Crosstales.UI.UIFocus	221
Crosstales.UI.UIHint	222
Crosstales.UI.UIResize	223
Crosstales.UI.UIWindowManager	224
Crosstales.UI.Util.AudioFilterController	41
Crosstales.UI.Util.AudioSourceController	43
Crosstales.UI.Util.FPSDisplay	128
Crosstales.UI.Util.ScrollRectHandler	175
Crosstales.UI.WindowManager	287
NSObject	
RTVoiceIOSBridge	174
Crosstales.Common.EditorTask.NYCheck	160
Crosstales.RTVoice.EditorTask.ReminderCheck	173
Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject	173
Crosstales.RTVoice.EditorIntegration.RTVoiceMenu	175
Crosstales.RTVoice.Model.Sequence	176
Crosstales.Common.Util.SerializableDictionary< string, string >	181
Crosstales.Common.Util.SerializeDeSerialize	182
Crosstales.RTVoice.Azure.Synthesize	211
Crosstales.RTVoice.EditorTask.UpdateCheck	225
Crosstales.RTVoice.Model.Voice	226
Crosstales.RTVoice.Model.VoiceAlias	228
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject	239
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu	239
Crosstales.RTVoice.Azure.VoiceProviderAWSMenu	239
Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject	244
Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject	250
Crosstales.RTVoice.Google.VoiceProviderGoogleMenu	250
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject	258
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu	258
Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject	271
Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu	271
Crosstales.RTVoice.Watson.VoiceProviderWatsonMenu	275
Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject	279
Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu	279
Crosstales.RTVoice.Util.WavMaster	285
WebClient	
Crosstales.Common.Util.CTWebClient	109
Crosstales.RTVoice.Model.Wrapper	288
Crosstales.Common.Util.XmlHelper	292

Chapter 3

Class Index

3.1 Class List

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

Crosstales.RTVoice.EditorTask.AAAConfigLoader	
Loads the configuration at startup.	31
Crosstales.RTVoice.AdventureCreator.ACConnector	
Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed. . .	31
Crosstales.RTVoice.AdventureCreator.ACConnectorEditor	
Custom editor for the 'ACConnector'-class.	33
Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject	
Editor component for for adding the prefabs from 'Adventure Creator' in the "Hierarchy"-menu. .	34
Crosstales.RTVoice.AdventureCreator.ACConnectorMenu	
Editor component for for adding the prefabs from 'Adventure Creator' in the "Tools"-menu. . . .	34
Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher	
Allows to switch scenes with Adventure Creator.	34
Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper	
Wrapper for an AC-character to an RT-Voice.	35
HutongGames.PlayMaker.Actions.AudioFileGenerator	
AudioFileGenerator-action for PlayMaker.	37
Crosstales.RTVoice.Tool.AudioFileGenerator	
Process files with configured speeches.	37
Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor	
Custom editor for the AudioFileGenerator-action.	40
Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor	
Custom editor for the 'SpeechText'-class.	41
Crosstales.UI.Util.AudioFilterController	
Controller for audio filters.	41
Crosstales.UI.Util.AudioSourceController	
Controller for AudioSources.	43
Crosstales.RTVoice.Azure.Authentication	
This class demonstrates how to get a valid O-auth token	45
Crosstales.RTVoice.EditorTask.AutoInitialize	
Automatically adds the necessary RTVoice-prefabs to the current scene.	46
Crosstales.Common.Util.BackgroundController	
Enables or disable game objects on Android or iOS in the background.	46
Crosstales.Common.EditorTask.BaseCompileDefines	
Base for adding and removing the given define symbols to PlayerSettings define symbols. . . .	47
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset.	47

Crosstales.RTVoice.Provider.BaseCustomVoiceProvider	
Base class for custom voice providers (TTS-systems).	55
Crosstales.Common.EditorUtil.BaseEditorHelper	
Base for various Editor helper functions.	60
Crosstales.Common.Util.BaseHelper	
Base for various helper functions.	64
HutongGames.PlayMaker.Actions.BaseRTVAction	
Base class for RT-Voice actions in PlayMaker.	78
Crosstales.RTVoice.PlayMaker.BaseRTVEditor	
Base class for RT-Voice custom editors in PlayMaker.	79
Crosstales.Common.EditorTask.BaseSetupResources	
Base for copying all resources to 'Editor Default Resources'.	79
Crosstales.RTVoice.Provider.BaseVoiceProvider	
Base class for voice providers.	80
Crosstales.RTVoice.EditorUtil.BuildPostprocessor	
BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.	85
Crosstales.RTVoice.Tool.ChangeGender	
Change the gender of all voices (useful for eSpeak).	86
Crosstales.RTVoice.EditorExtension.ChangeGenderEditor	
Custom editor for the 'ChangeGender'-class.	87
Crosstales.RTVoice.EditorTask.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols.	87
Crosstales.RTVoice.Util.Config	
Configuration for the asset.	88
Crosstales.RTVoice.EditorIntegration.ConfigBase	
Base class for editor windows.	91
Crosstales.RTVoice.EditorIntegration.ConfigPreferences	
Unity "Preferences" extension.	91
Crosstales.RTVoice.EditorIntegration.ConfigWindow	
Editor window extension.	92
Crosstales.RTVoice.Util.Constants	
Collected constants of very general utility for the asset.	93
Crosstales.Common.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs.	100
Crosstales.Common.Util.CTProcess	
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).	103
Crosstales.Common.Util.CTProcessStartInfo	
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).	107
Crosstales.Common.Util.CTWebClient	
Specialized WebClient.	109
Crosstales.RTVoice.SLATE.CutSceneStart	110
Crosstales.RTVoice.Demo.Dialog	
Simple dialog system with TTS voices.	110
Crosstales.RTVoice.EditorUtil.EditorConfig	
Editor configuration for the asset.	111
Crosstales.RTVoice.EditorUtil.EditorConstants	
Collected constants of very general utility for the asset.	113
Crosstales.RTVoice.EditorUtil.EditorHelper	
Editor helper class.	115
Crosstales.ExtensionMethods	
Various extension methods.	117
Crosstales.Common.Util.FFTAnalyzer	
FFT analyzer for an audio channel.	126
Crosstales.UI.Util.FPSDisplay	
Simple FPS-Counter.	128

Crosstales.Common.Util.FreeCam	
A simple free camera to be added to a Unity game object	128
Crosstales.RTVoice.Azure.GenericEventArgs< T >	
Generic event args	130
HutongGames.PlayMaker.Actions.GetCultures	
GetCultures-action for PlayMaker.	131
Crosstales.RTVoice.PlayMaker.GetCulturesEditor	
Custom editor for the GetCultures-action.	132
HutongGames.PlayMaker.Actions.GetVoices	
GetVoices-action for PlayMaker.	133
Crosstales.RTVoice.PlayMaker.GetVoicesEditor	
Custom editor for the GetVoices-action.	134
Crosstales.RTVoice.Demo.GUIAudioFilter	
Simple GUI for audio filters.	134
Crosstales.RTVoice.Demo.GUIDialog	
Simple GUI for runtime dialogs with all available OS voices.	135
Crosstales.RTVoice.Demo.GUIMain	
Main GUI component for all demo scenes.	136
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	
Simple GUI for audio filters on multiple objects.	137
Crosstales.RTVoice.Demo.GUIScenes	
Main GUI scene manager for all demo scenes.	138
Crosstales.RTVoice.Demo.GUISpeech	
Simple GUI for runtime TTS with all available OS voices.	139
Crosstales.RTVoice.Util.Helper	
Various helper functions.	140
Crosstales.RTVoice.Azure.Synthesize.InputOptions	
Inputs Options for the TTS Service.	143
Crosstales.RTVoice.Demo.Util.iOSController	
Enables MaryTTS on iOS for specific scenes.	145
Crosstales.RTVoice.Provider.IVoiceProvider	
Interface for all voice providers.	146
Crosstales.RTVoice.EditorTask.Launch	
Show the configuration window on the first launch.	153
Crosstales.RTVoice.LiveSpeaker	
Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").	153
Crosstales.RTVoice.Tool.Loudspeaker	
Loudspeaker for an AudioSource.	156
Crosstales.RTVoice.EditorExtension.LoudspeakerEditor	
Custom editor for the 'Loudspeaker'-class.	157
Crosstales.RTVoice.Demo.Util.MaterialChanger	
Changes the material of a renderer while an AudioSource is playing.	158
Crosstales.RTVoice.Demo.NativeAudio	
Simple example with native audio for exact timing.	158
Crosstales.RTVoice.Demo.Util.NativeController	
Enables or disable game objects for native mode.	159
Crosstales.Common.EditorTask.NYCheck	
Checks if a 'Happy new year'-message must be displayed.	160
Crosstales.RTVoice.Tool.Paralanguage	
Para-language simulator with audio files.	160
HutongGames.PlayMaker.Actions.Paralanguage	
Paralanguage-action for PlayMaker.	164
Crosstales.RTVoice.EditorExtension.ParalanguageEditor	
Custom editor for the 'Paralanguage'-class.	164
Crosstales.RTVoice.PlayMaker.ParalanguageEditor	
Custom editor for the Paralanguage-action.	165
Crosstales.Common.Util.PlatformController	
Enables or disable game objects for a given platform.	166

Crosstales.RTVoice.Demo.Util.PlatformController	
Enables or disable game objects for a given platform.	167
Crosstales.RTVoice.Demo.PreGeneratedAudio	
Simple example with pre-generated audio for exact timing.	168
Crosstales.Common.Util.RandomColor	
Random color changer.	168
Crosstales.Common.Util.RandomRotator	
Random rotation changer.	170
Crosstales.Common.Util.RandomScaler	
Random scale changer.	172
Crosstales.RTVoice.EditorTask.ReminderCheck	
Reminds the customer to create an UAS review.	173
Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject	
Editor component for the "Hierarchy"-menu.	173
RTVoiceIOSBridge	174
Crosstales.RTVoice.EditorIntegration.RTVoiceMenu	
Editor component for the "Tools"-menu.	175
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms.	175
Crosstales.RTVoice.Demo.SendMessage	
Simple "SendMessage" example.	176
Crosstales.RTVoice.Model.Sequence	
Model for a sequence.	176
Crosstales.RTVoice.Demo.SequenceCaller	
Simple Sequence caller example.	178
Crosstales.RTVoice.Tool.Sequencer	
Simple sequencer for dialogues.	179
Crosstales.RTVoice.EditorExtension.SequencerEditor	
Custom editor for the 'Sequencer'-class.	181
Crosstales.Common.Util.SerializableDictionary< TKey, TValue >	
Serializable Dictionary-class for XML.	181
Crosstales.Common.Util.SerializeDeSerialize	
Serialize and deserialize objects to/from binary files.	182
Crosstales.RTVoice.EditorTask.SetupResources	
Moves all needed resources to 'Editor Default Resources'.	184
Crosstales.Common.EditorTask.SetupResources	
Copies all resources to 'Editor Default Resources'.	184
HutongGames.PlayMaker.Actions.Silence	
Silence-action for PlayMaker.	185
Crosstales.RTVoice.PlayMaker.SilenceEditor	
Custom editor for the Silence-action.	185
Crosstales.RTVoice.Demo.Simple	
Simple TTS example.	186
Crosstales.RTVoice.Demo.SimpleNative	
Simple native TTS example.	187
Crosstales.UI.Social	
Crosstales social media links.	188
HutongGames.PlayMaker.Actions.Speak	
Speak-action for PlayMaker.	188
HutongGames.PlayMaker.Actions.SpeakBase	
Base for Speak-actions in PlayMaker.	190
Crosstales.RTVoice.PlayMaker.SpeakEditor	
Custom editor for the Speak-action.	192
Crosstales.RTVoice.Speaker	
Main component of RTVoice.	192
Crosstales.RTVoice.EditorExtension.SpeakerEditor	
Custom editor for the 'Speaker'-class.	197

HutongGames.PlayMaker.Actions.SpeakUI	
Speak-action for UI-components in PlayMaker.	198
Crosstales.RTVoice.PlayMaker.SpeakUIEditor	
Custom editor for the SpeakUI-action.	199
Crosstales.RTVoice.Demo.SpeakWrapper	
Wrapper for the dynamic speakers.	200
Crosstales.Common.Util.SpectrumVisualizer	
Simple spectrum visualizer.	201
HutongGames.PlayMaker.Actions.SpeechText	
SpeechText-action for PlayMaker.	202
Crosstales.RTVoice.Tool.SpeechText	
Allows to speak and store generated audio.	203
Crosstales.RTVoice.EditorExtension.SpeechTextEditor	
Custom editor for the 'SpeechText'-class.	206
Crosstales.RTVoice.PlayMaker.SpeechTextEditor	
Custom editor for the SpeechText-action.	207
Crosstales.UI.StaticManager	
Static Button Manager.	207
Crosstales.Common.Util.SurviveSceneSwitch	
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.	208
Crosstales.RTVoice.Google.Switcher	
Simple switcher to test the functionality of the Google Cloud provider.	209
Crosstales.RTVoice.Watson.Switcher	
Simple switcher to test the functionality of the IBM Watson provider.	210
Crosstales.RTVoice.AWSPolly.Switcher	
Simple switcher to test the functionality of the AWS Polly provider.	210
Crosstales.RTVoice.Azure.Switcher	
Simple switcher to test the functionality of the Azure provider.	211
Crosstales.RTVoice.Azure.Synthesize	
Sample synthesize request	211
Crosstales.Common.Util.TakeScreenshot	
Take screen shots inside an application.	213
Crosstales.RTVoice.Tool.TextFileSpeaker	
Allows to speak text files.	214
HutongGames.PlayMaker.Actions.TextFileSpeaker	
TextFileSpeaker-action for PlayMaker.	218
Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor	
Custom editor for the TextFileSpeaker-action.	219
Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor	
Custom editor for the 'TextFileSpeaker'-class.	220
Crosstales.UI.UIDrag	
Allow to Drag the Windows around.	220
Crosstales.UI.UIFocus	
Change the Focus on from a Window.	221
Crosstales.UI.UIHint	
Controls a UI group (hint).	222
Crosstales.UI.UIResize	
Resize a UI element.	223
Crosstales.UI.UIWindowManager	
Change the state of all Window panels.	224
Crosstales.RTVoice.EditorTask.UpdateCheck	
Checks for updates of the asset.	225
Crosstales.RTVoice.Model.Voice	
Model for a voice.	226
Crosstales.RTVoice.Model.VoiceAlias	
Alias for multiple voices on different platforms.	228

Crosstales.RTVoice.Tool.VoiceInitializer	
Allows to initialize voices (useful on Android).	231
Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor	
Custom editor for the 'VoiceInitializer'-class.	232
Crosstales.RTVoice.Provider.VoiceProviderAndroid	
Android voice provider.	233
Crosstales.RTVoice.AWSPolly.VoiceProviderAWS	
AWS Polly voice provider.	235
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor	
Custom editor for the 'VoiceProviderAWS'-class.	238
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject	
Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.	239
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu	
Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.	239
Crosstales.RTVoice.Azure.VoiceProviderAWSMenu	
Editor component for for adding the prefabs from 'Azure' in the "Tools"-menu.	239
Crosstales.RTVoice.Azure.VoiceProviderAzure	
Azure (Bing Speech) voice provider.	240
Crosstales.RTVoice.Azure.VoiceProviderAzureEditor	
Custom editor for the 'VoiceProviderAzure'-class.	243
Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject	
Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu.	244
Crosstales.RTVoice.VoiceProviderExample	
Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the Wrapper and its variables .	244
Crosstales.RTVoice.Google.VoiceProviderGoogle	
Google Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" https://assetstore.unity.com/packages/slug/115170?aid=10111NGT .	247
Crosstales.RTVoice.Google.VoiceProviderGoogleEditor	
Custom editor for the 'VoiceProviderGoogle'-class.	249
Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject	
Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.	250
Crosstales.RTVoice.Google.VoiceProviderGoogleMenu	
Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.	250
Crosstales.RTVoice.Provider.VoiceProviderIOS	
iOS voice provider.	251
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth	
Klattersynth voice provider. NOTE: This provider needs "Klattersynth" https://assetstore.unity.com/packages/slug/95453?aid=10111NGT .	254
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor	
Custom editor for the 'VoiceProviderKlattersynth'-class.	257
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject	
Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.	258
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu	
Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.	258
Crosstales.RTVoice.Provider.VoiceProviderLinux	
Linux voice provider. NOTE: needs eSpeak to work: http://espeak.sourceforge.net/ .	259
Crosstales.RTVoice.Provider.VoiceProviderMacOS	
MacOS voice provider.	262
Crosstales.RTVoice.Provider.VoiceProviderMary	
MaryTTS voice provider.	265
Crosstales.RTVoice.SAPI.VoiceProviderSAPI	
Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the Wrapper and its variables .	267
Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor	
Custom editor for the 'VoiceProviderSAPI'-class.	270

Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject	
Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.	271
Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu	
Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.	271
Crosstales.RTVoice.Watson.VoiceProviderWatson	
IBM Watson voice provider.	271
Crosstales.RTVoice.Watson.VoiceProviderWatsonEditor	
Custom editor for the 'VoiceProviderWatson'-class.	274
Crosstales.RTVoice.Watson.VoiceProviderWatsonGameObject	
Editor component for for adding the prefabs from 'Watson' in the "Hierarchy"-menu.	275
Crosstales.RTVoice.Watson.VoiceProviderWatsonMenu	
Editor component for for adding the prefabs from 'Watson' in the "Tools"-menu.	275
Crosstales.RTVoice.WebGL.VoiceProviderWebGL	
WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" https://assetstore.unity.com/packages/slug/81861?aid=10111NGT	276
Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor	
Custom editor for the 'VoiceProviderWebGL'-class.	278
Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject	
Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.	279
Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu	
Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.	279
Crosstales.RTVoice.Provider.VoiceProviderWindows	
Windows voice provider.	280
Crosstales.RTVoice.Provider.VoiceProviderWSA	
WSA (UWP) voice provider.	282
Crosstales.RTVoice.Util.WavMaster	
WAV utility for recording and audio playback functions in Unity	285
Crosstales.UI.WindowManager	
Manager for a Window.	287
Crosstales.RTVoice.Model.Wrapper	
Wrapper for "Speak"-function calls.	288
Crosstales.Common.Util.XmlHelper	
Helper-class for XML.	292

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

Classes

- class ExtensionMethods
Various extension methods.

4.2 Crosstales.Common Namespace Reference

Namespaces

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

- class BaseCompileDefines
Base for adding and removing the given define symbols to PlayerSettings 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

Namespaces

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 enum Crosstales.Common.Model.Enum.Platform [strong]

All available platforms.

4.6.1.2 enum Crosstales.Common.Model.Enum.SampleRate [strong]

Typical audio sample rates.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class BackgroundController
Enables or disable game objects on Android or iOS in the background.
- class BaseConstants
Base for collected constants of very general utility for the asset.
- class BaseHelper
Base for various helper functions.
- class CTPlayerPrefs
Wrapper for the PlayerPrefs.
- class CTProcess
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class CTProcessStartInfo
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).

- class CTWebClient
Specialized WebClient.
- class FFTAnalyzer
FFT analyzer for an audio channel.
- class FreeCam
A simple free camera to be added to a Unity game object.
- class **NativeMethods**
Native methods (bridge to Windows).
- class PlatformController
Enables or disable game objects for a given platform.
- class RandomColor
Random color changer.
- class RandomRotator
Random rotation changer.
- class RandomScaler
Random scale changer.
- class SerializableDictionary
Serializable Dictionary-class for XML.
- class SerializeDeSerialize
Serialize and deserialize objects to/from binary files.
- class SpectrumVisualizer
Simple spectrum visualizer.
- class SurviveSceneSwitch
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.
- class TakeScreenshot
Take screen shots inside an application.
- class XmlHelper
Helper-class for XML.

4.8 Crosstales.RTVoice Namespace Reference

Namespaces

Classes

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

Enumerations

- enum Endpoint {
APNortheast1, APNortheast2, APSouth1, APSoutheast1,
APSoutheast2, CACentral1, CNNorth1, EUCentral1,
EUWest1, EUWest2, SAEast1, USEast1,
USEast2, USGovCloudWest1, USWest1, USWest2 }

All available AWS Polly endpoints.

4.10.1 Enumeration Type Documentation

4.10.1.1 enum Crosstales.RTVoice.AWSPolly.Endpoint [strong]

All available AWS Polly endpoints.

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 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 AudioOutputFormat {
AudioOutputFormat.Raw8Khz8BitMonoMULaw, AudioOutputFormat.Raw16Khz16BitMonoPcm, Audio↵
OutputFormat.Riff8Khz8BitMonoMULaw, AudioOutputFormat.Riff16Khz16BitMonoPcm,
AudioOutputFormat.Ssml16Khz16BitMonoSilk, AudioOutputFormat.Raw16Khz16BitMonoTrueSilk, Audio↵
OutputFormat.Ssml16Khz16BitMonoTts, AudioOutputFormat.Audio16Khz128KBitRateMonoMp3,
AudioOutputFormat.Audio16Khz64KBitRateMonoMp3, AudioOutputFormat.Audio16Khz32KBitRateMono↵
Mp3, AudioOutputFormat.Audio16Khz16KbpsMonoSiren, AudioOutputFormat.Riff16Khz16KbpsMonoSiren,
AudioOutputFormat.Raw24Khz16BitMonoTrueSilk, AudioOutputFormat.Raw24Khz16BitMonoPcm, Audio↵
OutputFormat.Riff24Khz16BitMonoPcm, AudioOutputFormat.Audio24Khz48KBitRateMonoMp3,
AudioOutputFormat.Audio24Khz96KBitRateMonoMp3, AudioOutputFormat.Audio24Khz160KBitRateMono↵
Mp3 }
Voice output formats.

4.11.1 Enumeration Type Documentation

4.11.1.1 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.

4.12 Crosstales.RTVoice.Demo Namespace Reference

Namespaces

Classes

- class Dialog
 - Simple dialog system with TTS voices.*
- class GUIAudioFilter
 - Simple GUI for audio filters.*
- class GUIDialog
 - Simple GUI for runtime dialogs with all available OS voices.*
- class GUIMain
 - Main GUI component for all demo scenes.*
- class GUIMultiAudioFilter
 - Simple GUI for audio filters on multiple objects.*

- class GUIScenes
Main GUI scene manager for all demo scenes.
- class GUISpeech
Simple GUI for runtime TTS with all available OS voices.
- class NativeAudio
Simple example with native audio for exact timing.
- class PreGeneratedAudio
Simple example with pre-generated audio for exact timing.
- class SendMessage
Simple "SendMessage" example.
- class SequenceCaller
Simple Sequence caller example.
- class Simple
Simple TTS example.
- class SimpleNative
Simple native TTS example.
- class SpeakWrapper
Wrapper for the dynamic speakers.

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 RTVoice-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 `ReminderCheck`
 - Reminds the customer to create an UAS review.*
- 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 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 Switcher
Simple switcher to test the functionality of the Google Cloud provider.
- class VoiceProviderGoogle
Google Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>
- class VoiceProviderGoogleEditor
Custom editor for the 'VoiceProviderGoogle'-class.
- class VoiceProviderGoogleGameObject
Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.
- class VoiceProviderGoogleMenu
Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

4.19 Crosstales.RTVoice.Klattersynth Namespace Reference

Classes

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

4.20 Crosstales.RTVoice.Model Namespace Reference

Namespaces

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 enum Crosstales.RTVoice.Model.Enum.ESpeakModifiers [strong]

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

4.21.1.2 enum Crosstales.RTVoice.Model.Enum.Gender [strong]

The genders for voices.

4.21.1.3 enum Crosstales.RTVoice.Model.Enum.MaryTTSType [strong]

The different MaryTTS input types.

4.21.1.4 enum Crosstales.RTVoice.Model.Enum.ProviderType [strong]

Available provider types.

4.21.1.5 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.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.

4.25 Crosstales.RTVoice.SLATE Namespace Reference

Classes

- class CutSceneStart

4.26 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).

4.27 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.

4.28 Crosstales.RTVoice.Watson Namespace Reference

Classes

- class Switcher
Simple switcher to test the functionality of the IBM Watson provider.
- class VoiceProviderWatson
IBM Watson voice provider.
- class VoiceProviderWatsonEditor
Custom editor for the 'VoiceProviderWatson'-class.
- class VoiceProviderWatsonGameObject
Editor component for for adding the prefabs from 'Watson' in the "Hierarchy"-menu.
- class VoiceProviderWatsonMenu
Editor component for for adding the prefabs from 'Watson' in the "Tools"-menu.

4.29 Crosstales.RTVoice.WebGL Namespace Reference

Classes

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

4.30 Crosstales.UI Namespace Reference

Namespaces

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

Namespaces

4.33 HutongGames.PlayMaker Namespace Reference

Namespaces

4.34 HutongGames.PlayMaker.Actions Namespace Reference

Classes

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

Chapter 5

Class Documentation

5.1 Crosstales.RTVoice.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

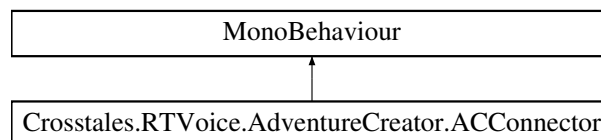
The documentation for this class was generated from the following file:

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

5.2 Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference

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

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnector:



Public Member Functions

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

Public Attributes

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

Properties

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

5.2.1 Detailed Description

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

5.2.2 Member Data Documentation

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

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

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

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

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

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

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

Voices for the AC-characters (optional).

5.2.3 Property Documentation

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

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

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

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

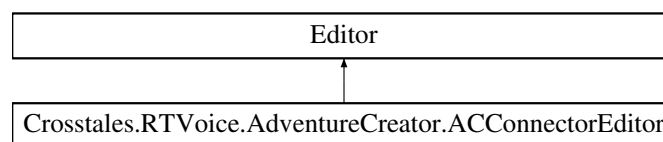
The documentation for this class was generated from the following file:

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

5.3 Crosstales.RTVoice.AdventureCreator.ACConnectorEditor Class Reference

Custom editor for the 'ACConnector'-class.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnectorEditor:



Public Member Functions

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

5.3.1 Detailed Description

Custom editor for the 'ACConnector'-class.

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

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

5.4 Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject Class Reference

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

5.4.1 Detailed Description

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

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

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

5.5 Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference

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

5.5.1 Detailed Description

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

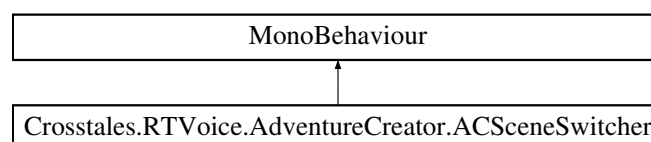
The documentation for this class was generated from the following file:

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

5.6 Crosstales.RTVoice.AdventureCreator.ACSwitcher Class Reference

Allows to switch scenes with Adventure Creator.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACSwitcher:



Public Member Functions

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

5.6.1 Detailed Description

Allows to switch scenes with Adventure Creator.

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

- D:/slaubenger/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 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.ACVoiceName = string.Empty

Name of the AC-character on-screen.

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

Ignore this character (default: false).

5.7.2.3 **Model.Enum.SpeakMode** Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Mode = **Model.Enum.SpeakMode.Speak**

Speak mode (default: 'Speak').

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

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

5.7.2.6 AudioSource Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Source

Origin AudioSource (optional).

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

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

5.7.2.8 **Model.VoiceAlias** Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Voices

Voices for the speech.

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

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

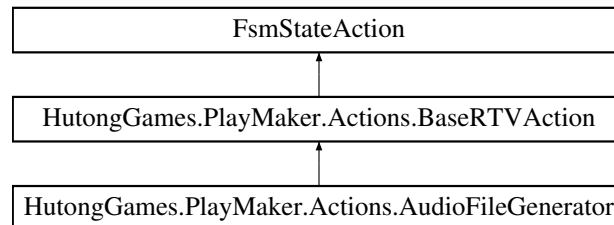
The documentation for this class was generated from the following file:

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

5.8 HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference

AudioFileGenerator-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.AudioFileGenerator:



Public Member Functions

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

Public Attributes

- Crosstailes.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 Crosstailes.RTVoice.Tool.AudioFileGenerator HutongGames.PlayMaker.Actions.AudioFileGenerator.Obj

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

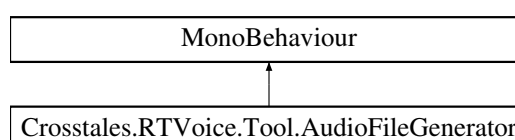
The documentation for this class was generated from the following file:

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

5.9 Crosstailes.RTVoice.Tool.AudioFileGenerator Class Reference

Process files with configured speeches.

Inheritance diagram for Crosstailes.RTVoice.Tool.AudioFileGenerator:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **OnValidate** ()
- void **Generate** ()
Generate the audio files from the text files.
- IEnumerator **generate** ()
- void **Normalize** (string inputFile)

Static Public Member Functions

- static float **GetMaxPeak** (string inputFile)

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

Generate the audio files from the text files.

5.9.3 Member Data Documentation

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

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

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

Text files to generate.

5.9.4 Property Documentation

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

An event triggered whenever a AudioFileGenerator 'Generate' is completed.

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

An event triggered whenever a AudioFileGenerator 'Generate' is started.

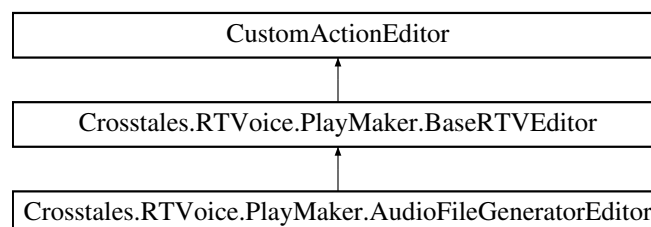
The documentation for this class was generated from the following file:

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

5.10 Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference

Custom editor for the AudioFileGenerator-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor:



Additional Inherited Members

5.10.1 Detailed Description

Custom editor for the AudioFileGenerator-action.

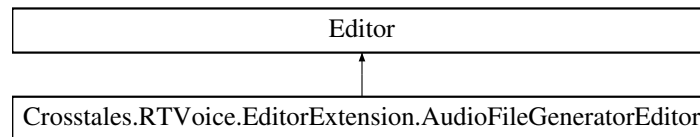
The documentation for this class was generated from the following file:

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

5.11 Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor:



Public Member Functions

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

5.11.1 Detailed Description

Custom editor for the 'SpeechText'-class.

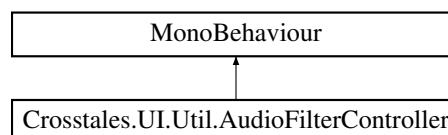
The documentation for this class was generated from the following file:

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

5.12 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:



Public Member Functions

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

Public Attributes

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

5.12.1 Detailed Description

Controller for audio filters.

5.12.2 Member Function Documentation

5.12.2.1 void Crosstailes.UI.Util.AudioFilterController.FindAllAudioFilters ()

Finds all audio filters in the scene.

5.12.2.2 void Crosstailes.UI.Util.AudioFilterController.ResetAudioFilters ()

Resets all audio filters.

5.12.3 Member Data Documentation

5.12.3.1 bool Crosstailes.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true

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

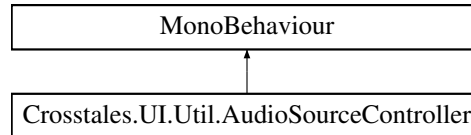
The documentation for this class was generated from the following file:

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

5.13 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



Public Member Functions

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

Public Attributes

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

5.13.1 Detailed Description

Controller for AudioSources.

5.13.2 Member Function Documentation

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

Finds all audio sources in the scene.

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

Resets all audio sources.

5.13.3 Member Data Documentation

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

Active controlled AudioSources.

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

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

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

Loop on/off (default: false).

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

Mute on/off (default: false).

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

Pitch of the audio (default: 1).

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

Resets all active AudioSources (default: true).

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

Stereo pan of the audio (default: 0).

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

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

Parameters

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

Returns

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

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

5.15 Crosstales.RTVoice.EditorTask.AutoInitialize Class Reference

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

5.15.1 Detailed Description

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

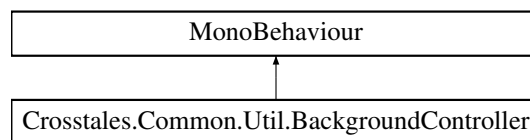
The documentation for this class was generated from the following file:

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

5.16 Crosstales.Common.Util.BackgroundController Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



Public Member Functions

- void **Start** ()
- void **FixedUpdate** ()

Public Attributes

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

5.16.1 Detailed Description

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

5.16.2 Member Data Documentation

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

Selected objects to disable in the background for the controller.

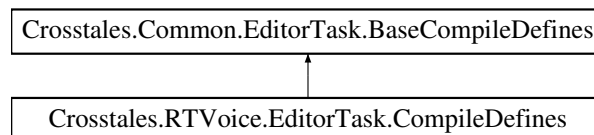
The documentation for this class was generated from the following file:

- 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 define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



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 define symbols to PlayerSettings define symbols.

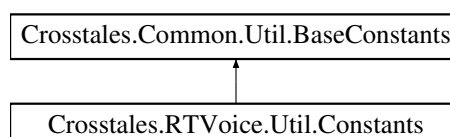
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/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:



Public Attributes

- const string ASSET_AUTHOR = "crosstales LLC"
Author of the asset.
- const string ASSET_AUTHOR_URL = "https://www.crosstales.com"
URL of the asset author.
- const string ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".
- const string ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.
- const string ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.
- const string ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the "RT-Voice" asset.
- const string ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the "Turbo Backup" asset.
- const string ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
URL of the "Turbo Builder" asset.
- const string ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the "Turbo Switch" asset.
- const string ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
URL of the "True Random" asset.
- const int FACTOR_KB = 1024
Factor for kilo bytes.
- const int FACTOR_MB = FACTOR_KB * 1024
Factor for mega bytes.
- const int FACTOR_GB = FACTOR_MB * 1024
Factor for giga bytes.
- const float FLOAT_32768 = 32768f
Float value of 32768.
- const float FLOAT_TOLERANCE = 0.0001f
Float tolerance.
- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"

ToString for two decimal places.

- const string FORMAT_NO_DECIMAL_PLACES = "0"

ToString for no decimal places.

- const string FORMAT_PERCENT = "0%"

ToString for percent.

- const bool **DEFAULT_DEBUG** = false
- const string PATH_DELIMITER_WINDOWS = @"\\"

Path delimiter for Windows.

- const string PATH_DELIMITER_UNIX = "/"

Path delimiter for Unix.

Static Public Attributes

- 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 = false

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 `const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"`

URL of the 3rd party asset "PlayMaker".

5.18.2.2 `const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC"`

Author of the asset.

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

URL of the asset author.

5.18.2.4 `const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"`

URL of the "Badword Filter" asset.

5.18.2.5 `const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"`

URL of the crosstales assets in UAS.

5.18.2.6 `const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"`

URL of the "DJ" asset.

5.18.2.7 `const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"`

URL of the "File Browser" asset.

5.18.2.8 `const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"`

URL of the "Online Check" asset.

5.18.2.9 `const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"`

URL of the "Radio" asset.

5.18.2.10 `const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"`

URL of the "RT-Voice" asset.

5.18.2.11 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"`

URL of the crosstales Discord-channel.

5.18.2.12 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"`

URL of the crosstales Facebook-profile.

5.18.2.13 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"`

URL of the crosstales LinkedIn-profile.

5.18.2.14 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"`

URL of the crosstales Twitter-profile.

5.18.2.15 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"`

URL of the crosstales Youtube-profile.

5.18.2.16 `const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"`

URL of the "Turbo Backup" asset.

5.18.2.17 `const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"`

URL of the "Turbo Builder" asset.

5.18.2.18 `const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"`

URL of the "Turbo Switch" asset.

5.18.2.19 `const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"`

URL of the "True Random" asset.

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

Path to the cmd under Windows.

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

Development debug logging for the asset.

5.18.2.22 `const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024`

Factor for giga bytes.

5.18.2.23 `const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024`

Factor for kilo bytes.

5.18.2.24 `const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024`

Factor for mega bytes.

5.18.2.25 `const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f`

Float value of 32768.

5.18.2.26 `const float Crosstales.Common.Util.BaseConstants.FLOAT_TOLERANCE = 0.0001f`

Float tolerance.

5.18.2.27 `const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0"`

ToString for no decimal places.

5.18.2.28 `const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%"`

ToString for percent.

5.18.2.29 `const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00"`

ToString for two decimal places.

5.18.2.30 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/"`

Path delimiter for Unix.

5.18.2.31 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\"`

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

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

Show the BWF banner.

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

Show the DJ banner.

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

Show the FB banner.

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

Show the OC banner.

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

Show the Radio banner.

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

Show the RTV banner.

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

Show the TB banner.

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

Show the TPB banner.

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

Show the TPS banner.

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

Show the TR banner.

5.18.3 Property Documentation

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

Application path.

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

URL prefix for files.

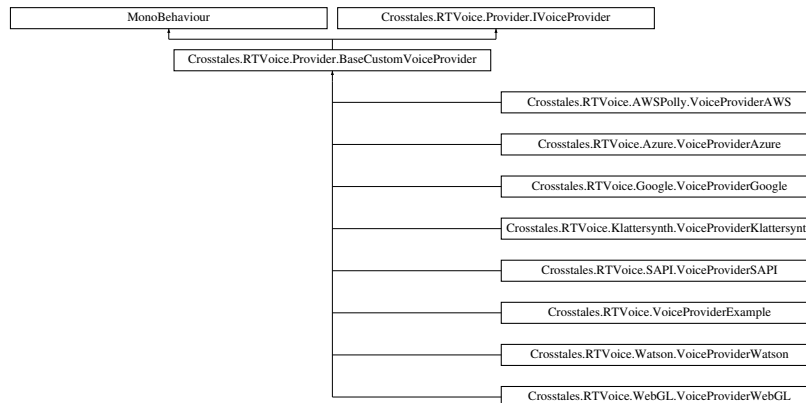
The documentation for this class was generated from the following file:

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

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

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Watson.VoiceProviderWatson, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

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

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

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Watson.VoiceProviderWatson, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.VoiceProviderExample, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

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

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

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.Watson.VoiceProviderWatson, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

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

Silence the current TTS-provider (native mode).

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

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

The current provider speaks a text with a given voice.

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Watson.VoiceProviderWatson, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

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

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

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Watson.VoiceProviderWatson, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

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

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

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Watson.VoiceProviderWatson, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.VoiceProviderExample, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.19.3 Member Data Documentation

5.19.3.1 System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.cachedVoices [protected]

Initial value:

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

5.19.4 Property Documentation

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

An event triggered whenever an error occurs.

5.19.4.2 SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudioGenerationComplete [add], [remove]

An event triggered whenever a speak audio generation is completed.

5.19.4.3 SpeakAudioGenerationStart `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudioGenerationStart` `[add]`, `[remove]`

An event triggered whenever a speak audio generation is started.

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

An event triggered whenever a speak is completed.

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

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

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

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

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

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

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

An event triggered whenever a speak is started.

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

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

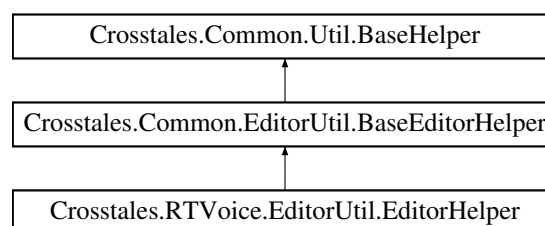
The documentation for this class was generated from the following file:

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

5.20 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for `Crosstales.Common.EditorUtil.BaseEditorHelper`:



Static Public Member Functions

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

Properties

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

- static Texture2D **Social_Youtube** [get]
- static Texture2D **Social_Linkedin** [get]
- static Texture2D **Video_Promo** [get]
- static Texture2D **Video_Tutorial** [get]
- static Texture2D **Icon_Videos** [get]
- static Texture2D **Icon_3p_Assets** [get]
- static Texture2D **Asset_PlayMaker** [get]

Additional Inherited Members

5.20.1 Detailed Description

Base for various Editor helper functions.

5.20.2 Member Function Documentation

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T : Object

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

Returns the build name for a BuildTarget.

Parameters

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

Returns

The build name for a BuildTarget.

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

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

Parameters

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

Returns

The BuildTarget for a build name.

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

Returns an argument for a name from the command line.

Parameters

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

Returns

True if the BuildTarget is installed in Unity.

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

Invokes a public static method on a full qualified class.

Parameters

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

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

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

Returns

True if the BuildTarget is installed in Unity.

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

Refreshes the asset database.

Parameters

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

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

Restart Unity.

Parameters

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

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

Shows a separator-UI.

Parameters

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

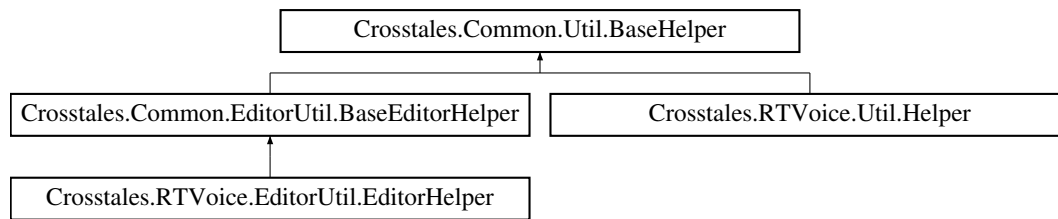
The documentation for this class was generated from the following file:

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

5.21 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string CreateString (string replaceChars, int stringLength)
Creates a string of characters with a given length.
- static bool hasActiveClip (AudioSource source)
Determines if an AudioSource has an active clip.
- static bool RemoteCertificateValidationCallback (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string ValidatePath (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string ValidateFile (string path)
Validates a given file.
- static string[] GetFiles (string path, bool isRecursive=false, params string[] extensions)
Find files inside a path.
- static string[] GetDirectories (string path, bool isRecursive=false)
Find directories inside.
- static string ValidURLFromFilePath (string path)
Validates a given file.
- static string CleanUrl (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static string ClearTags (string text)
Cleans a given text from tags.
- static string ClearSpaces (string text)
Cleans a given text from multiple spaces.
- static string ClearLineEndings (string text)
Cleans a given text from line endings.
- static System.Collections.Generic.List< string > SplitStringToLines (string text, bool ignoreCommented↔ Lines=true, int skipHeaderLines=0, int skipFooterLines=0)
Split the given text to lines and return it as list.
- static string FormatBytesToHRF (long bytes)
Format byte-value to Human-Readable-Form.
- static string FormatSecondsToHourMinSec (double seconds)
Format seconds to Human-Readable-Form.
- static Color HSVToRGB (float h, float s, float v, float a=1f)
Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>
- static bool isValidURL (string url)
Checks if the URL is valid.
- static void FileCopy (string inputFile, string outputFile, bool move=false)
Copy or move a file.
- static void ShowFileLocation (string file)

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

- static void OpenFile (string file)

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

- static string getIP (string host)

Returns the IP of a given host name.

Static Public Attributes

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

Protected Attributes

- const string **file_prefix** = "file://"

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()

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

Cleans a given URL.

Parameters

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

Returns

Clean URL

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

Cleans a given text from line endings.

Parameters

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

Returns

Clean text without line endings.

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

Cleans a given text from multiple spaces.

Parameters

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

Returns

Clean text without multiple spaces.

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

Cleans a given text from tags.

Parameters

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

Returns

Clean text without tags.

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

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

Copy or move a file.

Parameters

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

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

Find directories inside.

Parameters

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

Returns

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

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

Find files inside a path.

Parameters

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

Returns

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

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

Returns the IP of a given host name.

Parameters

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

Returns

IP of a given host name.

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

Determines if an AudioSource has an active clip.

Parameters

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

Returns

True if the AudioSource has an active clip.

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

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

Parameters

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

Returns

True if the current platform is supported.

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

Checks if the URL is valid.

Parameters

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

Returns

True if the URL is valid.

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

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

Parameters

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

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

HTTPS-certification callback.

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

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

Parameters

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

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

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

Parameters

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

Returns

Splitted lines as array

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

Validates a given file.

Parameters

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

Returns

Valid file path

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

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

Validates a given file.

Parameters

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

Returns

Valid file path

5.21.3 Member Data Documentation

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

Initial value:

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

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

Initial value:

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

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

Initial value:

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

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

Initial value:

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

5.21.4 Property Documentation

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

Returns the current platform.

Returns

The current platform.

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

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

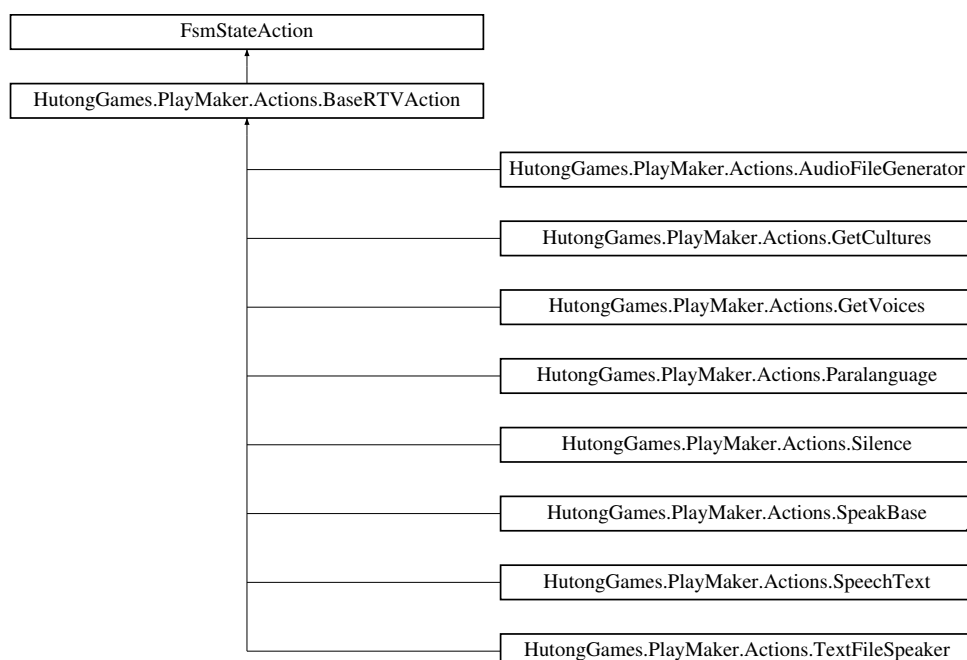
The documentation for this class was generated from the following file:

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

5.22 HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference

Base class for RT-Voice actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRTVAction:



Public Attributes

- FsmEvent **sendEvent**

5.22.1 Detailed Description

Base class for RT-Voice actions in PlayMaker.

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

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

5.23 Crosstales.RTVoice.PlayMaker.BaseRTVEditor Class Reference

Base class for RT-Voice custom editors in PlayMaker.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.BaseRTVEditor:



Public Member Functions

- override bool **OnGUI** ()

5.23.1 Detailed Description

Base class for RT-Voice custom editors in PlayMaker.

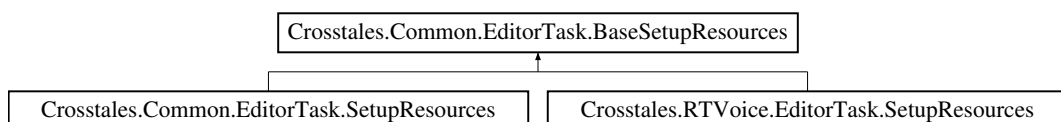
The documentation for this class was generated from the following file:

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

5.24 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

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

5.24.1 Detailed Description

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

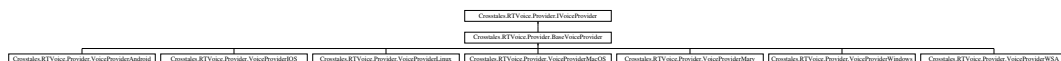
The documentation for this class was generated from the following file:

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

5.25 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



Public Member Functions

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

Protected Member Functions

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

Protected Attributes

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

Static Protected Attributes

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

Properties

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

Constructor for a VoiceProvider.

Parameters

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

5.25.3 Member Function Documentation

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

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

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

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

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

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

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

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

5.25.3.3 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.VoiceProviderWSA`, and `Crosstales.RTVoice.Provider.VoiceProviderIOS`.

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

Silence the current TTS-provider (native mode).

Parameters

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

Implements `Crosstales.RTVoice.Provider.IVoiceProvider`.

Reimplemented in `Crosstales.RTVoice.Provider.VoiceProviderWindows`, `Crosstales.RTVoice.Provider.VoiceProviderLinux`, and `Crosstales.RTVoice.Provider.VoiceProviderMacOS`.

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

The current provider speaks a text with a given voice.

Parameters

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

Implements `Crosstales.RTVoice.Provider.IVoiceProvider`.

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

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

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

Parameters

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

Implements `Crosstales.RTVoice.Provider.IVoiceProvider`.

Implemented in `Crosstales.RTVoice.Provider.VoiceProviderIOS`, `Crosstales.RTVoice.Provider.VoiceProviderWindows`, `Crosstales.RTVoice.Provider.VoiceProviderMary`, `Crosstales.RTVoice.Provider.VoiceProviderLinux`,

Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Provider.VoiceProviderWSA, and Crosstales.RTVoice.Provider.VoiceProviderAndroid.

5.25.4 Member Data Documentation

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

An event triggered whenever an error occurs.

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

An event triggered whenever a speak audio generation is completed.

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

An event triggered whenever a speak audio generation is started.

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

An event triggered whenever a speak is completed.

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

An event triggered whenever a speak is started.

5.25.5.9 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.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)

5.26.1 Detailed Description

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

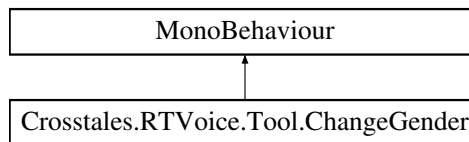
The documentation for this class was generated from the following file:

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

5.27 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).

5.27.1 Detailed Description

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

5.27.2 Member Data Documentation

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

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

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

The new gender for all voices.

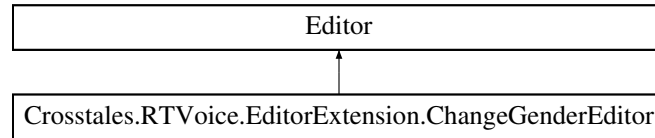
The documentation for this class was generated from the following file:

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

5.28 Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference

Custom editor for the 'ChangeGender'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ChangeGenderEditor:



Public Member Functions

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

5.28.1 Detailed Description

Custom editor for the 'ChangeGender'-class.

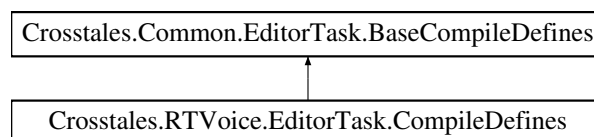
The documentation for this class was generated from the following file:

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

5.29 Crosstales.RTVoice.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.RTVoice.EditorTask.CompileDefines:



Additional Inherited Members

5.29.1 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

5.30 Crosstales.RTVoice.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

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

Properties

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

5.30.1 Detailed Description

Configuration for the asset.

5.30.2 Member Function Documentation

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

Loads all changeable variables.

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

Resets all changeable variables to their default value.

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

Saves all changeable variables.

5.30.3 Member Data Documentation

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

Path to the asset inside the Unity project.

5.30.3.2 `bool Crosstales.RTVoice.Util.Config.AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE_AUTOMATIC_DELETE [static]`

Automatically delete the generated audio files.

5.30.3.3 `bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG [static]`

Enable or disable debug logging for the asset.

5.30.3.4 `bool Crosstales.RTVoice.Util.Config.ENFORCE_32BIT_WINDOWS = Constants.DEFAULT_ENFORCE_32BIT_WINDOWS [static]`

Enforce 32bit versions of voices under Windows.

5.30.3.5 `bool Crosstales.RTVoice.Util.Config.ENFORCE_STANDALONE_TTS = Constants.DEFAULT_ENFORCE_STANDALONE_TTS [static]`

Enforce standalone TTS (for development).

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

Enable or disable the ensuring the name of the RTVoice gameobject.

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

Is the configuration loaded?

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

Location of the TTS-system under Linux.

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

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

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

Location of the TTS-system under MacOS.

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

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

5.30.4 Property Documentation

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

Path to the generated audio files.

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

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

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

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

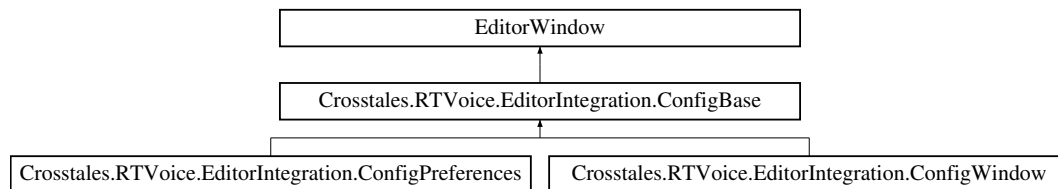
The documentation for this class was generated from the following file:

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

5.31 Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.31.1 Detailed Description

Base class for editor windows.

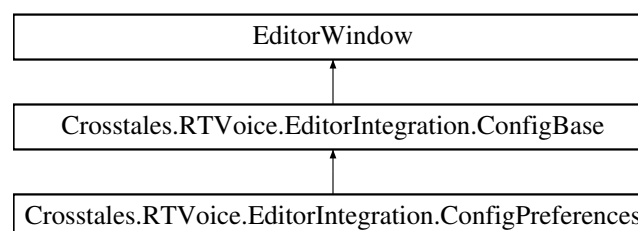
The documentation for this class was generated from the following file:

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

5.32 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.32.1 Detailed Description

Unity "Preferences" extension.

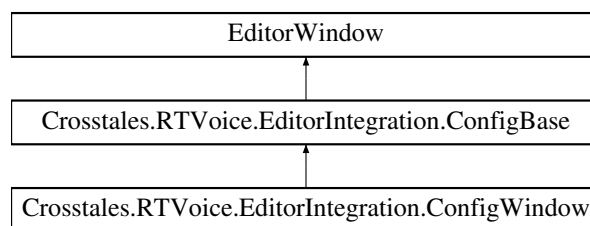
The documentation for this class was generated from the following file:

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

5.33 Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

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

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

5.33.1 Detailed Description

Editor window extension.

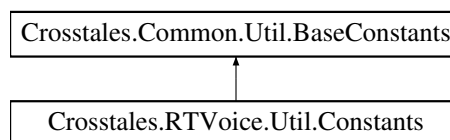
The documentation for this class was generated from the following file:

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

5.34 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.RTVoice.Util.Constants:



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 = "2020.1.0"
Version of the asset.
- const int ASSET_BUILD = 20200129
Build number of the asset.
- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the PRO asset in UAS.
- const string ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT"
URL of the 2019 asset in UAS.
- const string ASSET_3P_URL = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=1011INGT"
URL of the 3rd party assets in UAS.
- const string ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/rtvoice_↔
versions.txt"
URL for update-checks of the asset
- const string ASSET_CONTACT = "rtvoice@crosstales.com"
Contact to the owner of the asset.
- const string ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-
doc.pdf"
URL of the asset manual.
- const string ASSET_API_URL = "http://www.crosstales.com/en/assets/rtvoice/api/"

URL of the asset API.

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

URL of the asset forum.

- const string ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/rtvoice/"

URL of the asset in crosstales.

- const string ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDLY7g8?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"

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

- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"

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=1011l↵NGT"

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

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

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=1011l↵NGT"

URL of the 3rd party asset "SALSA".

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

URL of the 3rd party asset "SLATE".

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

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=1011l↵NGT"

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

- const string ASSET_3P_GOOGLE = "https://assetstore.unity.com/packages/slug/115170?aid=1011l↵NGT"

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_DE↵LETE"
- 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"
- 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**
- 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 Public Attributes

- 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, 1, 29)
Change date of the asset (YYYY, MM, DD).
- static readonly string **DEFAULT_AUDIOFILE_PATH** = Helper.ValidatePath(Application.temporaryCachePath)
- static string **TTS_WINDOWS_SUBPATH** = "Wrapper/Windows/RTVoiceTTSWrapper.exe"
Sub-path to the TTS-wrapper under Windows (Editor).
- static string **TTS_WINDOWS_x86_SUBPATH** = "Wrapper/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

5.34.1 Detailed Description

Collected constants of very general utility for the asset.

5.34.2 Member Data Documentation

- 5.34.2.1 const string Crosstales.RTVoice.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT"

URL of the 2019 asset in UAS.

- 5.34.2.2 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://assetstore.unity.com/packages/slug/11896?aid=1011INGT"

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

5.34.2.3 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_AMPLITUDE = "https://assetstore.unity.com/packages/slug/111277?aid=1011INGT"`

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

5.34.2.4 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR = "https://assetstore.unity.com/packages/slug/19779?aid=1011INGT"`

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

5.34.2.5 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_SYSTEM = "https://assetstore.unity.com/packages/slug/11672?aid=1011INGT"`

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

5.34.2.6 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_GOOGLE = "https://assetstore.unity.com/packages/slug/115170?aid=1011INGT"`

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

5.34.2.7 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_KLATTERSYNTH = "https://assetstore.unity.com/packages/slug/95453?aid=1011INGT"`

URL of the 3rd party asset "uSequencer".

5.34.2.8 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://assetstore.unity.com/packages/slug/32117?aid=1011INGT"`

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

5.34.2.9 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://assetstore.unity.com/packages/slug/5020?aid=1011INGT"`

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

5.34.2.10 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://assetstore.unity.com/packages/slug/9723?aid=1011INGT"`

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

5.34.2.11 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://assetstore.unity.com/packages/slug/63460?aid=1011INGT"`

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

5.34.2.12 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://assetstore.unity.com/packages/slug/148442?aid=1011INGT"`

URL of the 3rd party asset "SALSA".

5.34.2.13 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://assetstore.unity.com/packages/slug/56558?aid=1011INGT"`

URL of the 3rd party asset "SLATE".

5.34.2.14 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=1011INGT"`

URL of the 3rd party assets in UAS.

5.34.2.15 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_WEBGL = "https://assetstore.unity.com/packages/slug/81861?aid=1011INGT"`

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

5.34.2.16 `const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "http://www.crosstales.com/en/assets/rtvoice/api/"`

URL of the asset API.

5.34.2.17 `const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 20200129`

Build number of the asset.

5.34.2.18 `readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.DateTime(2020, 1, 29)`
`[static]`

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

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

Contact to the owner of the asset.

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

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

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

URL of the asset forum.

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

URL of the asset manual.

5.34.2.23 `const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RT-Voice PRO"`

Name of the asset.

5.34.2.24 `const string Crosstales.RTVoice.Util.Constants.ASSET_NAME_SHORT = "RTV PRO"`

Short name of the asset.

5.34.2.25 `const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"`

URL of the PRO asset in UAS.

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

URL for update-checks of the asset

5.34.2.27 `const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2020.1.0"`

Version of the asset.

5.34.2.28 `const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDLY7g8?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

5.34.2.29 `const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

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

URL of the asset in crosstales.

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

Audio file prefix to identify the files.

5.34.2.32 `const string Crosstales.RTVoice.Util.Constants.DEFAULT_TTS_LINUX`

Initial value:

```
=  
"C:\\Program Files (x86)\\eSpeak\\command_line\\espeak.exe"
```

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

Female modifier for eSpeak.

5.34.2.34 `const string Crosstales.RTVoice.Util.Constants.RTVOICE_SCENE_OBJECT_NAME = "RTVoice"`

RTVoice prefab scene name.

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

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

5.34.2.36 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_SUBPATH = "Wrapper/Windows/RTVoiceTTSWrapper.exe"
[static]`

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

5.34.2.37 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "Wrapper/Windows/RTVoiceTTS↵
Wrapper_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

5.35 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.

5.35.1 Detailed Description

Wrapper for the PlayerPrefs.

5.35.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

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

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

Allows to get a bool from a key.

Parameters

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

Returns

Value for the key.

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

Allows to get a DateTime from a key.

Parameters

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

Returns

Value for the key.

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

Allows to get a float from a key.

Parameters

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

Returns

Value for the key.

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

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

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

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

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

Exists the key?

Parameters

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

Returns

Value for the key.

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

Saves all modifications.

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

Allows to set a bool for a key.

Parameters

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

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

Allows to set a DateTime for a key.

Parameters

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

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

Allows to set a float for a key.

Parameters

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

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

Allows to set an int for a key.

Parameters

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

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

Allows to set a string for a key.

Parameters

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

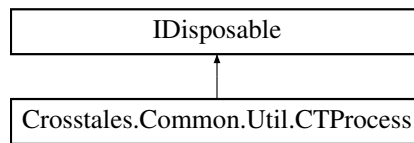
The documentation for this class was generated from the following file:

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

5.36 Crosstales.Common.Util.CTProcess Class Reference

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

Inheritance diagram for Crosstales.Common.Util.CTProcess:



Public Member Functions

- void Start ()

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

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

Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void Start ()

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

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

Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

Properties

- IntPtr Handle [get]

Gets the native handle of the associated process.
- int Id [get]

Gets the unique identifier for the associated process.
- CTProcessStartInfo StartInfo [get, set]

Gets or sets the properties to pass to the Start() method of the Process.
- bool HasExited [get]

Gets a value indicating whether the associated process has been terminated.
- uint ExitCode [get]

Gets the value that the associated process specified when it terminated.
- DateTime StartTime [get]

Gets the time that the associated process was started.
- DateTime ExitTime [get]

Gets the time that the associated process exited.

- System.IO.StreamReader StandardOutput [get]
Gets a stream used to read the textual output of the application.
- System.IO.StreamReader StandardError [get]
Gets a stream used to read the error output of the application.
- bool isBusy [get]
Gets a value indicating whether the associated process has been busy.
- EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.36.1 Detailed Description

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

5.36.2 Member Function Documentation

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

Immediately stops the associated process.

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

Immediately stops the associated process.

5.36.2.3 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.

5.36.2.4 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..

5.36.2.5 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.

5.36.2.6 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..

5.36.3 Property Documentation

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

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

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

Gets the time that the associated process exited.

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

Gets the native handle of the associated process.

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

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

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

Gets the unique identifier for the associated process.

5.36.3.6 `bool Crosstales.Common.Util.CTProcess.IsBusy` [get]

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

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

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

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

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

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

Gets or sets the properties to pass to the Start() method of the Process.

5.36.3.10 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

5.37 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).

5.37.1 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).

5.37.2 Property Documentation

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

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

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

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

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

Gets or sets the application or document to start.

5.37.2.4 `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.

5.37.2.5 `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.

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

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

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

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

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

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

5.37.2.9 `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).

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

Gets or sets the application to be threaded.

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

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

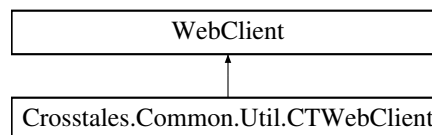
The documentation for this class was generated from the following file:

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

5.38 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

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

Protected Member Functions

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

Properties

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

5.38.1 Detailed Description

Specialized WebClient.

5.38.2 Property Documentation

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

Connection limit for all WebClients

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

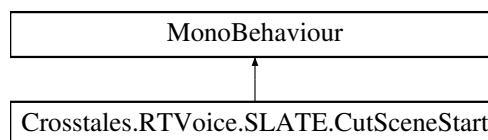
Timeout in milliseconds

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

5.39 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference

Inheritance diagram for Crosstales.RTVoice.SLATE.CutSceneStart:



Public Member Functions

- void **Start** ()

Public Attributes

- Slate.Cutscene **Cut**

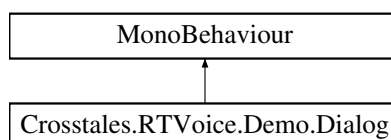
The documentation for this class was generated from the following file:

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

5.40 Crosstales.RTVoice.Demo.Dialog Class Reference

Simple dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



Public Member Functions

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

Public Attributes

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

5.40.1 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

5.41 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

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

Properties

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

5.41.1 Detailed Description

Editor configuration for the asset.

5.41.2 Member Function Documentation

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

Loads all changeable variables.

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

Resets all changeable variables to their default value.

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

Saves all changeable variables.

5.41.3 Member Data Documentation

5.41.3.1 bool Crosstales.RTVoice.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON [static]

Enable or disable the icon in the hierarchy.

5.41.3.2 `bool Crosstales.RTVoice.EditorUtil.EditorConfig.isLoaded = false` `[static]`

Is the configuration loaded?

5.41.3.3 `bool Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD` `[static]`

Automatically load and add the prefabs to the scene.

5.41.3.4 `bool Crosstales.RTVoice.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK` `[static]`

Enable or disable update-checks for the asset.

5.41.4 Property Documentation

5.41.4.1 `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.

5.41.4.2 `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`

5.42 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference

Collected constants of very general utility for the asset.

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_REMINDER_DATE** = Util.Constants.KEY_PREFIX + "REMINDER_DATE"
- const string **KEY_REMINDER_COUNT** = Util.Constants.KEY_PREFIX + "REMINDER_COUNT"
- 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 Public Attributes

- 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.

5.42.1 Detailed Description

Collected constants of very general utility for the asset.

5.42.2 Member Data Documentation

5.42.2.1 string Crosstales.RTVoice.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Prefabs/" [static]

Sub-path to the prefabs.

5.42.3 Property Documentation

5.42.3.1 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.

5.42.3.2 System.Guid Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_UID [static], [get]

Returns the UID of the asset.

Returns

The UID of the asset.

5.42.3.3 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.

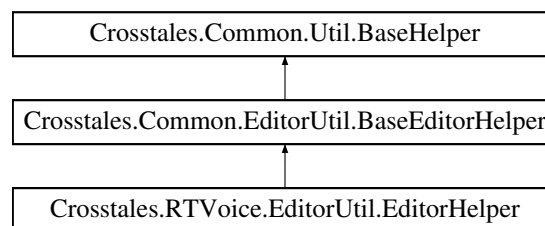
The documentation for this class was generated from the following file:

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

5.43 Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.RTVoice.EditorUtil.EditorHelper:



Static Public Member Functions

- static void NoVoicesUI ()
Shows the "no voices found"-UI.
- static void InstantiatePrefab (string prefabName)
Instantiates a prefab.
- static void BannerOC ()
Shows a banner for "Online Check".

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

5.43.1 Detailed Description

Editor helper class.

5.43.2 Member Function Documentation

5.43.2.1 static void Crosstales.RTVoice.EditorUtil.EditorHelper.BannerOC () [static]

Shows a banner for "Online Check".

5.43.2.2 static void Crosstales.RTVoice.EditorUtil.EditorHelper.InstantiatePrefab (string *prefabName*) [static]

Instantiates a prefab.

Parameters

<i>prefabName</i>	Name of the prefab.
-------------------	---------------------

5.43.2.3 `static void Crosstales.RTVoice.EditorUtil.EditorHelper.NoVoicesUI () [static]`

Shows the "no voices found"-UI.

5.43.3 Member Data Documentation

5.43.3.1 `const int Crosstales.RTVoice.EditorUtil.EditorHelper.GO_ID = 20`

Start index inside the "GameObject"-menu.

5.43.3.2 `const int Crosstales.RTVoice.EditorUtil.EditorHelper.MENU_ID = 11820`

Start index inside the "Tools"-menu.

5.43.4 Property Documentation

5.43.4.1 `bool Crosstales.RTVoice.EditorUtil.EditorHelper.isRTVoiceInScene [static], [get]`

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

Returns

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

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

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

5.44 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string CToTitleCase (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string CReverse (this string str)
Extension method for strings. Reverses a string.
- static string CReplace (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.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool CTContains (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool CTContainsAny (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains any given string.
- static bool CTContainsAll (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains all given strings.
- static 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[] CToString< 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.ICollection< T > list, int seed=0)
Extension method for IList. Shuffles a List.
- static string CTDump< T > (this System.Collections.Generic.ICollection< T > list, string prefix="", string postfix="")
Extension method for IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.ICollection< Quaternion > list)
Extension method for Quaternion-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.ICollection< Vector2 > list)
Extension method for Vector2-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.ICollection< Vector3 > list)
Extension method for Vector3-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.ICollection< Vector4 > list)
Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > CToString< T > (this System.Collections.Generic.ICollection< 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

5.44.1 Detailed Description

Various extension methods.

5.44.2 Member Function Documentation

5.44.2.1 static void Crosstales.ExtensionMethods.CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > *source*, System.Collections.Generic.IDictionary< K, V > *collection*) [static]

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

<i>source</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.44.2.5 `static Transform Crosstales.ExtensionMethods.CTDeepSearch (Transform parent, string name)` `[static]`

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

True if the renderer is visible by the given camera.

5.44.2.6 `static string Crosstales.ExtensionMethods.CTDump (this Quaternion[] array)` `[static]`

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

Parameters

<i>array</i>	Quaternion-Array-instance to dump.
--------------	------------------------------------

Returns

String with lines for all array entries.

5.44.2.7 `static string Crosstales.ExtensionMethods.CTDump (this Vector2[] array) [static]`

Extension method for Vector2-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector2-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.44.2.8 `static string Crosstales.ExtensionMethods.CTDump (this Vector3[] array) [static]`

Extension method for Vector3-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector3-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.44.2.9 `static string Crosstales.ExtensionMethods.CTDump (this Vector4[] array) [static]`

Extension method for Vector4-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector4-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.44.2.10 `static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Quaternion > list) [static]`

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

Returns

String with lines for all list entries.

5.44.2.11 `static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector2 > list)`
[static]

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.44.2.12 `static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector3 > list)`
[static]

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.44.2.13 `static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector4 > list)`
[static]

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.44.2.14 `static string Crosstales.ExtensionMethods.CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict, string prefix = " ", string postfix = " ") [static]`

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

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

Returns

String with lines for all dictionary entries.

5.44.2.15 `static string Crosstales.ExtensionMethods.CTDump< T > (this T[] array, string prefix = " ", string postfix = " ") [static]`

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

Parameters

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

Returns

String with lines for all array entries.

5.44.2.16 `static string Crosstales.ExtensionMethods.CTDump< T > (this System.Collections.Generic.IList< T > list, string prefix = " ", string postfix = " ") [static]`

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

Parameters

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

Returns

String with lines for all list entries.

5.44.2.17 `static bool Crosstales.ExtensionMethods.CTEquals (this string str, string toCheck, System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase) [static]`

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.44.2.18 `static bool Crosstales.ExtensionMethods.CTIsNumeric (this string str) [static]`

Extension method for strings. Checks if the string is numeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is numeric.

5.44.2.19 `static bool Crosstales.ExtensionMethods.CTIsVisibleFrom (this Renderer renderer, Camera camera) [static]`

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

Parameters

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.44.2.20 **static string Crosstales.ExtensionMethods.CTReplace (this string *str*, string *oldString*, string *newString*, System.StringComparison *comp* = System.StringComparison.OrdinalIgnoreCase)**
[static]

Extension method for strings. Case insensitive 'Replace'.

Parameters

<i>str</i>	String-instance.
<i>oldString</i>	String to replace.
<i>newString</i>	New replacement string.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

Replaced string.

5.44.2.21 **static string Crosstales.ExtensionMethods.CTReverse (this string *str*)** [static]

Extension method for strings. Reverses a string.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Reversed string.

5.44.2.22 **static void Crosstales.ExtensionMethods.CTShuffle< T > (this T[] *array*, int *seed* = 0)** [static]

Extension method for Arrays. Shuffles an Array.

Parameters

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.44.2.23 **static void Crosstales.ExtensionMethods.CTShuffle< T > (this System.Collections.Generic.IList< T > *list*, int *seed* = 0)** [static]

Extension method for IList. Shuffles a List.

Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

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

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

Parameters

<i>array</i>	Array-instance to ToString.
--------------	-----------------------------

Returns

String array with all entries (via ToString).

5.44.2.25 `static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (this System.Collections.Generic.IList< T > list) [static]`

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

Parameters

<i>list</i>	IList-instance to ToString.
-------------	-----------------------------

Returns

String list with all entries (via ToString).

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

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

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Converted string in title case.

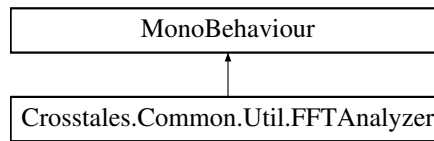
The documentation for this class was generated from the following file:

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

5.45 Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstailes.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

5.45.1 Detailed Description

FFT analyzer for an audio channel.

5.45.2 Member Data Documentation

5.45.2.1 int Crosstailes.Common.Util.FFTAnalyzer.Channel = 0

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.45.2.2 float [] Crosstailes.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).

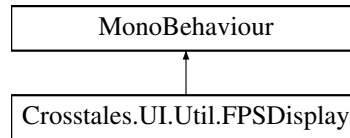
The documentation for this class was generated from the following file:

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

5.46 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text FPS
Text component to display the FPS.

5.46.1 Detailed Description

Simple FPS-Counter.

5.46.2 Member Data Documentation

5.46.2.1 Text Crosstales.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

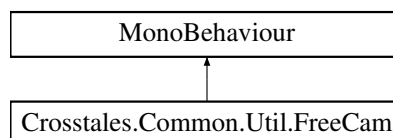
The documentation for this class was generated from the following file:

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

5.47 Crosstales.Common.Util.FreeCam Class Reference

A simple free camera to be added to a Unity game object.

Inheritance diagram for Crosstales.Common.Util.FreeCam:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()
- void StartLooking ()
Enable free looking.
- void StopLooking ()
Disable free looking.

Public Attributes

- float MovementSpeed = 10f
Normal speed of camera movement.
- float FastMovementSpeed = 100f
Speed of camera movement when shift is held down.
- float FreeLookSensitivity = 3f
Sensitivity for free look.
- float ZoomSensitivity = 10f
Amount to zoom the camera when using the mouse wheel.
- float FastZoomSensitivity = 50f
Amount to zoom the camera when using the mouse wheel (fast mode).

5.47.1 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

5.47.2 Member Function Documentation

5.47.2.1 void Crosstales.Common.Util.FreeCam.StartLooking ()

Enable free looking.

5.47.2.2 void Crosstales.Common.Util.FreeCam.StopLooking ()

Disable free looking.

5.47.3 Member Data Documentation

5.47.3.1 float Crosstales.Common.Util.FreeCam.FastMovementSpeed = 100f

Speed of camera movement when shift is held down.

5.47.3.2 float Crosstales.Common.Util.FreeCam.FastZoomSensitivity = 50f

Amount to zoom the camera when using the mouse wheel (fast mode).

5.47.3.3 float Crosstales.Common.Util.FreeCam.FreeLookSensitivity = 3f

Sensitivity for free look.

5.47.3.4 float Crosstales.Common.Util.FreeCam.MovementSpeed = 10f

Normal speed of camera movement.

5.47.3.5 float Crosstales.Common.Util.FreeCam.ZoomSensitivity = 10f

Amount to zoom the camera when using the mouse wheel.

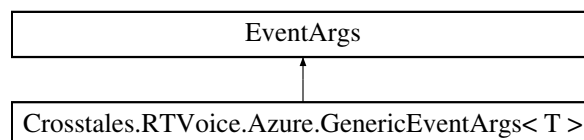
The documentation for this class was generated from the following file:

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

5.48 Crosstales.RTVoice.Azure.GenericEventArgs< T > Class Template Reference

Generic event args

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



Public Member Functions

- GenericEventArgs (T eventData)
Initializes a new instance of the GenericEventArgs< T > class.

Properties

- T eventData [get]
Gets the event data.

5.48.1 Detailed Description

Generic event args

Template Parameters

<i>T</i>	Any type T
----------	------------

5.48.2 Constructor & Destructor Documentation

5.48.2.1 `Crosstales.RTVoice.Azure.GenericEventArgs< T >.GenericEventArgs (T eventData)`

Initializes a new instance of the `GenericEventArgs<T>` class.

Parameters

<i>eventData</i>	The event data.
------------------	-----------------

5.48.3 Property Documentation

5.48.3.1 `T Crosstales.RTVoice.Azure.GenericEventArgs< T >.EventData` [get]

Gets the event data.

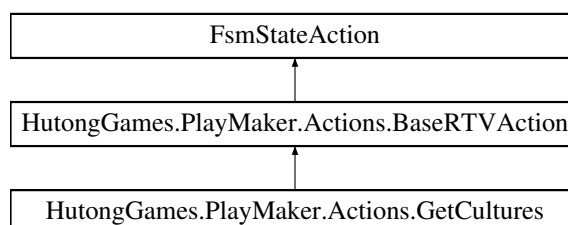
The documentation for this class was generated from the following file:

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

5.49 HutongGames.PlayMaker.Actions.GetCultures Class Reference

GetCultures-action for PlayMaker.

Inheritance diagram for `HutongGames.PlayMaker.Actions.GetCultures`:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmArray Cultures
Found cultures (output array).

5.49.1 Detailed Description

GetCultures-action for PlayMaker.

5.49.2 Member Data Documentation

5.49.2.1 FsmArray HutongGames.PlayMaker.Actions.GetCultures.Cultures

Found cultures (output array).

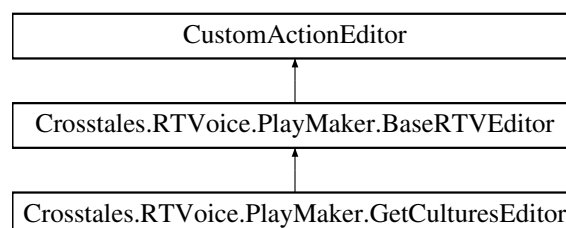
The documentation for this class was generated from the following file:

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

5.50 Crosstales.RTVoice.PlayMaker.GetCulturesEditor Class Reference

Custom editor for the GetCultures-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetCulturesEditor:



Additional Inherited Members

5.50.1 Detailed Description

Custom editor for the GetCultures-action.

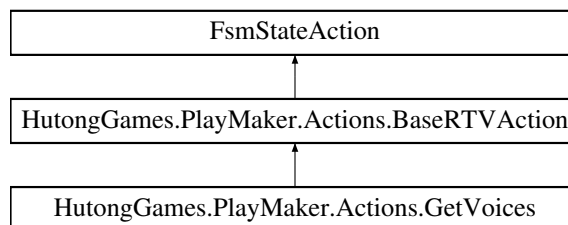
The documentation for this class was generated from the following file:

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

5.51 HutongGames.PlayMaker.Actions.GetVoices Class Reference

GetVoices-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.GetVoices:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString Culture
Culture of the voices (e.g. 'en', blank for all cultures).
- FsmString Gender
Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).
- FsmArray Voices
Found voices (output array).

5.51.1 Detailed Description

GetVoices-action for PlayMaker.

5.51.2 Member Data Documentation

5.51.2.1 FsmString HutongGames.PlayMaker.Actions.GetVoices.Culture

Culture of the voices (e.g. 'en', blank for all cultures).

5.51.2.2 FsmString HutongGames.PlayMaker.Actions.GetVoices.Gender

Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).

5.51.2.3 FsmArray HutongGames.PlayMaker.Actions.GetVoices.Voices

Found voices (output array).

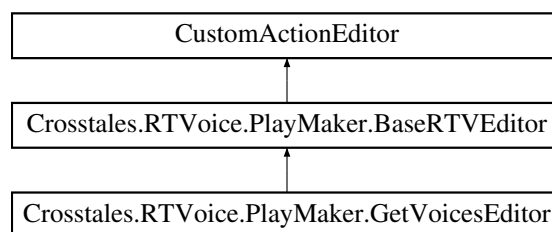
The documentation for this class was generated from the following file:

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

5.52 Crosstales.RTVoice.PlayMaker.GetVoicesEditor Class Reference

Custom editor for the GetVoices-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetVoicesEditor:



Additional Inherited Members

5.52.1 Detailed Description

Custom editor for the GetVoices-action.

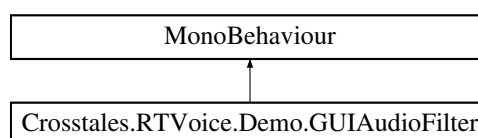
The documentation for this class was generated from the following file:

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

5.53 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

Simple GUI for audio filters.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIAudioFilter:



Public Member Functions

- void **Start** ()
- void **ResetFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

Public Attributes

- AudioSource **Source**
- AudioReverbFilter **ReverbFilter**
- AudioChorusFilter **ChorusFilter**
- AudioEchoFilter **EchoFilter**
- AudioDistortionFilter **DistortionFilter**
- AudioLowPassFilter **LowPassFilter**
- AudioHighPassFilter **HighPassFilter**
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

5.53.1 Detailed Description

Simple GUI for audio filters.

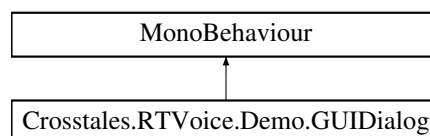
The documentation for this class was generated from the following file:

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

5.54 Crosstales.RTVoice.Demo.GUIDialog Class Reference

Simple GUI for runtime dialogs with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIDialog:



Public Member Functions

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

5.54.1 Detailed Description

Simple GUI for runtime dialogs with all available OS voices.

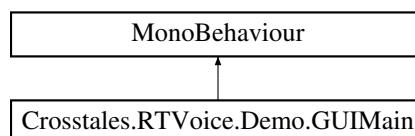
The documentation for this class was generated from the following file:

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

5.55 Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:



Public Member Functions

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

Public Attributes

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

5.55.1 Detailed Description

Main GUI component for all demo scenes.

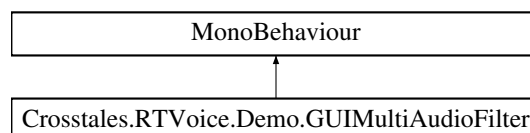
The documentation for this class was generated from the following file:

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

5.56 Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference

Simple GUI for audio filters on multiple objects.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMultiAudioFilter:



Public Member Functions

- void **Start** ()
- void **ResetFilters** ()
- void **ClearFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

Public Attributes

- System.Collections.Generic.List< AudioSource > **Sources** = new System.Collections.Generic.List<AudioSource>()
- System.Collections.Generic.List< AudioReverbFilter > **ReverbFilters** = new System.Collections.Generic.List<AudioReverbFilter>()
- System.Collections.Generic.List< AudioChorusFilter > **ChorusFilters** = new System.Collections.Generic.List<AudioChorusFilter>()
- System.Collections.Generic.List< AudioEchoFilter > **EchoFilters** = new System.Collections.Generic.List<AudioEchoFilter>()
- System.Collections.Generic.List< AudioDistortionFilter > **DistortionFilters** = new System.Collections.Generic.List<AudioDistortionFilter>()
- System.Collections.Generic.List< AudioLowPassFilter > **LowPassFilters** = new System.Collections.Generic.List<AudioLowPassFilter>()
- System.Collections.Generic.List< AudioHighPassFilter > **HighPassFilters** = new System.Collections.Generic.List<AudioHighPassFilter>()
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

5.56.1 Detailed Description

Simple GUI for audio filters on multiple objects.

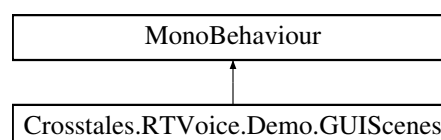
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/Demo/Scripts/GUIMultiAudioFilter.cs

5.57 Crosstailes.RTVoice.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstailes.RTVoice.Demo.GUIScenes:



Public Member Functions

- void **LoadPreviousScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **PreviousSceneWebGL**
- string **NextScene**
- string **NextSceneWebGL**

5.57.1 Detailed Description

Main GUI scene manager for all demo scenes.

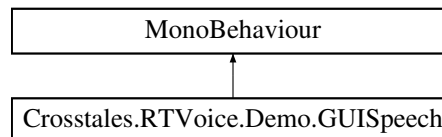
The documentation for this class was generated from the following file:

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

5.58 Crosstales.RTVoice.Demo.GUISpeech Class Reference

Simple GUI for runtime TTS with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUISpeech:



Public Member Functions

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

Public Attributes

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

Static Public Attributes

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

5.58.1 Detailed Description

Simple GUI for runtime TTS with all available OS voices.

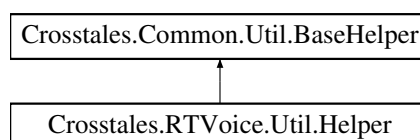
The documentation for this class was generated from the following file:

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

5.59 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.RTVoice.Util.Helper:



Static Public Member Functions

- static Model.Enum.Gender StringToGender (string gender)
Converts a string to a Gender.
- static Model.Enum.Gender AppleVoiceNameToGender (string voiceName)
Converts an Apple voice name to a Gender.
- static Model.Enum.Gender WSAVoiceNameToGender (string voiceName)
Converts an WSA voice name to a Gender.
- static string CleanText (string text, bool removeTags=true, bool clearSpaces=true, bool clearLine↵ Endings=true)
Cleans a given text to contain only letters or digits.
- static string MarkSpokenText (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false, string markPrefix="<color=green>", string markPostfix="</color>")
Marks the current word or all spoken words from a given text array.

Static Public Attributes

- static readonly System.Collections.Generic.Dictionary< int, string > **LocaleCodes** = new System.↵ Collections.Generic.Dictionary<int, string>(161)

Properties

- static bool hasBuiltInTTS [get]
Checks if the current platform has built-in TTS.
- static Model.Enum.ProviderType CurrentProviderType [get]
The current provider type.

Additional Inherited Members

5.59.1 Detailed Description

Various helper functions.

5.59.2 Member Function Documentation

5.59.2.1 static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.AppleVoiceNameToGender (string voiceName) [static]

Converts an Apple voice name to a Gender.

Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

Returns

Gender from the given Apple voice name.

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

Cleans a given text to contain only letters or digits.

Parameters

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

Returns

Clean text with only letters and digits.

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

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

Parameters

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

Returns

Marked current word or all spoken words.

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

Converts a string to a Gender.

Parameters

<i>gender</i>	Gender as text.
---------------	-----------------

Returns

Gender from the given string.

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

Converts an WSA voice name to a Gender.

Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

Returns

Gender from the given WSA voice name.

5.59.3 Property Documentation

5.59.3.1 `Model.Enum.ProviderType Crosstales.RTVoice.Util.Helper.CurrentProviderType` [static], [get]

The current provider type.

Returns

Current provider type.

5.59.3.2 `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

5.60 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.

5.60.1 Detailed Description

Inputs Options for the TTS Service.

5.60.2 Constructor & Destructor Documentation

5.60.2.1 `Crosstales.RTVoice.Azure.Synthesize.InputOptions.InputOptions ()`

Initializes a new instance of the Input class.

5.60.3 Property Documentation

5.60.3.1 `string Crosstales.RTVoice.Azure.Synthesize.InputOptions.AuthorizationToken [get], [set]`

Authorization Token.

5.60.3.2 `System.Collections.Generic.IEnumerable<System.Collections.Generic.KeyValuePair<string, string> > Crosstales.RTVoice.Azure.Synthesize.InputOptions.Headers [get]`

Gets or sets the headers.

5.60.3.3 **string** `Crosstales.RTVoice.Azure.Synthesize.InputOptions.Locale` `[get]`, `[set]`

Gets or sets the locale.

5.60.3.4 **AudioOutputFormat** `Crosstales.RTVoice.Azure.Synthesize.InputOptions.OutputFormat` `[get]`, `[set]`

Gets or sets the audio output format.

5.60.3.5 **System.Uri** `Crosstales.RTVoice.Azure.Synthesize.InputOptions.RequestUri` `[get]`, `[set]`

Gets or sets the request URI.

5.60.3.6 **string** `Crosstales.RTVoice.Azure.Synthesize.InputOptions.Text` `[get]`, `[set]`

Gets or sets the text.

5.60.3.7 **string** `Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceName` `[get]`, `[set]`

Gets or sets the name of the voice.

5.60.3.8 **Model.Enum.Gender** `Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceType` `[get]`, `[set]`

Gets or sets the type of the voice; male/female.

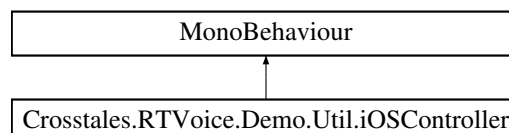
The documentation for this class was generated from the following file:

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

5.61 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** ()

5.61.1 Detailed Description

Enables MaryTTS on iOS for specific scenes.

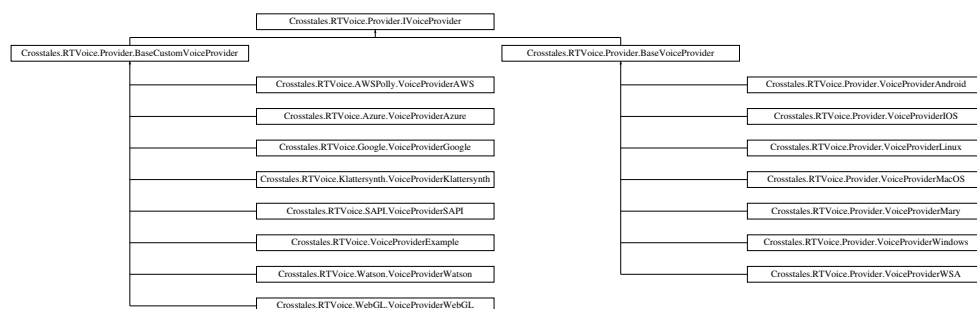
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/iOSController.cs](#)

5.62 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).

5.62.1 Detailed Description

Interface for all voice providers.

5.62.2 Member Function Documentation

5.62.2.1 IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Generate (Model.Wrapper wrapper)

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

Parameters

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

Implemented in Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderLinux, Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Provider.BaseVoiceProvider, Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Provider.VoiceProviderWSA, Crosstales.RTVoice.Provider.VoiceProviderMary, Crosstales.RTVoice.Watson.VoiceProviderWatson, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.62.2.2 void Crosstales.RTVoice.Provider.IVoiceProvider.GenerateInEditor (Model.Wrapper wrapper)

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

Parameters

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

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Provider.BaseVoiceProvider, Crosstales.RTVoice.Provider.VoiceProviderLinux, Crosstales.RTVoice.Provider.VoiceProviderMary, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Watson.VoiceProviderWatson, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Provider.VoiceProviderWSA, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Provider.VoiceProviderIOS, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.62.2.3 void Crosstales.RTVoice.Provider.IVoiceProvider.Silence ()

Silence all active TTS-providers.

Implemented in Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderLinux, Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Provider.VoiceProviderWSA, Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Provider.BaseVoiceProvider, and Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.62.2.4 void Crosstales.RTVoice.Provider.IVoiceProvider.Silence (string uid)

Silence the current TTS-provider (native mode).

Parameters

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

Implemented in Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderLinux, Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Provider.BaseVoiceProvider, and Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.62.2.5 IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Speak (Model.Wrapper wrapper)

The current provider speaks a text with a given voice.

Parameters

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

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProvider↵ Azure, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Provider.VoiceProviderLinux, Crosstales.RT↵ Voice.Watson.VoiceProviderWatson, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Provider.↵ BaseVoiceProvider, Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Provider.Voice↵ ProviderIOS, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Provider.BaseCustom↵ VoiceProvider, Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Provider.VoiceProvider↵ WSA, Crosstales.RTVoice.Provider.VoiceProviderMary, and Crosstales.RTVoice.Klattersynth.VoiceProvider↵ Klattersynth.

5.62.2.6 IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNative (Model.Wrapper wrapper)

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

Parameters

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

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.↵ RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Watson.VoiceProviderWatson, Crosstales.RTVoice.↵ Provider.BaseVoiceProvider, Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.WebGL.Voice↵ ProviderWebGL, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.Provider.Voice↵ ProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderMary, Crosstales.RTVoice.Provider.VoiceProvider↵ Linux, Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, Crosstales.RTVoice.Provider.VoiceProvider↵ MacOS, Crosstales.RTVoice.Provider.VoiceProviderWSA, and Crosstales.RTVoice.Provider.VoiceProviderAndroid.

5.62.2.7 void Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNativeInEditor (Model.Wrapper wrapper)

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

Parameters

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

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Provider.VoiceProvider↵ Linux, Crosstales.RTVoice.Provider.VoiceProviderMary, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.↵ RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RT↵ Voice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Watson.VoiceProviderWatson, Crosstales.RTVoice.Google.↵ VoiceProviderGoogle, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Provider.Voice↵ ProviderAndroid, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Provider.VoiceProviderWSA, Crosstales.RTVoice.Provider.VoiceProviderIOS, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.62.3 Property Documentation

5.62.3.1 `string Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileExtension` [get]

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.62.3.2 `AudioType Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileType` [get]

Returns the type of the generated audio files.

Returns

Type of the generated audio files.

5.62.3.3 `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.

5.62.3.4 `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.

5.62.3.5 `bool Crosstales.RTVoice.Provider.IVoiceProvider.hasCoRoutines` [get]

Indicates if this provider uses co-routines.

Returns

True if this provider uses co-routines.

5.62.3.6 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.

5.62.3.7 bool Crosstales.RTVoice.Provider.IVoiceProvider.isIL2CPPSupported [get]

Indicates if this provider is supporting IL2CPP.

Returns

True if this provider supports IL2CPP.

5.62.3.8 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.

5.62.3.9 bool Crosstales.RTVoice.Provider.IVoiceProvider.isPlatformSupported [get]

Indicates if this provider is supporting the current platform.

Returns

True if this provider supports current platform.

5.62.3.10 bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakNativeSupported [get]

Indicates if this provider is supporting SpeakNative.

Returns

True if this provider supports SpeakNative.

5.62.3.11 bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakSupported [get]

Indicates if this provider is supporting Speak.

Returns

True if this provider supports Speak.

5.62.3.12 bool Crosstales.RTVoice.Provider.IVoiceProvider.isSSMLSupported [get]

Indicates if this provider is supporting SSML.

Returns

True if this provider supports SSML.

5.62.3.13 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.

5.62.3.14 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.

5.62.3.15 int Crosstales.RTVoice.Provider.IVoiceProvider.MaxTextLength [get]

Maximal length of the speech text (in characters).

Returns

The maximal length of the speech text.

5.62.3.16 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/IVoiceProvider.cs

5.63 Crosstales.RTVoice.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.63.1 Detailed Description

Show the configuration window on the first launch.

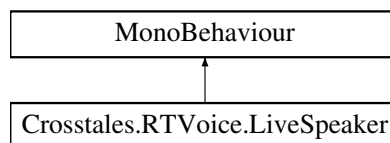
The documentation for this class was generated from the following file:

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

5.64 Crosstales.RTVoice.LiveSpeaker Class Reference

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

Inheritance diagram for Crosstales.RTVoice.LiveSpeaker:



Public Member Functions

- void SpeakNative (Model.Wrapper wrapper)
Speaks a text with a given wrapper -> native mode.
- void SpeakNative (string args)
Speaks a text with a given array of arguments (native mode).
- void SpeakNative (string[] args)
Speaks a text with a given array of arguments (native mode).
- void Speak (Model.Wrapper wrapper)
Speaks a text with a given wrapper.
- void Speak (string args)
Speaks a text with a given array of arguments.
- void Speak (string[] args)
Speaks a text with a given array of arguments.
- void Silence ()
Silence all active TTS-voices.
- 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.

5.64.1 Detailed Description

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

5.64.2 Member Function Documentation

5.64.2.1 void Crosstales.RTVoice.LiveSpeaker.SetState (string *state*)

Sets the state from iOS.

Parameters

<i>voices</i>	State from iOS.
---------------	-----------------

5.64.2.2 void Crosstales.RTVoice.LiveSpeaker.SetVoices (string *voices*)

Sets all voices from iOS.

Parameters

<i>voices</i>	All voices from iOS.
---------------	----------------------

5.64.2.3 void Crosstales.RTVoice.LiveSpeaker.Silence ()

Silence all active TTS-voices.

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

Speaks a text with a given wrapper.

Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

5.64.2.5 void Crosstales.RTVoice.LiveSpeaker.Speak (string *args*)

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

Parameters

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

5.64.2.6 void Crosstales.RTVoice.LiveSpeaker.Speak (string[] args)

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

Parameters

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

5.64.2.7 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (Model.Wrapper wrapper)

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

Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

5.64.2.8 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (string args)

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

Parameters

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

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

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

Parameters

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

5.64.2.10 void Crosstales.RTVoice.LiveSpeaker.WordSpoken (string word)

The current spoken word from iOS.

Parameters

<i>voices</i>	Current spoken word from iOS.
---------------	-------------------------------

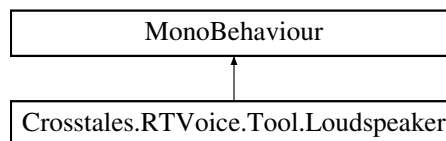
The documentation for this class was generated from the following file:

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

5.65 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

Loudspeaker for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



Public Member Functions

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

Public Attributes

- AudioSource Source
Origin AudioSource.
- bool Synchronized = false
Synchronize with the origin (default: false).
- bool SilenceSource = true
Silence the origin (default: true).

Properties

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

5.65.1 Detailed Description

Loudspeaker for an AudioSource.

5.65.2 Member Data Documentation

5.65.2.1 `bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource = true`

Silence the origin (default: true).

5.65.2.2 `AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source`

Origin AudioSource.

5.65.2.3 `bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized = false`

Synchronize with the origin (default: false).

5.65.3 Property Documentation

5.65.3.1 `bool Crosstales.RTVoice.Tool.Loudspeaker.isSilenceSource` `[get]`, `[set]`

Silence the origin (main use is for UI).

5.65.3.2 `bool Crosstales.RTVoice.Tool.Loudspeaker.isSynchronized` `[get]`, `[set]`

Synchronize with the origin (main use is for UI).

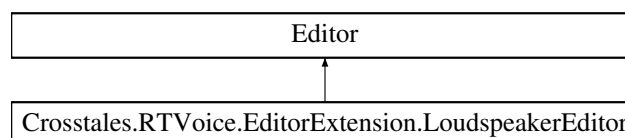
The documentation for this class was generated from the following file:

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

5.66 Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference

Custom editor for the 'Loudspeaker'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExtension.LoudspeakerEditor`:



Public Member Functions

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

5.66.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

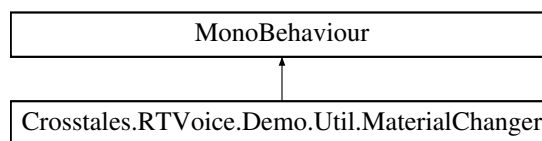
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/LoudspeakerEditor.cs](#)

5.67 Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference

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

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



Public Member Functions

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

Public Attributes

- AudioSource **Source**
- Material **ActiveMaterial**

5.67.1 Detailed Description

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

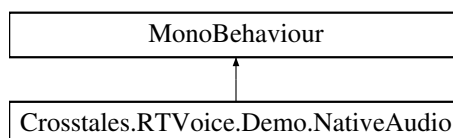
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔
Scripts/Util/MaterialChanger.cs](#)

5.68 Crosstales.RTVoice.Demo.NativeAudio Class Reference

Simple example with native audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.NativeAudio:



Public Member Functions

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

Public Attributes

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

5.68.1 Detailed Description

Simple example with native audio for exact timing.

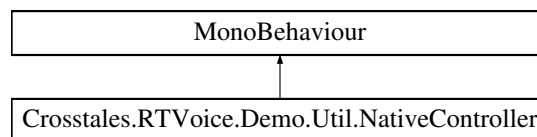
The documentation for this class was generated from the following file:

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

5.69 Crosstales.RTVoice.Demo.Util.NativeController Class Reference

Enables or disable game objects for native mode.

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



Public Member Functions

- void **Update** ()

Public Attributes

- bool **Active** = true
Enable or disable the 'Objects' for native mode (default: true).
- GameObject[] **Objects**

5.69.1 Detailed Description

Enables or disable game objects for native mode.

5.69.2 Member Data Documentation

5.69.2.1 `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

5.70 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.70.1 Detailed Description

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

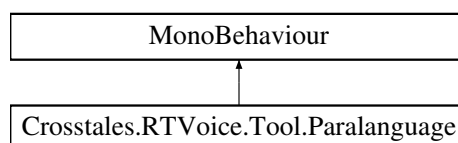
The documentation for this class was generated from the following file:

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

5.71 Crosstales.RTVoice.Tool.Paralanguage Class Reference

Para-language simulator with audio files.

Inheritance diagram for Crosstales.RTVoice.Tool.Paralanguage:



Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **Speak** ()
Speak the text.
- void **Silence** ()
Silence the speech.

Public Attributes

- string **Text** = string.Empty
Text to speak.
- Model.VoiceAlias **Voices**
Voices for the speech.
- Model.Enum.SpeakMode **Mode** = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioClip[] **Clips**
Audio clips to play.
- float **Rate** = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float **Pitch** = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float **Volume** = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool **PlayOnStart** = false
Enable speaking of the text on start (default: false).
- float **Delay** = 0f
Delay until the speech for this text starts (default: 0).

Properties

- ParalanguageStart OnParalanguageStart
An event triggered whenever a Paralanguage 'Speak' is started.
- ParalanguageComplete OnParalanguageComplete
An event triggered whenever a Paralanguage 'Speak' is completed.
- string **CurrentText** [get, set]
Text to speak (main use is for UI).
- float **CurrentRate** [get, set]
Speech rate of the speaker in percent (main use is for UI).
- float **CurrentPitch** [get, set]
Speech pitch of the speaker in percent (main use is for UI).
- float **CurrentVolume** [get, set]
Volume of the speaker in percent (main use is for UI).

5.71.1 Detailed Description

Para-language simulator with audio files.

5.71.2 Member Function Documentation

5.71.2.1 void Crosstales.RTVoice.Tool.Paralanguage.Silence ()

Silence the speech.

5.71.2.2 void Crosstales.RTVoice.Tool.Paralanguage.Speak ()

Speak the text.

5.71.3 Member Data Documentation

5.71.3.1 AudioClip [] Crosstales.RTVoice.Tool.Paralanguage.Clips

Audio clips to play.

5.71.3.2 float Crosstales.RTVoice.Tool.Paralanguage.Delay = 0f

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

5.71.3.3 Model.Enum.SpeakMode Crosstales.RTVoice.Tool.Paralanguage.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.71.3.4 float Crosstales.RTVoice.Tool.Paralanguage.Pitch = 1f

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

5.71.3.5 bool Crosstales.RTVoice.Tool.Paralanguage.PlayOnStart = false

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

5.71.3.6 float Crosstales.RTVoice.Tool.Paralanguage.Rate = 1f

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

5.71.3.7 string Crosstales.RTVoice.Tool.Paralanguage.Text = string.Empty

Text to speak.

5.71.3.8 **Model.VoiceAlias** Crosstales.RTVoice.Tool.Paralanguage.Voices

Voices for the speech.

5.71.3.9 **float** Crosstales.RTVoice.Tool.Paralanguage.Volume = 1f

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

5.71.4 Property Documentation

5.71.4.1 **float** Crosstales.RTVoice.Tool.Paralanguage.CurrentPitch [get], [set]

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

5.71.4.2 **float** Crosstales.RTVoice.Tool.Paralanguage.CurrentRate [get], [set]

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

5.71.4.3 **string** Crosstales.RTVoice.Tool.Paralanguage.CurrentText [get], [set]

Text to speak (main use is for UI).

5.71.4.4 **float** Crosstales.RTVoice.Tool.Paralanguage.CurrentVolume [get], [set]

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

5.71.4.5 **ParalanguageComplete** Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageComplete [add], [remove]

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

5.71.4.6 **ParalanguageStart** Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageStart [add], [remove]

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

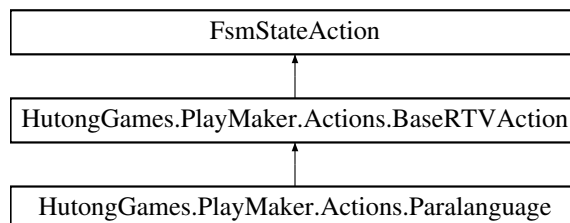
The documentation for this class was generated from the following file:

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

5.72 HutongGames.PlayMaker.Actions.Paralanguage Class Reference

Paralanguage-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Paralanguage:



Public Member Functions

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

Public Attributes

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

5.72.1 Detailed Description

Paralanguage-action for PlayMaker.

5.72.2 Member Data Documentation

5.72.2.1 Crosstailes.RTVoice.Tool.Paralanguage HutongGames.PlayMaker.Actions.Paralanguage.Obj

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

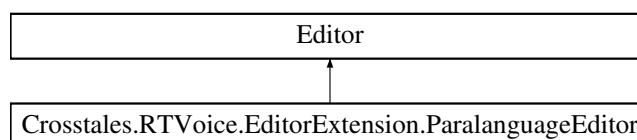
The documentation for this class was generated from the following file:

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

5.73 Crosstailes.RTVoice.EditorExtension.ParalanguageEditor Class Reference

Custom editor for the 'Paralanguage'-class.

Inheritance diagram for Crosstailes.RTVoice.EditorExtension.ParalanguageEditor:



Public Member Functions

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

5.73.1 Detailed Description

Custom editor for the 'Paralanguage'-class.

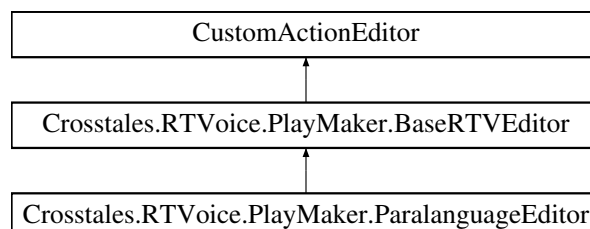
The documentation for this class was generated from the following file:

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

5.74 Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference

Custom editor for the Paralanguage-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.ParalanguageEditor:



Additional Inherited Members

5.74.1 Detailed Description

Custom editor for the Paralanguage-action.

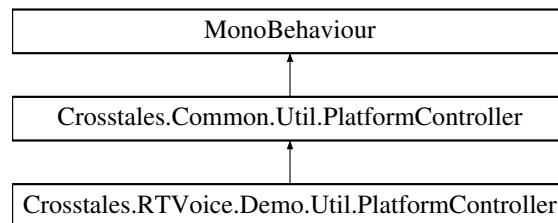
The documentation for this class was generated from the following file:

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

5.75 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< Model.Enum.Platform > **Platforms**
Selected platforms for the controller.
- bool **Active** = true
summary> Selected objects for the controller.
- GameObject[] **Objects**

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- Model.Enum.Platform **currentPlatform**

5.75.1 Detailed Description

Enables or disable game objects for a given platform.

5.75.2 Member Data Documentation

5.75.2.1 bool Crosstales.Common.Util.PlatformController.Active = true

summary> Selected objects for the controller.

5.75.2.2 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).

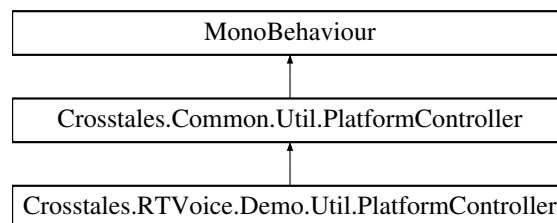
The documentation for this class was generated from the following file:

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

5.76 Crosstales.RTVoice.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

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



Public Member Functions

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

Additional Inherited Members

5.76.1 Detailed Description

Enables or disable game objects for a given platform.

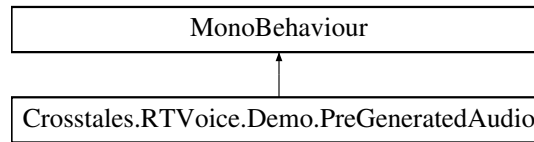
The documentation for this class was generated from the following file:

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

5.77 Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference

Simple example with pre-generated audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.PreGeneratedAudio:



Public Member Functions

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

Public Attributes

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

5.77.1 Detailed Description

Simple example with pre-generated audio for exact timing.

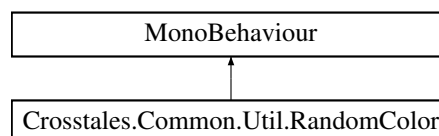
The documentation for this class was generated from the following file:

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

5.78 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Member Functions

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

Public Attributes

- bool UseInterval = true
Use intervals to change the color (default: true).
- Vector2 ChangeInterval = new Vector2(5, 10)
summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 HueRange = new Vector2(0f, 1f)
summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 SaturationRange = new Vector2(1f, 1f)
summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 ValueRange = new Vector2(1f, 1f)
summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 AlphaRange = new Vector2(1f, 1f)
summary>Use gray scale colors (default: false).
- bool GrayScale = false
summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material Material
summary>Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart** = false

5.78.1 Detailed Description

Random color changer.

5.78.2 Member Data Documentation

5.78.2.1 Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)

summary>Use gray scale colors (default: false).

5.78.2.2 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).

5.78.2.3 bool Crosstales.Common.Util.RandomColor.GrayScale = false

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

5.78.2.4 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).

5.78.2.5 Material Crosstales.Common.Util.RandomColor.Material

summary>Set the object to a random color at Start (default: false).

5.78.2.6 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).

5.78.2.7 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).

5.78.2.8 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).

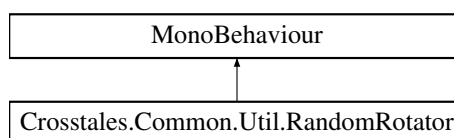
The documentation for this class was generated from the following file:

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

5.79 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Member Functions

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

Public Attributes

- bool UseInterval = true
Use intervals to change the rotation (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)
summary> Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 SpeedMin = new Vector3(5, 5, 5)
summary> Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 SpeedMax = new Vector3(15, 15, 15)
summary> Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart** = false

5.79.1 Detailed Description

Random rotation changer.

5.79.2 Member Data Documentation

5.79.2.1 Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)

summary> Minimum rotation speed per axis (default: 5 for all axis).

5.79.2.2 Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)

summary> Set the object to a random rotation at Start (default: false).

5.79.2.3 Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)

summary> Maximum rotation speed per axis (default: 15 for all axis).

5.79.2.4 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).

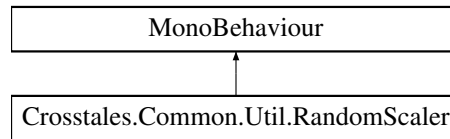
The documentation for this class was generated from the following file:

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

5.80 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Member Functions

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

Public Attributes

- bool UseInterval = true
Use intervals to change the scale (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)
summary> Minimum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
summary> Maximum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMax = new Vector3(3, 3, 3)
summary> Uniform scaling for all axis (x-axis values will be used, default: true).
- bool Uniform = true
summary> Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

5.80.1 Detailed Description

Random scale changer.

5.80.2 Member Data Documentation

5.80.2.1 Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)

summary> Minimum scale per axis (default: 0.1 for all axis).

5.80.2.2 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).

5.80.2.3 `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).

5.80.2.4 `bool Crosstales.Common.Util.RandomScaler.Uniform = true`

summary>Set the object to a random scale at Start (default: false).

5.80.2.5 `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

5.81 Crosstales.RTVoice.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.81.1 Detailed Description

Reminds the customer to create an UAS review.

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/ReminderCheck.cs

5.82 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.82.1 Detailed Description

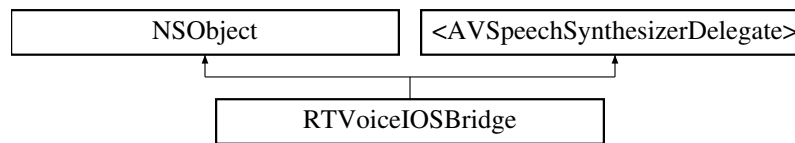
Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↵↻ Integration/RTVoiceGameObject.cs

5.83 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Class Methods

- (void) + setVoices
- (void) + speak:text:rate:pitch:volume:
- (void) + stop

5.83.1 Method Documentation

5.83.1.1 + (void) setVoices

Collects and sends all voices to RT-Voice.

5.83.1.2 + (void) speak: (NSString *) id text:(NSString *) text rate:(float) rate pitch:(float) pitch volume:(float) volume

Speaks the string with a given rate, pitch, volume and culture.

Parameters

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

5.83.1.3 + (void) stop

Stops speaking

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

- D:/slauberberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/Wrapper/iOS/RTVoiceIOSBridge.h
- D:/slauberberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/Wrapper/iOS/RTVoiceIOSBridge.mm

5.84 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

5.84.1 Detailed Description

Editor component for the "Tools"-menu.

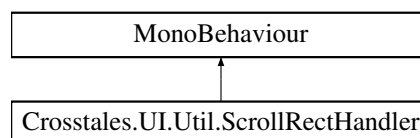
The documentation for this class was generated from the following file:

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

5.85 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.85.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

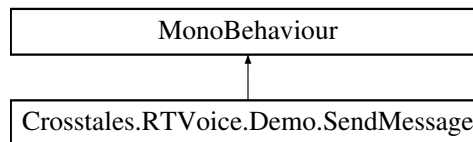
The documentation for this class was generated from the following file:

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

5.86 Crosstales.RTVoice.Demo.SendMessage Class Reference

Simple "SendMessage" example.

Inheritance diagram for Crosstales.RTVoice.Demo.SendMessage:



Public Member Functions

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

Public Attributes

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

5.86.1 Detailed Description

Simple "SendMessage" example.

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

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

5.87 Crosstales.RTVoice.Model.Sequence Class Reference

Model for a sequence.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string Text = string.Empty
Text to speak.
- VoiceAlias Voices
Voices for the speech.
- Enum.SpeakMode Mode = Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioSource Source
AudioSource for the output (optional).
- float Rate = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool **initialized** = false

5.87.1 Detailed Description

Model for a sequence.

5.87.2 Member Data Documentation

5.87.2.1 Enum.SpeakMode Crosstales.RTVoice.Model.Sequence.Mode = Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

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

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

5.87.2.4 AudioSource Crosstales.RTVoice.Model.Sequence.Source

AudioSource for the output (optional).

5.87.2.5 string Crosstales.RTVoice.Model.Sequence.Text = string.Empty

Text to speak.

5.87.2.6 VoiceAlias Crosstales.RTVoice.Model.Sequence.Voices

Voices for the speech.

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

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

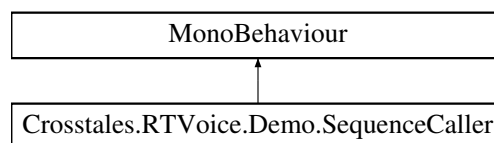
The documentation for this class was generated from the following file:

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

5.88 Crosstales.RTVoice.Demo.SequenceCaller Class Reference

Simple Sequence caller example.

Inheritance diagram for Crosstales.RTVoice.Demo.SequenceCaller:



Public Member Functions

- void **Start** ()

Public Attributes

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

5.88.1 Detailed Description

Simple Sequence caller example.

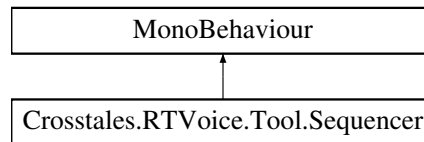
The documentation for this class was generated from the following file:

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

5.89 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer for dialogues.

Inheritance diagram for Crosstales.RTVoice.Tool.Sequencer:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void PlaySequence (int index=0)
Plays a Sequence with a given index.
- void PlayNextSequence ()
Plays the next Sequence in the array.
- void PlayAllSequences ()
Plays all Sequences.
- void StopAllSequences ()
Stops and silences all active Sequences.

Public Attributes

- Model.Sequence[] Sequences
All available sequences.
- float Delay = 0f
Delay in seconds before the Sequencer starts processing (default: 0).
- bool PlayOnStart = false
Enable the Sequencer on start (default: false).

Properties

- Model.Sequence CurrentSequence [get]
Returns the current Sequence.

5.89.1 Detailed Description

Simple sequencer for dialogues.

5.89.2 Member Function Documentation

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

Plays all Sequences.

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

Plays the next Sequence in the array.

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

Plays a Sequence with a given index.

Parameters

<i>index</i>	Index of the Sequence (default: 0, optional).
--------------	---

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

Stops and silences all active Sequences.

5.89.3 Member Data Documentation

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

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

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

Enable the Sequencer on start (default: false).

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

All available sequences.

5.89.4 Property Documentation

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

Returns the current Sequence.

Returns

The current Sequence.

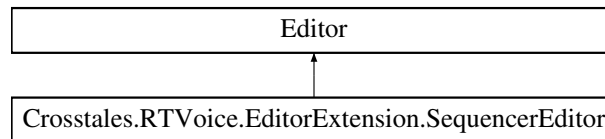
The documentation for this class was generated from the following file:

- 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.

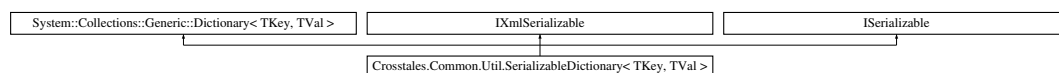
The documentation for this class was generated from the following file:

- 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 static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (byte[] data) [static]

Deserialize a byte-array to an object.

Parameters

<i>data</i>	Byte-array of the object
-------------	--------------------------

Returns

Object

5.92.2.2 `static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (string filename) [static]`

Deserialize a binary-file to an object.

Parameters

<i>filename</i>	Binary-file of the object
-----------------	---------------------------

Returns

Object

5.92.2.3 `static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (T obj) [static]`

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Byte-array of the object

5.92.2.4 `static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > (T obj, string filename) [static]`

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

Returns

Byte-array of the object

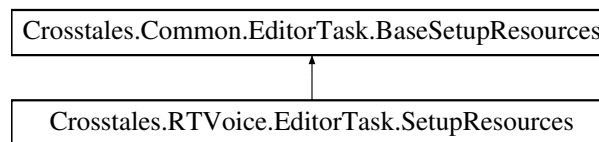
The documentation for this class was generated from the following file:

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

5.93 Crosstales.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.RTVoice.EditorTask.SetupResources:



Additional Inherited Members

5.93.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

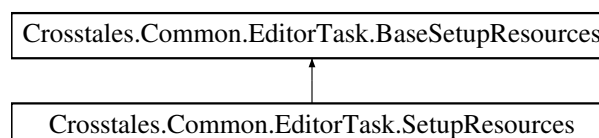
The documentation for this class was generated from the following file:

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

5.94 Crosstales.Common.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Additional Inherited Members

5.94.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

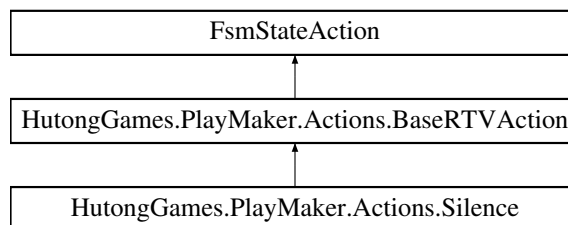
The documentation for this class was generated from the following file:

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

5.95 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



Public Member Functions

- override void **OnEnter** ()

Additional Inherited Members

5.95.1 Detailed Description

Silence-action for PlayMaker.

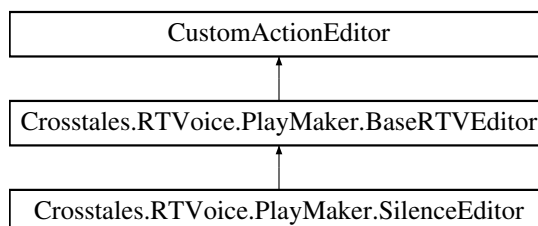
The documentation for this class was generated from the following file:

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

5.96 Crosstailes.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstailes.RTVoice.PlayMaker.SilenceEditor:



Additional Inherited Members

5.96.1 Detailed Description

Custom editor for the Silence-action.

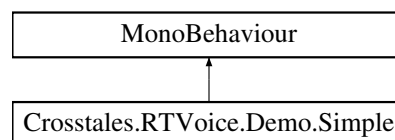
The documentation for this class was generated from the following file:

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

5.97 Crosstales.RTVoice.Demo.Simple Class Reference

Simple TTS example.

Inheritance diagram for 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**

5.97.1 Detailed Description

Simple TTS example.

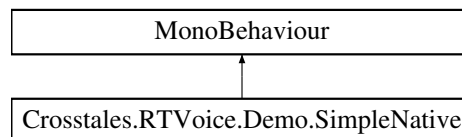
The documentation for this class was generated from the following file:

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

5.98 Crosstales.RTVoice.Demo.SimpleNative Class Reference

Simple native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



Public Member Functions

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

Public Attributes

- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- float **RateSpeakerC** = 2.5f
- bool **PlayOnStart** = false
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **TextSpeakerC**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **PhonemeSpeakerC**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- Text **VisemeSpeakerC**

5.98.1 Detailed Description

Simple native TTS example.

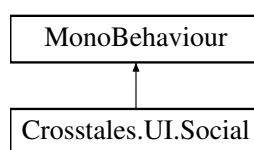
The documentation for this class was generated from the following file:

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

5.99 Crosstales.UI.Social Class Reference

Crosstales social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.99.1 Detailed Description

Crosstales social media links.

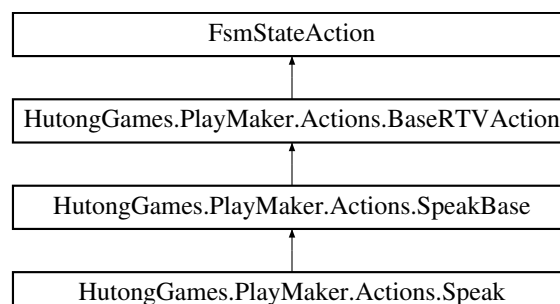
The documentation for this class was generated from the following file:

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

5.100 HutongGames.PlayMaker.Actions.Speak Class Reference

Speak-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Speak:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString Text = "Hello world!"
Text to speak.
- FsmString RTVoiceNameWindows = "David"
Name of the RT-Voice under Windows.
- FsmString RTVoiceNameMac = "Alex"
Name of the RT-Voice under macOS.
- FsmString RTVoiceNameAndroid = "en"
Name of the RT-Voice under Android.
- FsmString RTVoiceNameIOS = "Daniel"
Name of the RT-Voice under iOS.
- FsmString RTVoiceNameWSA = "David"
Name of the RT-Voice under WSA.
- FsmString RTVoiceNameMaryTTS = "cms-rms-hsmm"
Name of the RT-Voice under MaryTTS.
- FsmString RTVoiceNameCustom = string.Empty
Name of the RT-Voice in a custom provider.
- FsmString Culture = "en"
Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.100.1 Detailed Description

Speak-action for PlayMaker.

5.100.2 Member Data Documentation

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

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

5.100.2.2 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = "en"

Name of the RT-Voice under Android.

5.100.2.3 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameCustom = string.Empty

Name of the RT-Voice in a custom provider.

5.100.2.4 `FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"`

Name of the RT-Voice under iOS.

5.100.2.5 `FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"`

Name of the RT-Voice under macOS.

5.100.2.6 `FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMaryTTS = "cms-rms-hsmm"`

Name of the RT-Voice under MaryTTS.

5.100.2.7 `FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "David"`

Name of the RT-Voice under Windows.

5.100.2.8 `FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "David"`

Name of the RT-Voice under WSA.

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

Text to speak.

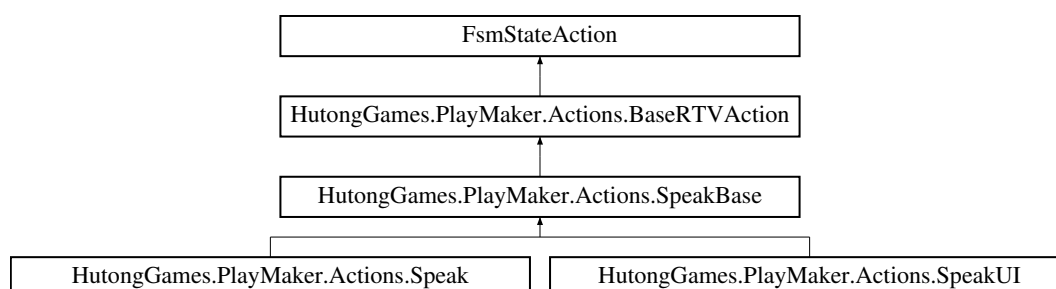
The documentation for this class was generated from the following file:

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

5.101 HutongGames.PlayMaker.Actions.SpeakBase Class Reference

Base for Speak-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakBase:



Public Member Functions

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

Public Attributes

- 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**

5.101.1 Detailed Description

Base for Speak-actions in PlayMaker.

5.101.2 Member Data Documentation

5.101.2.1 FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

5.101.2.2 Crosstales.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode

Speak mode (default: 'Speak').

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

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

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

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

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

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

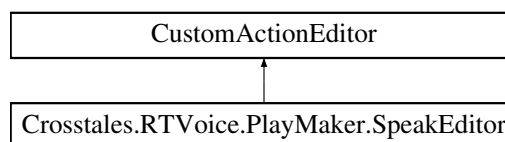
The documentation for this class was generated from the following file:

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

5.102 Crosstales.RTVoice.PlayMaker.SpeakEditor Class Reference

Custom editor for the Speak-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakEditor:



Public Member Functions

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

5.102.1 Detailed Description

Custom editor for the Speak-action.

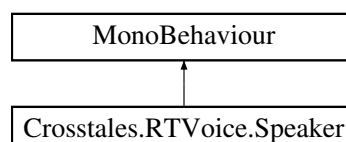
The documentation for this class was generated from the following file:

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

5.103 Crosstales.RTVoice.Speaker Class Reference

Main component of RTVoice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Attributes

- Provider.BaseCustomVoiceProvider CustomProvider
Custom provider for RT-Voice.
- bool CustomMode = false
Enables or disables the custom provider (default: false).
- bool MaryTTSMMode = false
Enables or disables MaryTTS (default: false).
- string MaryTTSUrl = "http://mary.dfki.de"
Server URL for MaryTTS.
- int MaryTTSPort = 59125
Server port for MaryTTS (default: 59125).
- string MaryTTSUser = string.Empty
User name for MaryTTS (default: empty).
- string MaryTTSPassword = string.Empty
User password for MaryTTS (default: empty).
- Model.Enum.MaryTTSType MaryTTSType = Model.Enum.MaryTTSType.RAWMARYXML
Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).
- bool ESpeakMode = false
Enable or disable eSpeak for standalone platforms (default: false).
- Model.Enum.ESpeakModifiers ESpeakModifier = Model.Enum.ESpeakModifiers.none
Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).
- bool AutoClearTags = false
Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).
- bool WSANative = false
Enable or disable native speak under WSA. If enabled, the build type must be 'XAML!' (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.*

5.103.1 Detailed Description

Main component of RTVoice.

5.103.2 Member Data Documentation

5.103.2.1 bool Crosstales.RTVoice.Speaker.AutoClearTags = false

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

5.103.2.2 bool Crosstales.RTVoice.Speaker.CustomMode = false

Enables or disables the custom provider (default: false).

5.103.2.3 Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomProvider

Custom provider for RT-Voice.

5.103.2.4 bool Crosstales.RTVoice.Speaker.DontDestroy = true

Don't destroy gameobject during scene switches (default: true).

5.103.2.5 bool Crosstales.RTVoice.Speaker.ESpeakMode = false

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

5.103.2.6 `Model.Enum.ESpeakModifiers` `Crosstales.RTVoice.Speaker.ESpeakModifier = Model.Enum.ESpeakModifiers.none`

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

5.103.2.7 `bool` `Crosstales.RTVoice.Speaker.MaryTTSMODE = false`

Enables or disables MaryTTS (default: false).

5.103.2.8 `string` `Crosstales.RTVoice.Speaker.MaryTTSPassword = string.Empty`

User password for MaryTTS (default: empty).

5.103.2.9 `int` `Crosstales.RTVoice.Speaker.MaryTTSPort = 59125`

Server port for MaryTTS (default: 59125).

5.103.2.10 `Model.Enum.MaryTTSType` `Crosstales.RTVoice.Speaker.MaryTTSType = Model.Enum.MaryTTSType.RAWMA←
RYXML`

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

5.103.2.11 `string` `Crosstales.RTVoice.Speaker.MaryTTSUrl = "http://mary.dfki.de"`

Server URL for MaryTTS.

5.103.2.12 `string` `Crosstales.RTVoice.Speaker.MaryTTSUser = string.Empty`

User name for MaryTTS (default: empty).

5.103.2.13 `bool` `Crosstales.RTVoice.Speaker.SilenceOnDisable = false`

Silence any speeches if this component gets disabled (default: false).

5.103.2.14 `bool` `Crosstales.RTVoice.Speaker.SilenceOnFocusLost = false`

Silence any speeches if the application loses the focus (default: true).

5.103.2.15 `bool` `Crosstales.RTVoice.Speaker.WSANative = false`

Enable or disable native speak under WSA. If enabled, the build type must be 'XAML!' (default: false).

5.103.3 Property Documentation

5.103.3.1 **bool** `Crosstales.RTVoice.Speaker.areVoicesReady` `[static], [get]`

Are all voices ready to speak?

5.103.3.2 **int** `Crosstales.RTVoice.Speaker.BusyCount` `[static], [get]`

Number of active calls.

5.103.3.3 **Provider.BaseCustomVoiceProvider** `Crosstales.RTVoice.Speaker.CustomVoiceProvider` `[static], [get], [set]`

Enables or disables MaryTTS.

5.103.3.4 **bool** `Crosstales.RTVoice.Speaker.isCustomMode` `[static], [get], [set]`

Enables or disables the custom voice provider.

5.103.3.5 **bool** `Crosstales.RTVoice.Speaker.isMaryMode` `[static], [get], [set]`

Enables or disables MaryTTS.

5.103.3.6 **ErrorInfo** `Crosstales.RTVoice.Speaker.OnErrorInfo` `[static], [add], [remove]`

An event triggered whenever an error occurs.

5.103.3.7 **ProviderChange** `Crosstales.RTVoice.Speaker.OnProviderChange` `[static], [add], [remove]`

An event triggered whenever a provider changes (e.g. Windows to MaryTTS).

5.103.3.8 **SpeakAudioGenerationComplete** `Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete` `[static], [add], [remove]`

An event triggered whenever a speak audio generation is completed.

5.103.3.9 **SpeakAudioGenerationStart** `Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart` `[static], [add], [remove]`

An event triggered whenever a speak audio generation is started.

5.103.3.10 SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete [static], [add], [remove]

An event triggered whenever a speak is completed.

5.103.3.11 SpeakCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme [static], [add], [remove]

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

5.103.3.12 SpeakCurrentViseme Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme [static], [add], [remove]

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

5.103.3.13 SpeakCurrentWord Crosstales.RTVoice.Speaker.OnSpeakCurrentWord [static], [add], [remove]

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

5.103.3.14 SpeakStart Crosstales.RTVoice.Speaker.OnSpeakStart [static], [add], [remove]

An event triggered whenever a speak is started.

5.103.3.15 VoicesReady Crosstales.RTVoice.Speaker.OnVoicesReady [static], [add], [remove]

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

5.103.3.16 int Crosstales.RTVoice.Speaker.SpeechCount [static], [get]

Number of active speeches.

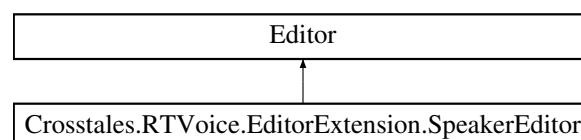
The documentation for this class was generated from the following file:

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

5.104 Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference

Custom editor for the 'Speaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeakerEditor:



Public Member Functions

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

5.104.1 Detailed Description

Custom editor for the 'Speaker'-class.

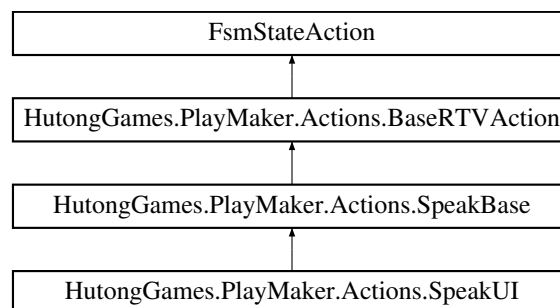
The documentation for this class was generated from the following file:

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

5.105 HutongGames.PlayMaker.Actions.SpeakUI Class Reference

Speak-action for UI-components in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakUI:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

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

Additional Inherited Members

5.105.1 Detailed Description

Speak-action for UI-components in PlayMaker.

5.105.2 Member Data Documentation

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

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

5.105.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

5.105.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

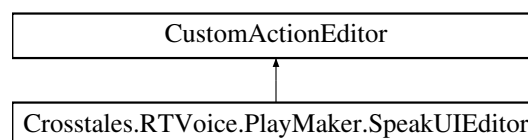
The documentation for this class was generated from the following file:

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

5.106 Crosstailes.RTVoice.PlayMaker.SpeakUIEditor Class Reference

Custom editor for the SpeakUI-action.

Inheritance diagram for Crosstailes.RTVoice.PlayMaker.SpeakUIEditor:



Public Member Functions

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

5.106.1 Detailed Description

Custom editor for the SpeakUI-action.

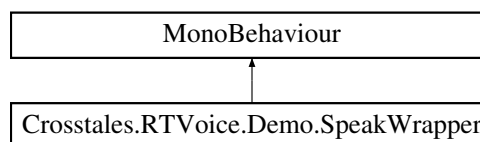
The documentation for this class was generated from the following file:

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

5.107 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Wrapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:



Public Member Functions

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

Public Attributes

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

5.107.1 Detailed Description

Wrapper for the dynamic speakers.

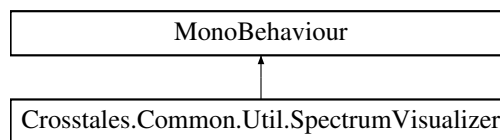
The documentation for this class was generated from the following file:

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

5.108 Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:



Public Member Functions

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

Public Attributes

- FFTAnalyzer Analyzer
FFT-analyzer with the spectrum data.
- GameObject VisualPrefab
summary> Width per prefab.
- float Width = 0.075f
summary> Gain-power for the frequency.
- float Gain = 70f
summary> Frequency band from left-to-right (default: true).
- bool LeftToRight = true
summary> Opacity of the material of the prefab (default: 1).
- float **Opacity** = 1f

5.108.1 Detailed Description

Simple spectrum visualizer.

5.108.2 Member Data Documentation

5.108.2.1 FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.108.2.2 float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f

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

5.108.2.3 `bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true`

summary>Opacity of the material of the prefab (default: 1).

5.108.2.4 `GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab`

summary>Width per prefab.

5.108.2.5 `float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f`

summary>Gain-power for the frequency.

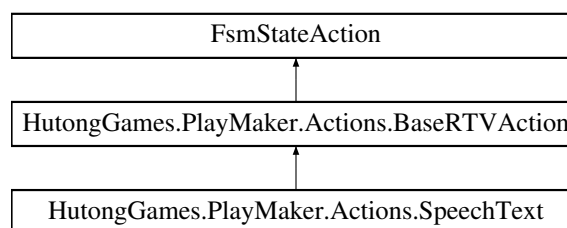
The documentation for this class was generated from the following file:

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

5.109 HutongGames.PlayMaker.Actions.SpeechText Class Reference

SpeechText-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeechText:



Public Member Functions

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

Public Attributes

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

5.109.1 Detailed Description

SpeechText-action for PlayMaker.

5.109.2 Member Data Documentation

5.109.2.1 Crosstales.RTVoice.Tool.SpeechText HutongGames.PlayMaker.Actions.SpeechText.Obj

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

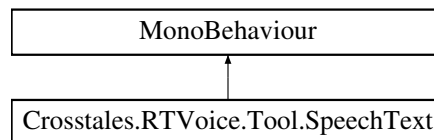
The documentation for this class was generated from the following file:

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

5.110 Crosstales.RTVoice.Tool.SpeechText Class Reference

Allows to speak and store generated audio.

Inheritance diagram for Crosstales.RTVoice.Tool.SpeechText:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **Speak** ()
Speak the text.
- void **Silence** ()
Silence the speech.

Public Attributes

- string **Text** = string.Empty
Text to speak.
- Model.VoiceAlias **Voices**
Voices for the speech.
- Model.Enum.SpeakMode **Mode** = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioSource **Source**
AudioSource for the output (optional).
- float **Rate** = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float **Pitch** = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float **Volume** = 1f

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

 - bool PlayOnStart = false

Enable speaking of the text on start (default: false).
 - float Delay = 0f

Delay in seconds until the speech for this text starts (default: 0).
 - bool GenerateAudioFile = false

Generate audio file on/off (default: false).
 - string FileName = @"_generatedAudio/Speech01"

File name (incl. path) for the generated audio.
 - bool FileInsideAssets = true

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

Properties

- SpeechTextStart OnSpeechTextStart

An event triggered whenever a SpeechText 'Speak' is started.
- SpeechTextComplete OnSpeechTextComplete

An event triggered whenever a SpeechText 'Speak' is completed.
- string CurrentText [get, set]

Text to speak (main use is for UI).
- float CurrentRate [get, set]

Speech rate of the speaker in percent (main use is for UI).
- float CurrentPitch [get, set]

Speech pitch of the speaker in percent (main use is for UI).
- float CurrentVolume [get, set]

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

5.110.1 Detailed Description

Allows to speak and store generated audio.

5.110.2 Member Function Documentation

5.110.2.1 void Crosstales.RTVoice.Tool.SpeechText.Silence ()

Silence the speech.

5.110.2.2 void Crosstales.RTVoice.Tool.SpeechText.Speak ()

Speak the text.

5.110.3 Member Data Documentation

5.110.3.1 float Crosstales.RTVoice.Tool.SpeechText.Delay = 0f

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

5.110.3.2 **bool** Crosstales.RTVoice.Tool.SpeechText.FileInsideAssets = true

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

5.110.3.3 **string** Crosstales.RTVoice.Tool.SpeechText.FileName = @"_generatedAudio/Speech01"

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

5.110.3.4 **bool** Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile = false

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

5.110.3.5 **Model.Enum.SpeakMode** Crosstales.RTVoice.Tool.SpeechText.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.110.3.6 **float** Crosstales.RTVoice.Tool.SpeechText.Pitch = 1f

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

5.110.3.7 **bool** Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false

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

5.110.3.8 **float** Crosstales.RTVoice.Tool.SpeechText.Rate = 1f

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

5.110.3.9 **AudioSource** Crosstales.RTVoice.Tool.SpeechText.Source

AudioSource for the output (optional).

5.110.3.10 **string** Crosstales.RTVoice.Tool.SpeechText.Text = string.Empty

Text to speak.

5.110.3.11 **Model.VoiceAlias** Crosstales.RTVoice.Tool.SpeechText.Voices

Voices for the speech.

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

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

5.110.4 Property Documentation

5.110.4.1 float Crosstales.RTVoice.Tool.SpeechText.CurrentPitch [get], [set]

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

5.110.4.2 float Crosstales.RTVoice.Tool.SpeechText.CurrentRate [get], [set]

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

5.110.4.3 string Crosstales.RTVoice.Tool.SpeechText.CurrentText [get], [set]

Text to speak (main use is for UI).

5.110.4.4 float Crosstales.RTVoice.Tool.SpeechText.CurrentVolume [get], [set]

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

5.110.4.5 SpeechTextComplete Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextComplete [add], [remove]

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

5.110.4.6 SpeechTextStart Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextStart [add], [remove]

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

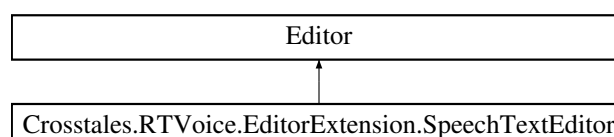
The documentation for this class was generated from the following file:

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

5.111 Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeechTextEditor:



Public Member Functions

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

5.111.1 Detailed Description

Custom editor for the 'SpeechText'-class.

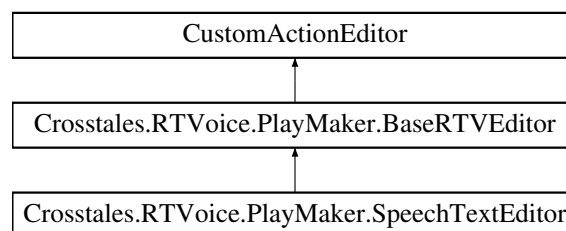
The documentation for this class was generated from the following file:

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

5.112 Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference

Custom editor for the SpeechText-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeechTextEditor:



Additional Inherited Members

5.112.1 Detailed Description

Custom editor for the SpeechText-action.

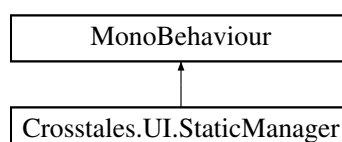
The documentation for this class was generated from the following file:

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

5.113 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **Quit** ()
Quit the application (stop playing inside the Editor).
- void **OpenCrosstales** ()
summary>Open the Unity AssetStore homepage.
- void **OpenAssetstore** ()

5.113.1 Detailed Description

Static Button Manager.

5.113.2 Member Function Documentation

5.113.2.1 void Crosstales.UI.StaticManager.OpenCrosstales ()

summary>Open the Unity AssetStore homepage.

5.113.2.2 void Crosstales.UI.StaticManager.Quit ()

Quit the application (stop playing inside the Editor).

summary>Open the crosstales homepage.

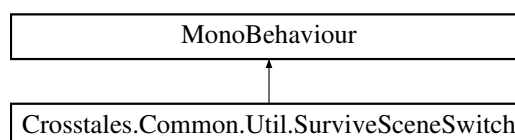
The documentation for this class was generated from the following file:

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

5.114 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



Public Member Functions

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

Public Attributes

- `GameObject[] Survivors`
Objects which have to survive a scene switch.
- `bool DontDestroy = true`
Don't destroy gameobject during scene switches (default: true).

5.114.1 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.

5.114.2 Member Data Documentation

5.114.2.1 `bool Crosstales.Common.Util.SurviveSceneSwitch.DontDestroy = true`

Don't destroy gameobject during scene switches (default: true).

5.114.2.2 `GameObject[] Crosstales.Common.Util.SurviveSceneSwitch.Survivors`

Objects which have to survive a scene switch.

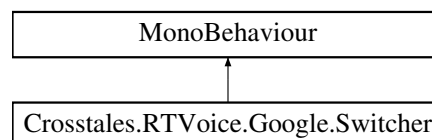
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Tool/SurviveSceneSwitch.cs`

5.115 Crosstales.RTVoice.Google.Switcher Class Reference

Simple switcher to test the functionality of the Google Cloud provider.

Inheritance diagram for `Crosstales.RTVoice.Google.Switcher`:



Public Member Functions

- `void OnEnable ()`
- `void OnDisable ()`
- `void Switch ()`

5.115.1 Detailed Description

Simple switcher to test the functionality of the Google Cloud provider.

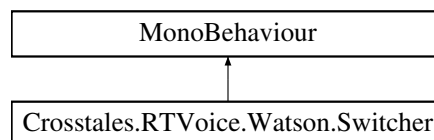
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Demo/Scripts/Switcher.cs

5.116 Crosstales.RTVoice.Watson.Switcher Class Reference

Simple switcher to test the functionality of the IBM Watson provider.

Inheritance diagram for Crosstales.RTVoice.Watson.Switcher:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Switch** ()

5.116.1 Detailed Description

Simple switcher to test the functionality of the IBM Watson provider.

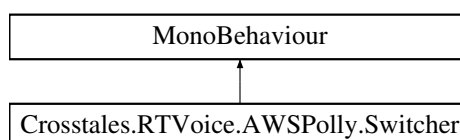
The documentation for this class was generated from the following file:

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

5.117 Crosstales.RTVoice.AWSPolly.Switcher Class Reference

Simple switcher to test the functionality of the AWS Polly provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.Switcher:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Switch** ()

5.117.1 Detailed Description

Simple switcher to test the functionality of the AWS Polly provider.

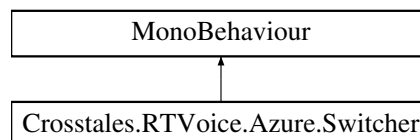
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Demo/Scripts/Switcher.cs

5.118 Crosstales.RTVoice.Azure.Switcher Class Reference

Simple switcher to test the functionality of the Azure provider.

Inheritance diagram for Crosstales.RTVoice.Azure.Switcher:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Switch** ()

5.118.1 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

5.119 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.

5.119.1 Detailed Description

Sample synthesize request

5.119.2 Constructor & Destructor Documentation

5.119.2.1 Crosstales.RTVoice.Azure.Synthesize.Synthesize ()

Initializes a new instance of the Synthesize class.

5.119.3 Member Function Documentation

5.119.3.1 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

<i>cancellationToken</i>	The cancellation token.
<i>inputOptions</i>	Input options for the speech.

Returns

A Task

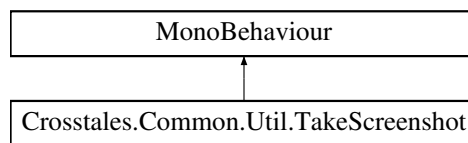
The documentation for this class was generated from the following file:

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

5.120 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void Capture ()
Capture the screen.
- void **Start** ()

Public Attributes

- string Prefix = "CT_Screenshot"
Prefix for the generate file names.
- int Scale = 1
summary>Key-press to capture the screen (default: F8).
- KeyCode KeyCode = KeyCode.F8
summary>Show file location (default: true).
- bool **ShowFileLocation** = true

5.120.1 Detailed Description

Take screen shots inside an application.

5.120.2 Member Function Documentation

5.120.2.1 void Crosstales.Common.Util.TakeScreenshot.Capture ()

Capture the screen.

5.120.3 Member Data Documentation

5.120.3.1 KeyCode Crosstales.Common.Util.TakeScreenshot.KeyCode = KeyCode.F8

summary>Show file location (default: true).

5.120.3.2 string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.120.3.3 int Crosstales.Common.Util.TakeScreenshot.Scale = 1

summary>Key-press to capture the screen (default: F8).

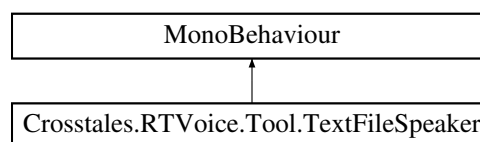
The documentation for this class was generated from the following file:

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

5.121 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void SpeakAll ()
Speaks all texts until StopAll is called.
- void StopAll ()
Stops speaking all texts.
- void Next ()
Speaks the next text (main use for UI).
- void Next (bool random)
Speaks the next text.
- void Previous ()
Speaks the previous text (main use for UI).
- void Previous (bool random)
Speaks the previous text.
- void Speak ()
Speaks a text (main use for UI).
- string SpeakText (int index=-1, bool random=false)
Speaks a text with an optional index.
- void Silence ()
Silence the speech.
- void Reload ()
Reloads all text files (e.g. when new text files were added during runtime).

Public Attributes

- TextAsset[] TextFiles
Text files to speak.
- Model.VoiceAlias Voices
Voices for the speech.
- Model.Enum.SpeakMode Mode = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- bool PlayOnStart = false
Enable speaking of a random text file on start (default: false).
- bool PlayAllOnStart = false
Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "StopAll"-method
- bool SpeakRandom = false
Speaks the text files in random order (default: false).
- float Delay = 0f
Delay until the speech for this text starts (default: 0).
- AudioSource Source
AudioSource for the output (optional).
- float Rate = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

Properties

- float CurrentRate [get, set]
Speech rate of the speaker in percent (main use is for UI).
- float CurrentPitch [get, set]
Speech pitch of the speaker in percent (main use is for UI).
- float CurrentVolume [get, set]
Volume of the speaker in percent (main use is for UI).

5.121.1 Detailed Description

Allows to speak text files.

5.121.2 Member Function Documentation

5.121.2.1 void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ()

Speaks the next text (main use for UI).

5.121.2.2 void Crosstales.RTVoice.Tool.TextFileSpeaker.Next (bool random)

Speaks the next text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.121.2.3 void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ()

Speaks the previous text (main use for UI).

5.121.2.4 void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous (bool *random*)

Speaks the previous text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.121.2.5 void Crosstales.RTVoice.Tool.TextFileSpeaker.Reload ()

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

5.121.2.6 void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ()

Silence the speech.

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

Speaks a text (main use for UI).

5.121.2.8 void Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakAll ()

Speaks all texts until StopAll is called.

5.121.2.9 string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (int *index* = -1, bool *random* = false)

Speaks a text with an optional index.

Parameters

<i>index</i>	Index of the text (default: -1 (random), optional).
<i>random</i>	Speak a random text (default: false, optional)

Returns

UID of the speaker.

5.121.2.10 void Crosstales.RTVoice.Tool.TextFileSpeaker.StopAll ()

Stops speaking all texts.

5.121.3 Member Data Documentation

5.121.3.1 float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay = 0f

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

5.121.3.2 **Model.Enum.SpeakMode** Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

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

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

5.121.3.4 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

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

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

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

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

5.121.3.7 **AudioSource** Crosstales.RTVoice.Tool.TextFileSpeaker.Source

AudioSource for the output (optional).

5.121.3.8 bool Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakRandom = false

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

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

Text files to speak.

5.121.3.10 Model.VoiceAlias Crosstales.RTVoice.Tool.TextFileSpeaker.Voices

Voices for the speech.

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

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

5.121.4 Property Documentation

5.121.4.1 float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentPitch [get], [set]

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

5.121.4.2 float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentRate [get], [set]

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

5.121.4.3 float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentVolume [get], [set]

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

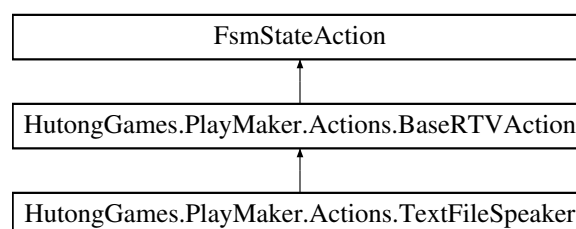
The documentation for this class was generated from the following file:

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

5.122 HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference

TextFileSpeaker-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.TextFileSpeaker:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

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

5.122.1 Detailed Description

TextFileSpeaker-action for PlayMaker.

5.122.2 Member Data Documentation

5.122.2.1 Crosstales.RTVoice.Tool.TextFileSpeaker HutongGames.PlayMaker.Actions.TextFileSpeaker.Obj

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

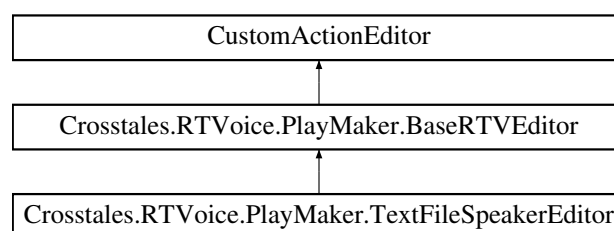
The documentation for this class was generated from the following file:

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

5.123 Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference

Custom editor for the TextFileSpeaker-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor:



Additional Inherited Members

5.123.1 Detailed Description

Custom editor for the TextFileSpeaker-action.

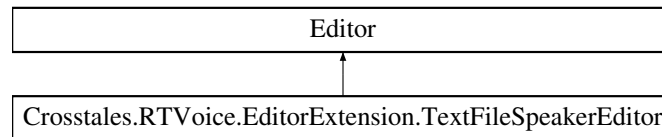
The documentation for this class was generated from the following file:

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

5.124 Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference

Custom editor for the 'TextFileSpeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor:



Public Member Functions

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

5.124.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

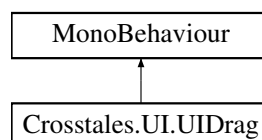
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Extension/TextFileSpeakerEditor.cs](#)

5.125 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **Start** ()
- void **BeginDrag** ()
Drag started.
- void **OnDrag** ()

5.125.1 Detailed Description

Allow to Drag the Windows around.

5.125.2 Member Function Documentation

5.125.2.1 void Crosstailes.UI.UIDrag.BeginDrag ()

Drag started.

summary>While dragging.

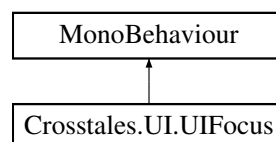
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/UIDrag.cs

5.126 Crosstailes.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstailes.UI.UIFocus:



Public Member Functions

- void **Start** ()
- void OnPanelEnter ()
Panel entered.

Public Attributes

- string ManagerName = "Canvas"
Name of the gameobject containing the UIWindowManager.

5.126.1 Detailed Description

Change the Focus on from a Window.

5.126.2 Member Function Documentation

5.126.2.1 void Crosstales.UI.UIFocus.OnPanelEnter ()

Panel entered.

5.126.3 Member Data Documentation

5.126.3.1 string Crosstales.UI.UIFocus.ManagerName = "Canvas"

Name of the gameobject containing the UIWindowManager.

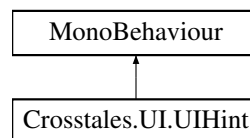
The documentation for this class was generated from the following file:

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

5.127 Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup Group
Group to fade.
- float Delay = 2f
Delay in seconds before fading (default: 2).
- float FadeTime = 2f
Fade time in seconds (default: 2).
- bool Disable = true
Disable UI element after the fade (default: true).
- bool FadeAtStart = true
Fade at Start (default: true).

5.127.1 Detailed Description

Controls a UI group (hint).

5.127.2 Member Data Documentation

5.127.2.1 float Crosstales.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

5.127.2.2 bool Crosstales.UI.UIHint.Disable = true

Disable UI element after the fade (default: true).

5.127.2.3 bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

5.127.2.4 float Crosstales.UI.UIHint.FadeTime = 2f

Fade time in seconds (default: 2).

5.127.2.5 CanvasGroup Crosstales.UI.UIHint.Group

Group to fade.

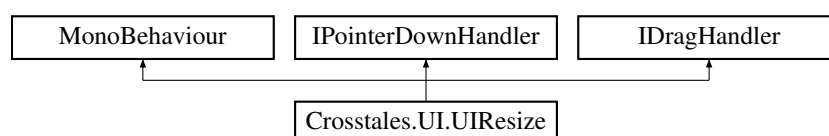
The documentation for this class was generated from the following file:

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

5.128 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

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

Public Attributes

- Vector2 MinSize = new Vector2(300, 160)
Minimum size of the UI element.
- Vector2 MaxSize = new Vector2(800, 600)
Maximum size of the UI element.

5.128.1 Detailed Description

Resize a UI element.

5.128.2 Member Data Documentation

5.128.2.1 Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)

Maximum size of the UI element.

5.128.2.2 Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)

Minimum size of the UI element.

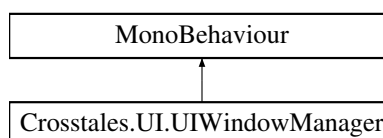
The documentation for this class was generated from the following file:

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

5.129 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void **Start** ()
- void **ChangeState** (GameObject active)

Change the state of all windows.

Public Attributes

- GameObject[] **Windows**

All Windows of the scene.

5.129.1 Detailed Description

Change the state of all Window panels.

5.129.2 Member Function Documentation

5.129.2.1 void Crosstales.UI.UIWindowManager.ChangeState (GameObject active)

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.129.3 Member Data Documentation

5.129.3.1 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

5.130 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)

Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.130.1 Detailed Description

Checks for updates of the asset.

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

- D:/slauberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↵ Task/UpdateCheck.cs

5.131 Crosstales.RTVoice.Model.Voice Class Reference

Model for a voice.

Public Member Functions

- Voice (string name, string description, Enum.Gender gender, string age, string culture, string id="", string vendor="unknown", string version="unknown", int sampleRate=0)
Instantiate the class.
- override string **ToString** ()

Public Attributes

- string Name
Name of the voice.
- string Description
Description of the voice.
- Enum.Gender Gender
Gender of the voice.
- string Age
Age of the voice.
- string Identifier = string.Empty
Identifier of the voice.
- string Vendor = string.Empty
Vendor of the voice.
- string Version = string.Empty
Version of the voice.
- int SampleRate = 0
Sample rate in Hz of the voice.

Properties

- string Culture [get, set]
Culture of the voice (ISO 639-1).
- string SimplifiedCulture [get]
Simplified culture of the voice.

5.131.1 Detailed Description

Model for a voice.

5.131.2 Constructor & Destructor Documentation

5.131.2.1 Crosstales.RTVoice.Model.Voice.Voice (string *name*, string *description*, Enum.Gender *gender*, string *age*, string *culture*, string *id* = "", string *vendor* = "unknown", string *version* = "unknown", int *sampleRate* = 0)

Instantiate the class.

Parameters

<i>name</i>	Name of the voice.
<i>description</i>	Description of the voice.
<i>gender</i>	Gender of the voice.
<i>age</i>	Age of the voice.
<i>culture</i>	Culture of the voice.
<i>id</i>	Identifier of the voice (optional).
<i>vendor</i>	Vendor of the voice (optional).
<i>version</i>	Version of the voice (optional).
<i>sampleRate</i>	Sample rate in Hz of the voice (optional).

5.131.3 Member Data Documentation

5.131.3.1 string Crosstales.RTVoice.Model.Voice.Age

Age of the voice.

5.131.3.2 string Crosstales.RTVoice.Model.Voice.Description

Description of the voice.

5.131.3.3 Enum.Gender Crosstales.RTVoice.Model.Voice.Gender

Gender of the voice.

5.131.3.4 `string Crosstales.RTVoice.Model.Voice.Identifier = string.Empty`

Identifier of the voice.

5.131.3.5 `string Crosstales.RTVoice.Model.Voice.Name`

Name of the voice.

5.131.3.6 `int Crosstales.RTVoice.Model.Voice.SampleRate = 0`

Sample rate in Hz of the voice.

5.131.3.7 `string Crosstales.RTVoice.Model.Voice.Vendor = string.Empty`

Vendor of the voice.

5.131.3.8 `string Crosstales.RTVoice.Model.Voice.Version = string.Empty`

Version of the voice.

5.131.4 Property Documentation

5.131.4.1 `string Crosstales.RTVoice.Model.Voice.Culture` `[get]`, `[set]`

Culture of the voice (ISO 639-1).

5.131.4.2 `string Crosstales.RTVoice.Model.Voice.SimplifiedCulture` `[get]`

Simplified culture of the voice.

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Model/Voice.cs`

5.132 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.

5.132.1 Detailed Description

Alias for multiple voices on different platforms.

5.132.2 Member Data Documentation

5.132.2.1 string Crosstales.RTVoice.Model.VoiceAlias.Culture = "en"

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

5.132.2.2 Enum.Gender Crosstales.RTVoice.Model.VoiceAlias.Gender = Enum.Gender.UNKNOWN

Fallback gender for the text.

5.132.2.3 string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameAndroid = "en"

Name of the voice under Android.

5.132.2.4 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameCustom = string.Empty`

Name of the voice for custom TTS-systems.

5.132.2.5 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameIOS = "Daniel"`

Name of the voice under iOS.

5.132.2.6 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameLinux = "en"`

Name of the voice under Linux and for eSpeak.

5.132.2.7 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMac = "Alex"`

Name of the voice under macOS.

5.132.2.8 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMaryTTS = "cmu-rms-hsmm"`

Name of the voice under MaryTTS.

5.132.2.9 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWindows = "David"`

Name of the voice under Windows.

5.132.2.10 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWSA = "David"`

Name of the voice under WSA.

5.132.3 Property Documentation

5.132.3.1 **Voice** `Crosstales.RTVoice.Model.VoiceAlias.Voice` [get]

Returns the voice for the current platform.

Returns

The voice for the current platform.

5.132.3.2 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.

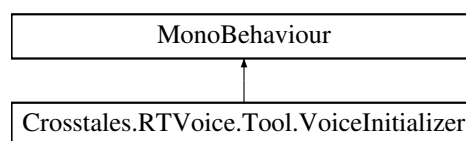
The documentation for this class was generated from the following file:

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

5.133 Crosstales.RTVoice.Tool.VoiceInitializer Class Reference

Allows to initialize voices (useful on Android).

Inheritance diagram for Crosstales.RTVoice.Tool.VoiceInitializer:



Public Member Functions

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

Public Attributes

- Model.Enum.ProviderType Provider = Model.Enum.ProviderType.Android
Selected provider to initialize the voices (default: Android).
- string[] VoiceNames
Initialize voices by name.
- bool AllVoices = false
Initialize all voices (default: false).
- bool DestroyWhenFinished = true
Destroy the gameobject after initialize (default: true).

5.133.1 Detailed Description

Allows to initialize voices (useful on Android).

5.133.2 Member Data Documentation

5.133.2.1 `bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices = false`

Initialize all voices (default: false).

5.133.2.2 `bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true`

Destroy the gameobject after initialize (default: true).

5.133.2.3 `Model.Enum.ProviderType Crosstales.RTVoice.Tool.VoiceInitializer.Provider = Model.Enum.ProviderType.Android`

Selected provider to initialize the voices (default: Android).

5.133.2.4 `string [] Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames`

Initialize voices by name.

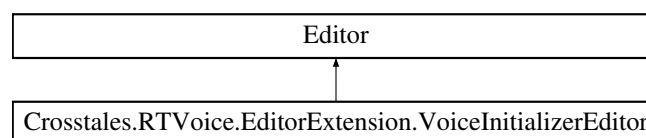
The documentation for this class was generated from the following file:

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

5.134 Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor Class Reference

Custom editor for the 'VoiceInitializer'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor`:



Public Member Functions

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

5.134.1 Detailed Description

Custom editor for the 'VoiceInitializer'-class.

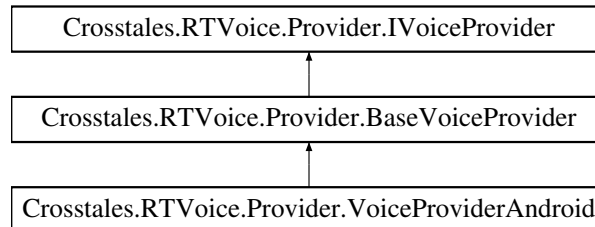
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↵ Extension/VoiceInitializerEditor.cs`

5.135 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



Public Member Functions

- VoiceProviderAndroid (MonoBehaviour obj)
Constructor for VoiceProviderAndroid.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override void Silence ()
Silence all active TTS-providers.
- override void GenerateInEditor (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Static Public Member Functions

- static void **ShutdownTTS** ()

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.135.1 Detailed Description

Android voice provider.

5.135.2 Constructor & Destructor Documentation

5.135.2.1 Crosstales.RTVoice.Provider.VoiceProviderAndroid.VoiceProviderAndroid (MonoBehaviour *obj*)

Constructor for VoiceProviderAndroid.

Parameters

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

5.135.3 Member Function Documentation

5.135.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Generate (Model.Wrapper *wrapper*) [virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.135.3.2 override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.GenerateInEditor (Model.Wrapper *wrapper*) [virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.135.3.3 override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.135.3.4 **override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Speak (Model.Wrapper wrapper)**
[virtual]

The current provider speaks a text with a given voice.

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.135.3.5 **override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNative (Model.Wrapper wrapper)**
[virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.135.3.6 **override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNativeInEditor (Model.Wrapper wrapper)**

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

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

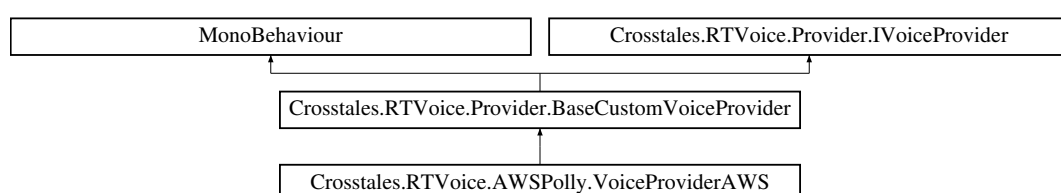
The documentation for this class was generated from the following file:

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

5.136 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference

AWS Polly voice provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWS:



Public Member Functions

- void **Awake** ()
- void **UsedOnlyForAOTCodeGeneration** ()
- override void Load ()
Load the provider (e.g. all voices).
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void GenerateInEditor (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- string CognitoCredentials = string.Empty
Cognito credentials to access AWS Polly.
- Endpoint Endpoint = Endpoint.EUCentral1
AWS endpoint for the connection.
- bool AutoBreath = true
Enables or disables the simulation of natural breathing while speaking (default: true).

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

5.136.1 Detailed Description

AWS Polly voice provider.

5.136.2 Member Function Documentation

- 5.136.2.1 override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Generate (Model.Wrapper wrapper)
[virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.136.2.2 `override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.GenerateInEditor (Model.Wrapper wrapper)`
[virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.136.2.3 `override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Load ()` [virtual]

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.136.2.4 `override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Speak (Model.Wrapper wrapper)`
[virtual]

The current provider speaks a text with a given voice.

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.136.2.5 `override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNative (Model.Wrapper wrapper)`
[virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.136.2.6 `override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNativeInEditor (Model.Wrapper wrapper)`
`[virtual]`

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

Parameters

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

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.136.3 Member Data Documentation

5.136.3.1 `bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.AutoBreath = true`

Enables or disables the simulation of natural breathing while speaking (default: true).

5.136.3.2 `string Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.CognitoCredentials = string.Empty`

Cognito credentials to access AWS Polly.

5.136.3.3 `Endpoint Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Endpoint = Endpoint.EUCentral1`

AWS endpoint for the connection.

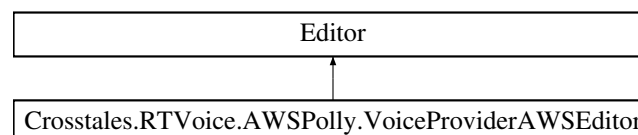
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Scripts/VoiceProviderAWS.cs`

5.137 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor Class Reference

Custom editor for the 'VoiceProviderAWS'-class.

Inheritance diagram for `Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor`:



Public Member Functions

- `void OnEnable ()`
- `override void OnInspectorGUI ()`

Properties

- static bool **isPrefabInScene** [get]

5.137.1 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

5.138 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference

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

5.138.1 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

5.139 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference

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

5.139.1 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

5.140 Crosstales.RTVoice.Azure.VoiceProviderAWSMenu Class Reference

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

5.140.1 Detailed Description

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

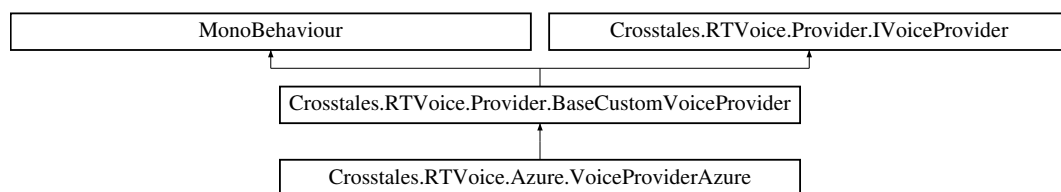
The documentation for this class was generated from the following file:

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

5.141 Crosstales.RTVoice.Azure.VoiceProviderAzure Class Reference

Azure (Bing Speech) voice provider.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzure:



Public Member Functions

- void **Awake** ()
- override void Load ()
Load the provider (e.g. all voices).
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void GenerateInEditor (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- string APIKey = string.Empty
API-key to access Azure.
- string Endpoint = "https://westus.api.cognitive.microsoft.com/sts/v1.0/issueToken"
Endpoint to access Azure.
- string RequestUri = "https://westus.tts.speech.microsoft.com/cognitiveservices/v1"
Request URI associated with the API-key.

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

5.141.1 Detailed Description

Azure (Bing Speech) voice provider.

5.141.2 Member Function Documentation

5.141.2.1 override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.Generate (**Model.Wrapper** *wrapper*)
[virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.141.2.2 override void Crosstales.RTVoice.Azure.VoiceProviderAzure.GenerateInEditor (**Model.Wrapper** *wrapper*)
[virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.141.2.3 **override void** Crosstales.RTVoice.Azure.VoiceProviderAzure.Load () [virtual]

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.141.2.4 **override IEnumerator** Crosstales.RTVoice.Azure.VoiceProviderAzure.Speak (**Model.Wrapper** *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.141.2.5 **override IEnumerator** Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNative (**Model.Wrapper** *wrapper*) [virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.141.2.6 **override void** Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNativeInEditor (**Model.Wrapper** *wrapper*) [virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.141.3 Member Data Documentation

5.141.3.1 **string** Crosstales.RTVoice.Azure.VoiceProviderAzure.APIKey = string.Empty

API-key to access Azure.

5.141.3.2 string Crosstales.RTVoice.Azure.VoiceProviderAzure.Endpoint = "https://westus.api.cognitive.microsoft.com/sts/v1.0/issueToken"↵

Endpoint to access Azure.

5.141.3.3 string Crosstales.RTVoice.Azure.VoiceProviderAzure.RequestUri = "https://westus.tts.speech.microsoft.com/cognitiveservices/v1"↵

Request URI associated with the API-key.

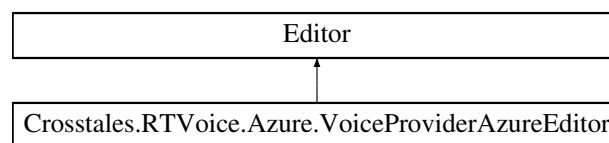
The documentation for this class was generated from the following file:

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

5.142 Crosstales.RTVoice.Azure.VoiceProviderAzureEditor Class Reference

Custom editor for the 'VoiceProviderAzure'-class.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzureEditor:



Public Member Functions

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

Properties

- static bool **isPrefabInScene** [get]

5.142.1 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↵

5.143 Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject Class Reference

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

5.143.1 Detailed Description

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

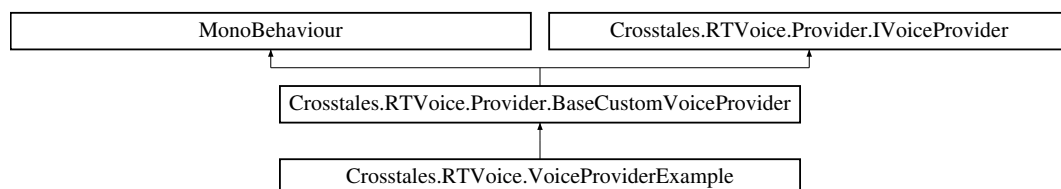
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Editor/VoiceProviderAzureGameObject.cs

5.144 Crosstales.RTVoice.VoiceProviderExample Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.VoiceProviderExample:



Public Member Functions

- override void Load ()
Load the provider (e.g. all voices).
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override void GenerateInEditor (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.144.1 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

5.144.2 Member Function Documentation

5.144.2.1 **override IEnumerator** Crosstales.RTVoice.VoiceProviderExample.Generate (**Model.Wrapper** *wrapper*)
[virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.144.2.2 **override void** Crosstales.RTVoice.VoiceProviderExample.GenerateInEditor (**Model.Wrapper** *wrapper*)
[virtual]

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.144.2.3 override void Crosstales.RTVoice.VoiceProviderExample.Load () [virtual]

Load the provider (e.g. all voices).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.144.2.4 override IEnumerator Crosstales.RTVoice.VoiceProviderExample.Speak (Model.Wrapper wrapper) [virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.144.2.5 override IEnumerator Crosstales.RTVoice.VoiceProviderExample.SpeakNative (Model.Wrapper wrapper) [virtual]

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.144.2.6 override void Crosstales.RTVoice.VoiceProviderExample.SpeakNativeInEditor (Model.Wrapper wrapper) [virtual]

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

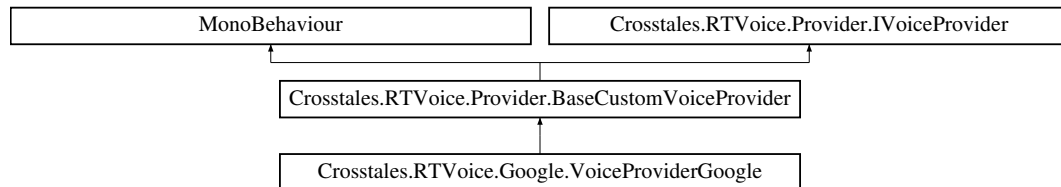
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Voice↔ ProviderExample.cs

5.145 Crosstales.RTVoice.Google.VoiceProviderGoogle Class Reference

Google Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogle:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void Load ()
 - Load the provider (e.g. all voices).*
- override IEnumerator Generate (Model.Wrapper wrapper)
 - The current provider generates an audio file from a text with a given voice.*
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
 - The current provider speaks a text with a given voice (native mode).*
- override IEnumerator Speak (Model.Wrapper wrapper)
 - The current provider speaks a text with a given voice.*
- override void GenerateInEditor (Model.Wrapper wrapper)
 - Generates an audio file with the current provider (Editor only).*
- override void SpeakNativeInEditor (Model.Wrapper wrapper)
 - The current provider speaks a text with a given voice (native mode & Editor only).*

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.145.1 Detailed Description

Google Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

5.145.2 Member Function Documentation

5.145.2.1 `override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Generate (Model.Wrapper wrapper)`
[virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.145.2.2 `override void Crosstales.RTVoice.Google.VoiceProviderGoogle.GenerateInEditor (Model.Wrapper wrapper)`
[virtual]

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.145.2.3 `override void Crosstales.RTVoice.Google.VoiceProviderGoogle.Load ()` [virtual]

Load the provider (e.g. all voices).

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.145.2.4 `override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Speak (Model.Wrapper wrapper)`
[virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.145.2.5 `override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNative (Model.Wrapper wrapper)`
[virtual]

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.145.2.6 `override void Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNativeInEditor (Model.Wrapper wrapper)`
[virtual]

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

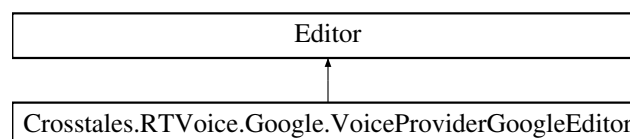
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Scripts/VoiceProviderGoogle.cs

5.146 Crosstales.RTVoice.Google.VoiceProviderGoogleEditor Class Reference

Custom editor for the 'VoiceProviderGoogle'-class.

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogleEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.146.1 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

5.147 Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject Class Reference

Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.

5.147.1 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

5.148 Crosstales.RTVoice.Google.VoiceProviderGoogleMenu Class Reference

Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

5.148.1 Detailed Description

Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

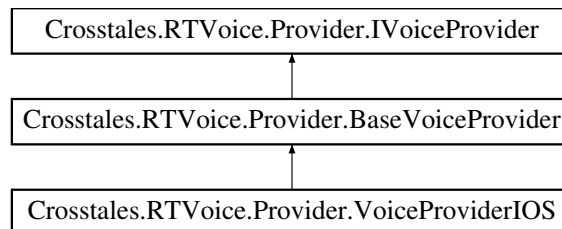
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
Google Cloud/Editor/VoiceProviderGoogleMenu.cs

5.149 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



Public Member Functions

- VoiceProviderIOS (MonoBehaviour obj)
Constructor for VoiceProviderIOS.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override void Silence ()
Silence all active TTS-providers.
- override void 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

5.149.1 Detailed Description

iOS voice provider.

5.149.2 Constructor & Destructor Documentation

5.149.2.1 Crosstales.RTVoice.Provider.VoiceProviderIOS.VoiceProviderIOS (MonoBehaviour *obj*)

Constructor for VoiceProviderIOS.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.149.3 Member Function Documentation

5.149.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Generate (Model.Wrapper *wrapper*) [virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.149.3.2 **override void** Crosstales.RTVoice.Provider.VoiceProviderIOS.GenerateInEditor (**Model.Wrapper** *wrapper*)
[virtual]

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.149.3.3 **static void** Crosstales.RTVoice.Provider.VoiceProviderIOS.SetState (**string** *state*) [static]

Receives the state of the speaker.

Parameters

<i>state</i>	The state of the speaker.
--------------	---------------------------

5.149.3.4 **static void** Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices (**string** *voicesText*) [static]

Receives all voices

Parameters

<i>voicesText</i>	All voices as text string.
-------------------	----------------------------

5.149.3.5 **override void** Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.149.3.6 **override IEnumerator** Crosstales.RTVoice.Provider.VoiceProviderIOS.Speak (**Model.Wrapper** *wrapper*)
[virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.149.3.7 **override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNative (Model.Wrapper *wrapper*)**
[virtual]

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.149.3.8 **override void Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNativeInEditor (Model.Wrapper *wrapper*)**

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.149.3.9 **static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken ()** [static]

Called every time a new word is spoken.

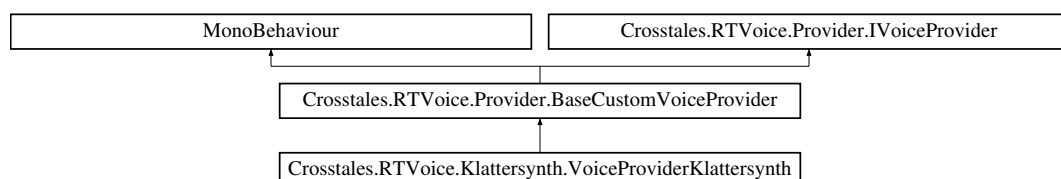
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/VoiceProviderIOS.cs

5.150 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference

Klattersynth voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth:



Public Member Functions

- override void Load ()
Load the provider (e.g. all voices).
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void GenerateInEditor (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- StroboTnik.Klattersynth.Speech[] Speeches
All available speeches (=voice configurations) from Klattersynth.
- Common.Model.Enum.SampleRate SampleRate = Common.Model.Enum.SampleRate._11025Hz
Desired sample rate (default: 11025).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.150.1 Detailed Description

Klattersynth voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

5.150.2 Member Function Documentation

- 5.150.2.1 override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Generate (Model.Wrapper wrapper) [virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.150.2.2 `override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.GenerateInEditor (Model.Wrapper wrapper) [virtual]`

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.150.2.3 `override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Load () [virtual]`

Load the provider (e.g. all voices).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.150.2.4 `override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Speak (Model.Wrapper wrapper) [virtual]`

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.150.2.5 `override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNative (Model.Wrapper wrapper) [virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.150.2.6 `override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNativeInEditor (Model.Wrapper wrapper) [virtual]`

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.150.3 Member Data Documentation

5.150.3.1 `Common.Model.Enum.SampleRate` `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SampleRate = Common.Model.Enum.SampleRate._11025Hz`

Desired sample rate (default: 11025).

5.150.3.2 `StroboTnik.Klattersynth.Speech []` `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Speeches`

All available speeches (=voice configurations) from Klattersynth.

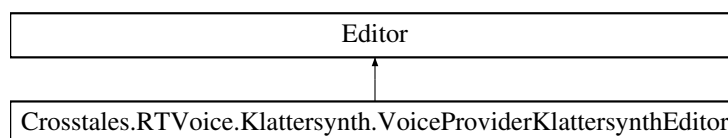
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Klattersynth/Scripts/VoiceProviderKlattersynth.cs`

5.151 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference

Custom editor for the 'VoiceProviderKlattersynth'-class.

Inheritance diagram for `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor`:



Public Member Functions

- `void OnEnable ()`
- `override void OnInspectorGUI ()`

Properties

- static bool **isPrefabInScene** [get]

5.151.1 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

5.152 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

5.152.1 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

5.153 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

5.153.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

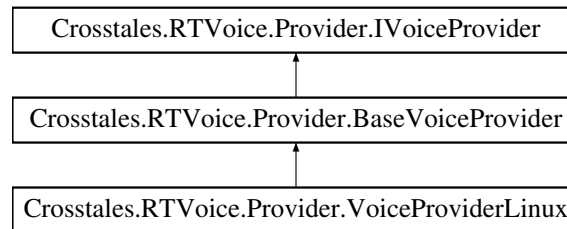
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Klattersynth/Editor/VoiceProviderKlattersynthMenu.cs

5.154 Crosstales.RTVoice.Provider.VoiceProviderLinux Class Reference

Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderLinux:



Public Member Functions

- VoiceProviderLinux (MonoBehaviour obj)
Constructor for VoiceProviderLinux.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override void Silence ()
Silence all active TTS-providers.
- override void Silence (string uid)
Silence the current TTS-provider (native mode).
- override void GenerateInEditor (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Protected Member Functions

- override string **getVoiceName** (Model.Wrapper wrapper)

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- static bool **isSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.154.1 Detailed Description

Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>

5.154.2 Constructor & Destructor Documentation

5.154.2.1 Crosstales.RTVoice.Provider.VoiceProviderLinux.VoiceProviderLinux (MonoBehaviour *obj*)

Constructor for VoiceProviderLinux.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.154.3 Member Function Documentation

5.154.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.Generate (Model.Wrapper *wrapper*) [virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.154.3.2 override void Crosstales.RTVoice.Provider.VoiceProviderLinux.GenerateInEditor (Model.Wrapper *wrapper*) [virtual]

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.154.3.3 override void Crosstales.RTVoice.Provider.VoiceProviderLinux.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.154.3.4 override void Crosstales.RTVoice.Provider.VoiceProviderLinux.Silence (string *uid*) [virtual]

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.154.3.5 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.Speak (Model.Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.154.3.6 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.SpeakNative (Model.Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.154.3.7 override void Crosstales.RTVoice.Provider.VoiceProviderLinux.SpeakNativeInEditor (Model.Wrapper *wrapper*)

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

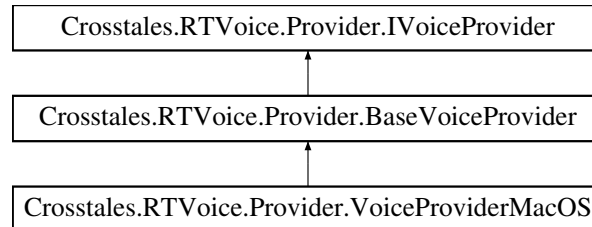
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/VoiceProviderLinux.cs

5.155 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



Public Member Functions

- VoiceProviderMacOS (MonoBehaviour obj)
Constructor for VoiceProviderMacOS.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override void Silence ()
Silence all active TTS-providers.
- override void Silence (string uid)
Silence the current TTS-provider (native mode).
- override void GenerateInEditor (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.155.1 Detailed Description

MacOS voice provider.

5.155.2 Constructor & Destructor Documentation

5.155.2.1 Crosstales.RTVoice.Provider.VoiceProviderMacOS.VoiceProviderMacOS (MonoBehaviour *obj*)

Constructor for VoiceProviderMacOS.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.155.3 Member Function Documentation

5.155.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Generate (Model.Wrapper *wrapper*) [virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.155.3.2 override void Crosstales.RTVoice.Provider.VoiceProviderMacOS.GenerateInEditor (Model.Wrapper *wrapper*) [virtual]

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.155.3.3 override void Crosstales.RTVoice.Provider.VoiceProviderMacOS.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.155.3.4 override void Crosstales.RTVoice.Provider.VoiceProviderMacOS.Silence (string *uid*) [virtual]

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.155.3.5 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Speak (Model.Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.155.3.6 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.SpeakNative (Model.Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.155.3.7 override void Crosstales.RTVoice.Provider.VoiceProviderMacOS.SpeakNativeInEditor (Model.Wrapper *wrapper*)

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

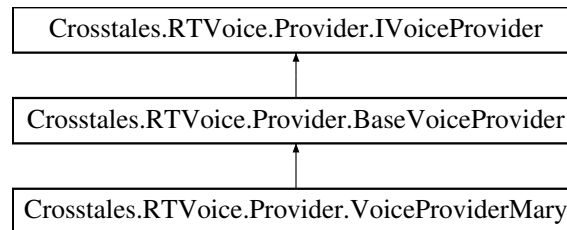
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/VoiceProviderMacOS.cs

5.156 Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference

MaryTTS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMary:



Public Member Functions

- VoiceProviderMary (MonoBehaviour obj, string url, int port=59125, string user="", string password="")
Constructor for VoiceProviderMary. Needed to pass IP and Port of the MaryTTS server to the Provider.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override void GenerateInEditor (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.156.1 Detailed Description

MaryTTS voice provider.

5.156.2 Constructor & Destructor Documentation

5.156.2.1 Crosstales.RTVoice.Provider.VoiceProviderMary.VoiceProviderMary (MonoBehaviour *obj*, string *url*, int *port* = 59125, string *user* = " ", string *password* = " ")

Constructor for VoiceProviderMary. Needed to pass IP and Port of the MaryTTS server to the Provider.

Parameters

<i>obj</i>	Instance of the speaker
<i>url</i>	IP-Address of the MaryTTS-server
<i>port</i>	Port to connect to on the MaryTTS-server
<i>user</i>	User for HTTP-auth
<i>password</i>	Password for HTTP-auth

5.156.3 Member Function Documentation

5.156.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Generate (Model.Wrapper *wrapper*) [virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.156.3.2 override void Crosstales.RTVoice.Provider.VoiceProviderMary.GenerateInEditor (Model.Wrapper *wrapper*) [virtual]

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.156.3.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Speak (Model.Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements `Crosstales.RTVoice.Provider.BaseVoiceProvider`.

5.156.3.4 `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNative (Model.Wrapper wrapper)`
`[virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements `Crosstales.RTVoice.Provider.BaseVoiceProvider`.

5.156.3.5 `override void Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNativeInEditor (Model.Wrapper wrapper)`

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements `Crosstales.RTVoice.Provider.IVoiceProvider`.

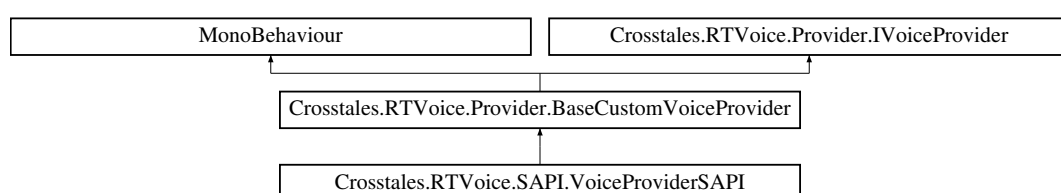
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Provider/VoiceProviderMary.cs`

5.157 Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
 NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for `Crosstales.RTVoice.SAPI.VoiceProviderSAPI`:



Public Member Functions

- void **Awake** ()
- void **OnDestroy** ()
- override void Load ()
Load the provider (e.g. all voices).
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void Silence ()
Silence all active TTS-providers.
- override void 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

5.157.1 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

5.157.2 Member Function Documentation

- 5.157.2.1 override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Generate (Model.Wrapper wrapper)
[virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.157.2.2 `override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.GenerateInEditor (Model.Wrapper wrapper)`
[virtual]

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.157.2.3 `override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Load ()` [virtual]

Load the provider (e.g. all voices).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.157.2.4 `override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence ()` [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.157.2.5 `override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Speak (Model.Wrapper wrapper)`
[virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.157.2.6 `override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNative (Model.Wrapper wrapper)`
[virtual]

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.157.2.7 `override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNativeInEditor (Model.Wrapper wrapper)`
[virtual]

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

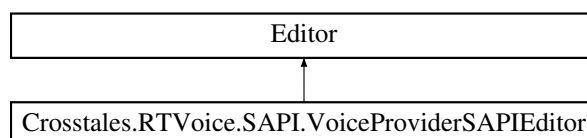
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Scripts/VoiceProviderSAPI.cs

5.158 Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor Class Reference

Custom editor for the 'VoiceProviderSAPI'-class.

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.158.1 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

5.159 Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

5.159.1 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

5.160 Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

5.160.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

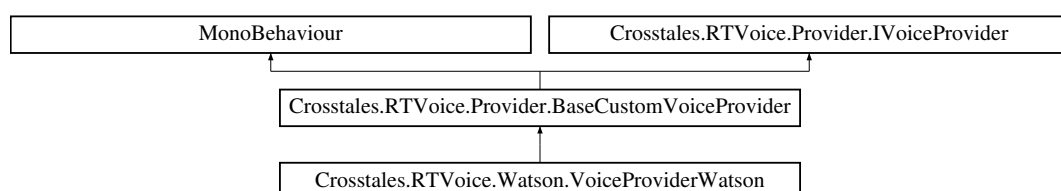
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Editor/VoiceProviderSAPIMenu.cs

5.161 Crosstales.RTVoice.Watson.VoiceProviderWatson Class Reference

IBM Watson voice provider.

Inheritance diagram for Crosstales.RTVoice.Watson.VoiceProviderWatson:



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 **RequestUri** = "https://westus.tts.speech.microsoft.com/cognitiveservices/v1"
Request URI associated with the API-key.

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

5.161.1 Detailed Description

IBM Watson voice provider.

5.161.2 Member Function Documentation

- 5.161.2.1 override IEnumerator Crosstales.RTVoice.Watson.VoiceProviderWatson.Generate (Model.Wrapper wrapper)
[virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.161.2.2 `override void Crosstales.RTVoice.Watson.VoiceProviderWatson.GenerateInEditor (Model.Wrapper wrapper)`
[virtual]

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.161.2.3 `override void Crosstales.RTVoice.Watson.VoiceProviderWatson.Load ()` [virtual]

Load the provider (e.g. all voices).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.161.2.4 `override IEnumerator Crosstales.RTVoice.Watson.VoiceProviderWatson.Speak (Model.Wrapper wrapper)`
[virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.161.2.5 `override IEnumerator Crosstales.RTVoice.Watson.VoiceProviderWatson.SpeakNative (Model.Wrapper wrapper)`
[virtual]

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.161.2.6 `override void Crosstales.RTVoice.Watson.VoiceProviderWatson.SpeakNativeInEditor (Model.Wrapper wrapper)`
`[virtual]`

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.161.3 Member Data Documentation

5.161.3.1 `string Crosstales.RTVoice.Watson.VoiceProviderWatson.APIKey = string.Empty`

API-key to access Azure.

5.161.3.2 `string Crosstales.RTVoice.Watson.VoiceProviderWatson.RequestUri = "https://westus.tts.speech.microsoft.com/cognitiveservices/v1"`

Request URI associated with the API-key.

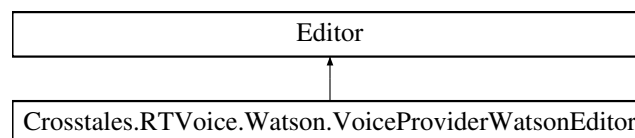
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/Watson/Scripts/VoiceProviderWatson.cs`

5.162 Crosstales.RTVoice.Watson.VoiceProviderWatsonEditor Class Reference

Custom editor for the 'VoiceProviderWatson'-class.

Inheritance diagram for `Crosstales.RTVoice.Watson.VoiceProviderWatsonEditor`:



Public Member Functions

- `void OnEnable ()`
- `override void OnInspectorGUI ()`

Properties

- static bool **isPrefabInScene** [get]

5.162.1 Detailed Description

Custom editor for the 'VoiceProviderWatson'-class.

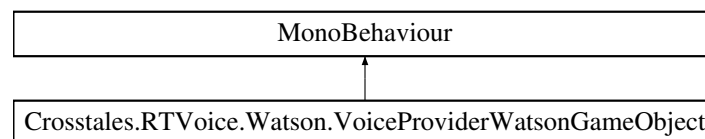
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Watson/Editor/VoiceProviderWatsonEditor.cs

5.163 Crosstales.RTVoice.Watson.VoiceProviderWatsonGameObject Class Reference

Editor component for for adding the prefabs from 'Watson' in the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.Watson.VoiceProviderWatsonGameObject:



5.163.1 Detailed Description

Editor component for for adding the prefabs from 'Watson' 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/↔ Watson/Editor/VoiceProviderWatsonGameObject.cs

5.164 Crosstales.RTVoice.Watson.VoiceProviderWatsonMenu Class Reference

Editor component for for adding the prefabs from 'Watson' in the "Tools"-menu.

5.164.1 Detailed Description

Editor component for for adding the prefabs from 'Watson' in the "Tools"-menu.

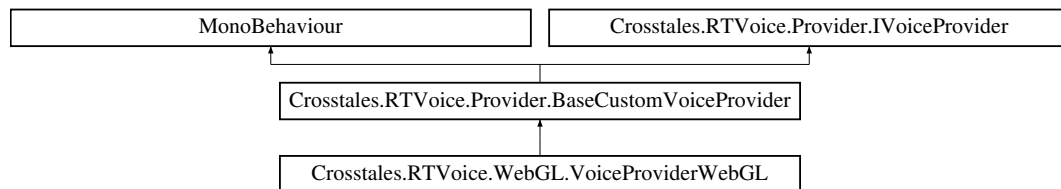
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Watson/Editor/VoiceProviderWatsonMenu.cs

5.165 Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference

WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGL:



Public Member Functions

- void **Start** ()
- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **Silence** ()
Silence all active TTS-providers.
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.165.1 Detailed Description

WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

5.165.2 Member Function Documentation

5.165.2.1 override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Generate (Model.Wrapper *wrapper*)
[virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.165.2.2 override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.GenerateInEditor (Model.Wrapper *wrapper*)
[virtual]

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.165.2.3 override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Load () [virtual]

Load the provider (e.g. all voices).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.165.2.4 override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.165.2.5 override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Speak (Model.Wrapper *wrapper*)
[virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.165.2.6 `override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNative (Model.Wrapper wrapper)`
[virtual]

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.165.2.7 `override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNativeInEditor (Model.Wrapper wrapper)`
[virtual]

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

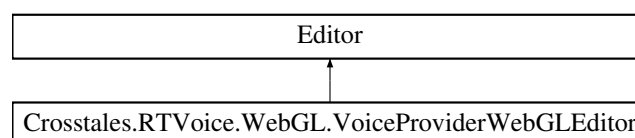
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
WebGL Speech Synthesis/Scripts/VoiceProviderWebGL.cs

5.166 Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor Class Reference

Custom editor for the 'VoiceProviderWebGL'-class.

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.166.1 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

5.167 Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

5.167.1 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

5.168 Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

5.168.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

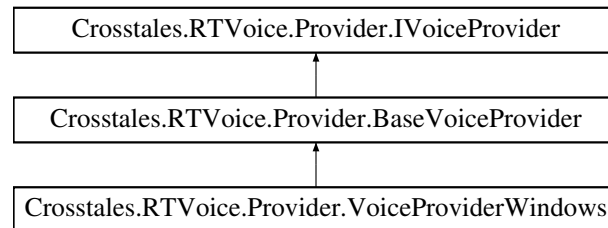
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
WebGL Speech Synthesis/Editor/VoiceProviderWebGLMenu.cs

5.169 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



Public Member Functions

- `VoiceProviderWindows (MonoBehaviour obj)`
Constructor for VoiceProviderWindowsLegacy.
- `override IEnumerator SpeakNative (Model.Wrapper wrapper)`
The current provider speaks a text with a given voice (native mode).
- `override IEnumerator Speak (Model.Wrapper wrapper)`
The current provider speaks a text with a given voice.
- `override IEnumerator Generate (Model.Wrapper wrapper)`
The current provider generates an audio file from a text with a given voice.
- `override void Silence ()`
Silence all active TTS-providers.
- `override void Silence (string uid)`
Silence the current TTS-provider (native mode).

Properties

- `override string AudioFileExtension [get]`
- `override AudioType AudioFileType [get]`
- `override string DefaultVoiceName [get]`
- `override bool isWorkingInEditor [get]`
- `override bool isWorkingInPlaymode [get]`
- `override int MaxTextLength [get]`
- `override bool isSpeakNativeSupported [get]`
- `override bool isSpeakSupported [get]`
- `override bool isPlatformSupported [get]`
- `override bool isSSMLSupported [get]`
- `override bool isOnlineService [get]`
- `override bool hasCoRoutines [get]`
- `override bool isIL2CPPSupported [get]`
- `override bool hasVoicesInEditor [get]`

Additional Inherited Members

5.169.1 Detailed Description

Windows voice provider.

5.169.2 Constructor & Destructor Documentation

5.169.2.1 Crosstales.RTVoice.Provider.VoiceProviderWindows.VoiceProviderWindows (MonoBehaviour *obj*)

Constructor for VoiceProviderWindowsLegacy.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.169.3 Member Function Documentation

5.169.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.Generate (Model.Wrapper *wrapper*) [virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.169.3.2 override void Crosstales.RTVoice.Provider.VoiceProviderWindows.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.169.3.3 override void Crosstales.RTVoice.Provider.VoiceProviderWindows.Silence (string *uid*) [virtual]

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.169.3.4 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.Speak (Model.Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.169.3.5 `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.SpeakNative (Model.Wrapper wrapper) [virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

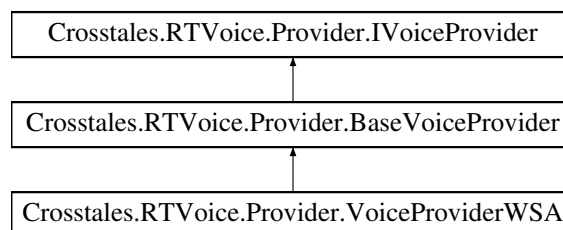
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/VoiceProviderWindows.cs

5.170 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

WSA (UWP) voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:



Public Member Functions

- VoiceProviderWSA (MonoBehaviour obj)
Constructor for VoiceProviderWSA.
- `override IEnumerator SpeakNative (Model.Wrapper wrapper)`
The current provider speaks a text with a given voice (native mode).
- `override IEnumerator Speak (Model.Wrapper wrapper)`
The current provider speaks a text with a given voice.
- `override IEnumerator Generate (Model.Wrapper wrapper)`
The current provider generates an audio file from a text with a given voice.
- `override void Silence ()`
Silence all active TTS-providers.
- `override void GenerateInEditor (Model.Wrapper wrapper)`
Generates an audio file with the current provider (Editor only).
- `override void SpeakNativeInEditor (Model.Wrapper wrapper)`
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.170.1 Detailed Description

WSA (UWP) voice provider.

5.170.2 Constructor & Destructor Documentation

5.170.2.1 Crosstales.RTVoice.Provider.VoiceProviderWSA.VoiceProviderWSA (MonoBehaviour *obj*)

Constructor for VoiceProviderWSA.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.170.3 Member Function Documentation

5.170.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Generate (Model.Wrapper *wrapper*) [virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.170.3.2 override void Crosstales.RTVoice.Provider.VoiceProviderWSA.GenerateInEditor (**Model.Wrapper wrapper**)
[virtual]

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.170.3.3 override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.170.3.4 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Speak (**Model.Wrapper wrapper**)
[virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.170.3.5 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNative (**Model.Wrapper wrapper**)
[virtual]

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.170.3.6 override void Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNativeInEditor (**Model.Wrapper wrapper**)

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/IVoiceProvider/VoiceProviderWSA.cs

5.171 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.

5.171.1 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>

5.171.2 Member Function Documentation

5.171.2.1 static ushort Crosstales.RTVoice.Util.WavMaster.BitDepth (AudioClip *audioClip*) [static]

Calculates the bit depth of an AudioClip.

Parameters

<i>audioClip</i>	Audio clip.
------------------	-------------

Returns

The bit depth. Should be 8 or 16 or 32 bit.

5.171.2.2 `static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (AudioClip audioClip) [static]`

Convert an AudioClip to a byte-array.

Parameters

<i>audioClip</i>	AudioClip to convert
------------------	----------------------

Returns

AudioClip as byte-array.

5.171.2.3 `static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (AudioClip audioClip, out string filepath, bool saveAsFile = true, string dirname = "rtv_audio") [static]`

Convert an AudioClip to a byte-array and save it to a file.

Parameters

<i>audioClip</i>	AudioClip to save
<i>filepath</i>	File path
<i>saveAsFile</i>	Save the file (default: true, optional)
<i>dirname</i>	Directory name for the files (default: rtv_audio, optional)

Returns

AudioClip as byte-array.

5.171.2.4 `static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (string filePath, string name = "wav") [static]`

Load PCM format *.wav audio file (using Unity's Application data path) and convert to AudioClip.

Parameters

<i>filePath</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

5.171.2.5 `static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (byte[] fileBytes, int offsetSamples = 0, string name = "wav") [static]`

Load PCM format byte-array and convert to AudioClip.

Parameters

<i>fileBytes</i>	Byte array with the PCM data
<i>offsetSamples</i>	Offset samples inside the byte-array (default: 0, optional)
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

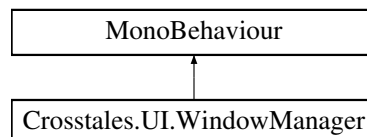
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Util/WavMaster.cs

5.172 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void SwitchPanel ()
Switch between open and close.
- void OpenPanel ()
summary>Close the panel.
- void **ClosePanel** ()

Public Attributes

- float Speed = 3f
Window movement speed (default: 3).
- GameObject[] Dependencies
Dependent GameObjects (active == open).

5.172.1 Detailed Description

Manager for a Window.

5.172.2 Member Function Documentation

5.172.2.1 void Crosstales.UI.WindowManager.OpenPanel ()

summary>Close the panel.

5.172.2.2 void Crosstales.UI.WindowManager.SwitchPanel ()

Switch between open and close.

summary>Open the panel.

5.172.3 Member Data Documentation

5.172.3.1 GameObject [] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

5.172.3.2 float Crosstales.UI.WindowManager.Speed = 3f

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- D:/slauberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/↔ Scripts/WindowManager.cs

5.173 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).

5.173.1 Detailed Description

Wrapper for "Speak"-function calls.

5.173.2 Constructor & Destructor Documentation

5.173.2.1 Crosstales.RTVoice.Model.Wrapper.Wrapper ()

Default.

5.173.2.2 Crosstales.RTVoice.Model.Wrapper.Wrapper (string text, Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f, bool forceSSML = true)

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.173.2.3 `Crosstales.RTVoice.Model.Wrapper.Wrapper (string text, Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f, AudioSource source = null, bool speakImmediately = true, string outputFile = "", bool forceSSML = true)`

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>source</i>	AudioSource for the speech (default: null, optional).
<i>speakImmediately</i>	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
<i>outputFile</i>	Output file (without extension) for the generated audio (default: empty, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.173.2.4 `Crosstales.RTVoice.Model.Wrapper.Wrapper (string uid, string text, Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f, AudioSource source = null, bool speakImmediately = true, string outputFile = "", bool forceSSML = true)`

Instantiate the class.

Parameters

<i>uid</i>	UID of the speech.
<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>source</i>	AudioSource for the speech (default: null, optional).
<i>speakImmediately</i>	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
<i>outputFile</i>	Output file (without extension) for the generated audio (default: empty, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.173.3 Member Data Documentation

5.173.3.1 `bool Crosstales.RTVoice.Model.Wrapper.ForceSSML = true`

Force SSML on supported platforms.

5.173.3.2 `string Crosstales.RTVoice.Model.Wrapper.OutputFile`

Output file (without extension) for the generated audio.

5.173.3.3 `AudioSource Crosstales.RTVoice.Model.Wrapper.Source`

AudioSource for the speech.

5.173.3.4 `bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately = true`

Speak immediately after the audio generation. Only works if 'Source' is not null.

5.173.3.5 `readonly string Crosstales.RTVoice.Model.Wrapper.Uid`

UID of the speech.

5.173.3.6 `Voice Crosstales.RTVoice.Model.Wrapper.Voice`

Voice for the speech.

5.173.4 Property Documentation

5.173.4.1 `System.DateTime Crosstales.RTVoice.Model.Wrapper.Created` `[get]`

Returns the creation time of the Wrapper.

Returns

Creation time of the Wrapper.

5.173.4.2 `float Crosstales.RTVoice.Model.Wrapper.Pitch` `[get]`, `[set]`

Pitch of the speech (values: 0-2).

5.173.4.3 float Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]

Rate of the speech (values: 0-3).

5.173.4.4 float Crosstales.RTVoice.Model.Wrapper.SpeechTime [get]

Returns the speech time in seconds (0: no audio file was generated).

Returns

Speech time in seconds.

5.173.4.5 string Crosstales.RTVoice.Model.Wrapper.Text [get], [set]

Text for the speech.

5.173.4.6 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

5.174 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.

5.174.1 Detailed Description

Helper-class for XML.

5.174.2 Member Function Documentation

5.174.2.1 static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (string filename, bool skipBOM = false)
[static]

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.174.2.2 `static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (string resourceName, bool skipBOM = true) [static]`

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.174.2.3 `static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (string xmlAsString, bool skipBOM = true) [static]`

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.174.2.4 `static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (T obj, string filename) [static]`

Serialize an object to an XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.174.2.5 `static string Crosstales.Common.Util.XmlHelper.SerializeToString<T>(T obj)` [static]

Serialize an object to an XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-stringValid path

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵ Util/XmlHelper.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/rtvoice/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/rtvoice/webgl/>

6.6.2 Windows

https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_win.zip

6.6.3 macOS

https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_mac.zip

6.6.4 Android

<https://www.crosstales.com/media/rtvoice/RTVoice.apk>

6.7 Videos

<https://www.youtube.com/c/Crosstales>

6.7.1 Promotion

<https://youtu.be/iVhTWDLY7g8?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/OJyVgCmX3wU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

Index

ACVoiceName
 Crosstales::RTVoice::AdventureCreator::AC↔
 VoiceWrapper, 36

APIKey
 Crosstales::RTVoice::Azure::VoiceProviderAzure,
 242
 Crosstales::RTVoice::Watson::VoiceProvider↔
 Watson, 274

APPLICATION_PATH
 Crosstales::Common::Util::BaseConstants, 54

ASSET_2019_URL
 Crosstales::RTVoice::Util::Constants, 95

ASSET_3P_ADVENTURE_CREATOR
 Crosstales::RTVoice::Util::Constants, 95

ASSET_3P_AMPLITUDE
 Crosstales::RTVoice::Util::Constants, 95

ASSET_3P_CINEMA_DIRECTOR
 Crosstales::RTVoice::Util::Constants, 96

ASSET_3P_DIALOGUE_SYSTEM
 Crosstales::RTVoice::Util::Constants, 96

ASSET_3P_GOOGLE
 Crosstales::RTVoice::Util::Constants, 96

ASSET_3P_KLATTERSYNTH
 Crosstales::RTVoice::Util::Constants, 96

ASSET_3P_LIPSYNC
 Crosstales::RTVoice::Util::Constants, 96

ASSET_3P_LOCALIZED_DIALOGS
 Crosstales::RTVoice::Util::Constants, 96

ASSET_3P_NPC_CHAT
 Crosstales::RTVoice::Util::Constants, 96

ASSET_3P_PLAYMAKER
 Crosstales::Common::Util::BaseConstants, 50

ASSET_3P_QUEST_SYSTEM
 Crosstales::RTVoice::Util::Constants, 96

ASSET_3P_SALSA
 Crosstales::RTVoice::Util::Constants, 96

ASSET_3P_SLATE
 Crosstales::RTVoice::Util::Constants, 97

ASSET_3P_URL
 Crosstales::RTVoice::Util::Constants, 97

ASSET_3P_WEBGL
 Crosstales::RTVoice::Util::Constants, 97

ASSET_API_URL
 Crosstales::RTVoice::Util::Constants, 97

ASSET_AUTHOR_URL
 Crosstales::Common::Util::BaseConstants, 50

ASSET_AUTHOR
 Crosstales::Common::Util::BaseConstants, 50

ASSET_BUILD
 Crosstales::RTVoice::Util::Constants, 97

ASSET_BWF
 Crosstales::Common::Util::BaseConstants, 50

ASSET_CHANGED
 Crosstales::RTVoice::Util::Constants, 97

ASSET_CONTACT
 Crosstales::RTVoice::Util::Constants, 97

ASSET_CREATED
 Crosstales::RTVoice::Util::Constants, 97

ASSET_CT_URL
 Crosstales::Common::Util::BaseConstants, 50

ASSET_DJ
 Crosstales::Common::Util::BaseConstants, 50

ASSET_FORUM_URL
 Crosstales::RTVoice::Util::Constants, 97

ASSET_FB
 Crosstales::Common::Util::BaseConstants, 50

ASSET_ID
 Crosstales::RTVoice::EditorUtil::EditorConstants,
 114

ASSET_MANUAL_URL
 Crosstales::RTVoice::Util::Constants, 98

ASSET_NAME_SHORT
 Crosstales::RTVoice::Util::Constants, 98

ASSET_NAME
 Crosstales::RTVoice::Util::Constants, 98

ASSET_OC
 Crosstales::Common::Util::BaseConstants, 50

ASSET_PATH
 Crosstales::RTVoice::EditorUtil::EditorConfig, 113
 Crosstales::RTVoice::Util::Config, 89

ASSET_PRO_URL
 Crosstales::RTVoice::Util::Constants, 98

ASSET_RADIO
 Crosstales::Common::Util::BaseConstants, 50

ASSET_RTV
 Crosstales::Common::Util::BaseConstants, 51

ASSET_SOCIAL_DISCORD
 Crosstales::Common::Util::BaseConstants, 51

ASSET_SOCIAL_FACEBOOK
 Crosstales::Common::Util::BaseConstants, 51

ASSET_SOCIAL_LINKEDIN
 Crosstales::Common::Util::BaseConstants, 51

ASSET_SOCIAL_TWITTER
 Crosstales::Common::Util::BaseConstants, 51

ASSET_SOCIAL_YOUTUBE
 Crosstales::Common::Util::BaseConstants, 51

ASSET_TPB
 Crosstales::Common::Util::BaseConstants, 51

- ASSET_TPS
 - Crosstales::Common::Util::BaseConstants, 51
- ASSET_TB
 - Crosstales::Common::Util::BaseConstants, 51
- ASSET_TR
 - Crosstales::Common::Util::BaseConstants, 52
- ASSET_UID
 - Crosstales::RTVoice::EditorUtil::EditorConstants, 114
- ASSET_UPDATE_CHECK_URL
 - Crosstales::RTVoice::Util::Constants, 98
- ASSET_URL
 - Crosstales::RTVoice::EditorUtil::EditorConstants, 115
- ASSET_VERSION
 - Crosstales::RTVoice::Util::Constants, 98
- ASSET_VIDEO_PROMO
 - Crosstales::RTVoice::Util::Constants, 98
- ASSET_VIDEO_TUTORIAL
 - Crosstales::RTVoice::Util::Constants, 98
- ASSET_WEB_URL
 - Crosstales::RTVoice::Util::Constants, 98
- AUDIOFILE_AUTOMATIC_DELETE
 - Crosstales::RTVoice::Util::Config, 89
- AUDIOFILE_PATH
 - Crosstales::RTVoice::Util::Config, 90
- AUDIOFILE_PREFIX
 - Crosstales::RTVoice::Util::Constants, 99
- Active
 - Crosstales::Common::Util::PlatformController, 166
 - Crosstales::RTVoice::Demo::Util::NativeController, 160
- Age
 - Crosstales::RTVoice::Model::Voice, 227
- AllVoices
 - Crosstales::RTVoice::Tool::VoiceInitializer, 232
- AlphaRange
 - Crosstales::Common::Util::RandomColor, 169
- Analyzer
 - Crosstales::Common::Util::SpectrumVisualizer, 201
- AppleVoiceNameToGender
 - Crosstales::RTVoice::Util::Helper, 141
- areVoicesReady
 - Crosstales::RTVoice::Speaker, 196
- Arguments
 - Crosstales::Common::Util::CTProcessStartInfo, 108
- Audio16Khz128KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 20
- Audio16Khz16KbpsMonoSiren
 - Crosstales::RTVoice::Azure, 20
- Audio16Khz32KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 20
- Audio16Khz64KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 20
- Audio24Khz160KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 20
- Audio24Khz48KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 20
- Audio24Khz96KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 20
- AudioFileExtension
 - Crosstales::RTVoice::Provider::IVoiceProvider, 150
- AudioFileType
 - Crosstales::RTVoice::Provider::IVoiceProvider, 150
- AudioOutputFormat
 - Crosstales::RTVoice::Azure, 20
- AudioSource
 - HutongGames::PlayMaker::Actions::SpeakBase, 191
- AudioSources
 - Crosstales::UI::Util::AudioSourceController, 44
- Authenticate
 - Crosstales::RTVoice::Azure::Authentication, 45
- AuthorizationToken
 - Crosstales::RTVoice::Azure::Synthesize::Input↔ Options, 144
- AutoBreath
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔ WS, 238
- AutoClearTags
 - Crosstales::RTVoice::Speaker, 194
- BannerOC
 - Crosstales::RTVoice::EditorUtil::EditorHelper, 116
- BaseCulture
 - Crosstales::Common::Util::BaseHelper, 73
- BaseVoiceProvider
 - Crosstales::RTVoice::Provider::BaseVoice↔ Provider, 82
- BeginDrag
 - Crosstales::UI::UIDrag, 221
- BitDepth
 - Crosstales::RTVoice::Util::WavMaster, 285
- BitsPerSample
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 39
- BusyCount
 - Crosstales::RTVoice::Speaker, 196
- CMD_WINDOWS_PATH
 - Crosstales::Common::Util::BaseConstants, 52
- CTAddRange< K, V >
 - Crosstales::ExtensionMethods, 119
- CTContains
 - Crosstales::ExtensionMethods, 119
- CTContainsAll
 - Crosstales::ExtensionMethods, 119
- CTContainsAny
 - Crosstales::ExtensionMethods, 120
- CTDeepSearch
 - Crosstales::ExtensionMethods, 120
- CTDump
 - Crosstales::ExtensionMethods, 120–122
- CTDump< K, V >
 - Crosstales::ExtensionMethods, 123
- CTDump< T >

- Crosstales::ExtensionMethods, 123
- CTEquals
 - Crosstales::ExtensionMethods, 124
- CTIsVisibleFrom
 - Crosstales::ExtensionMethods, 124
- CTReplace
 - Crosstales::ExtensionMethods, 124
- CTReverse
 - Crosstales::ExtensionMethods, 125
- CTShuffle< T >
 - Crosstales::ExtensionMethods, 125
- CTToString< T >
 - Crosstales::ExtensionMethods, 126
- CTToTitleCase
 - Crosstales::ExtensionMethods, 126
- CTIsNumeric
 - Crosstales::ExtensionMethods, 124
- cachedVoices
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 59
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 84
- CallOnStopSpeech
 - Crosstales::RTVoice::AdventureCreator::AC↔
Connector, 32
- Capture
 - Crosstales::Common::Util::TakeScreenshot, 213
- ChangeInterval
 - Crosstales::Common::Util::RandomColor, 169
 - Crosstales::Common::Util::RandomRotator, 171
 - Crosstales::Common::Util::RandomScaler, 172
- ChangeState
 - Crosstales::UI::UIWindowManager, 225
- Channel
 - Crosstales::Common::Util::FFTAnalyzer, 127
- Channels
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 39
- cleanSpacesRegex
 - Crosstales::Common::Util::BaseHelper, 73
- cleanTagsRegex
 - Crosstales::Common::Util::BaseHelper, 73
- CleanText
 - Crosstales::RTVoice::Util::Helper, 142
- CleanUrl
 - Crosstales::Common::Util::BaseHelper, 67
- ClearLineEndings
 - Crosstales::Common::Util::BaseHelper, 67
- ClearSpaces
 - Crosstales::Common::Util::BaseHelper, 68
- ClearTags
 - Crosstales::Common::Util::BaseHelper, 68
- Clips
 - Crosstales::RTVoice::Tool::Paralanguage, 162
- CognitoCredentials
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔
WS, 238
- ConnectionLimit
 - Crosstales::Common::Util::CTWebClient, 109
- CreateCopy
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 39
- CreateNoWindow
 - Crosstales::Common::Util::CTProcessStartInfo,
108
- CreateString
 - Crosstales::Common::Util::BaseHelper, 68
- Created
 - Crosstales::RTVoice::Model::Wrapper, 291
- Crosstales, 15
- Crosstales.Common, 15
- Crosstales.Common.EditorTask, 15
- Crosstales.Common.EditorTask.BaseCompileDefines,
47
- Crosstales.Common.EditorTask.BaseSetupResources,
79
- Crosstales.Common.EditorTask.NYCheck, 160
- Crosstales.Common.EditorTask.SetupResources, 184
- Crosstales.Common.EditorUtil, 15
- Crosstales.Common.EditorUtil.BaseEditorHelper, 60
- Crosstales.Common.Model, 16
- Crosstales.Common.Model.Enum, 16
- Crosstales.Common.Util, 16
- Crosstales.Common.Util.BackgroundController, 46
- Crosstales.Common.Util.BaseConstants, 47
- Crosstales.Common.Util.BaseHelper, 64
- Crosstales.Common.Util.CTPlayerPrefs, 100
- Crosstales.Common.Util.CTProcess, 103
- Crosstales.Common.Util.CTProcessStartInfo, 107
- Crosstales.Common.Util.CTWebClient, 109
- Crosstales.Common.Util.FFTAnalyzer, 126
- Crosstales.Common.Util.FreeCam, 128
- Crosstales.Common.Util.PlatformController, 166
- Crosstales.Common.Util.RandomColor, 168
- Crosstales.Common.Util.RandomRotator, 170
- Crosstales.Common.Util.RandomScaler, 172
- Crosstales.Common.Util.SerializableDictionary< TKey,
TVal >, 181
- Crosstales.Common.Util.SerializeDeSerialize, 182
- Crosstales.Common.Util.SpectrumVisualizer, 201
- Crosstales.Common.Util.SurviveSceneSwitch, 208
- Crosstales.Common.Util.TakeScreenshot, 213
- Crosstales.Common.Util.XmlHelper, 292
- Crosstales.ExtensionMethods, 117
- Crosstales.RTVoice, 17
- Crosstales.RTVoice.AWSPolly, 18
- Crosstales.RTVoice.AWSPolly.Switcher, 210
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWS↔
Editor, 238
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWS↔
GameObject, 239
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWS↔
Menu, 239
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, 235
- Crosstales.RTVoice.AdventureCreator, 18
- Crosstales.RTVoice.AdventureCreator.ACConnector, 31
- Crosstales.RTVoice.AdventureCreator.ACConnector↔
Editor, 33

- Crosstales.RTVoice.AdventureCreator.ACConnector↔
GameObject, 34
- Crosstales.RTVoice.AdventureCreator.ACConnector↔
Menu, 34
- Crosstales.RTVoice.AdventureCreator.ACScene↔
Switcher, 34
- Crosstales.RTVoice.AdventureCreator.ACVoice↔
Wrapper, 35
- Crosstales.RTVoice.Azure, 19
- Crosstales.RTVoice.Azure.Authentication, 45
- Crosstales.RTVoice.Azure.GenericEventArgs< T >, 130
- Crosstales.RTVoice.Azure.Switcher, 211
- Crosstales.RTVoice.Azure.Synthesize, 211
- Crosstales.RTVoice.Azure.Synthesize.InputOptions, 143
- Crosstales.RTVoice.Azure.VoiceProviderAWSMenu, 239
- Crosstales.RTVoice.Azure.VoiceProviderAzure, 240
- Crosstales.RTVoice.Azure.VoiceProviderAzureEditor, 243
- Crosstales.RTVoice.Azure.VoiceProviderAzureGame↔
Object, 244
- Crosstales.RTVoice.Demo, 20
- Crosstales.RTVoice.Demo.Dialog, 110
- Crosstales.RTVoice.Demo.GUIAudioFilter, 134
- Crosstales.RTVoice.Demo.GUIDialog, 135
- Crosstales.RTVoice.Demo.GUIMain, 136
- Crosstales.RTVoice.Demo.GUIMultiAudioFilter, 137
- Crosstales.RTVoice.Demo.GUIScenes, 138
- Crosstales.RTVoice.Demo.GUISpeech, 139
- Crosstales.RTVoice.Demo.NativeAudio, 158
- Crosstales.RTVoice.Demo.PreGeneratedAudio, 168
- Crosstales.RTVoice.Demo.SendMessage, 176
- Crosstales.RTVoice.Demo.SequenceCaller, 178
- Crosstales.RTVoice.Demo.Simple, 186
- Crosstales.RTVoice.Demo.SimpleNative, 187
- Crosstales.RTVoice.Demo.SpeakWrapper, 200
- Crosstales.RTVoice.Demo.Util, 21
- Crosstales.RTVoice.Demo.Util.iOSController, 145
- Crosstales.RTVoice.Demo.Util.MaterialChanger, 158
- Crosstales.RTVoice.Demo.Util.NativeController, 159
- Crosstales.RTVoice.Demo.Util.PlatformController, 167
- Crosstales.RTVoice.EditorExtension, 21
- Crosstales.RTVoice.EditorExtension.AudioFileGenerator↔
Editor, 41
- Crosstales.RTVoice.EditorExtension.ChangeGender↔
Editor, 87
- Crosstales.RTVoice.EditorExtension.Loudspeaker↔
Editor, 157
- Crosstales.RTVoice.EditorExtension.Paralanguage↔
Editor, 164
- Crosstales.RTVoice.EditorExtension.SequencerEditor, 181
- Crosstales.RTVoice.EditorExtension.SpeakerEditor, 197
- Crosstales.RTVoice.EditorExtension.SpeechTextEditor, 206
- Crosstales.RTVoice.EditorExtension.TextFileSpeaker↔
Editor, 220
- Crosstales.RTVoice.EditorExtension.VoiceInitializer↔
Editor, 232
- Crosstales.RTVoice.EditorIntegration, 22
- Crosstales.RTVoice.EditorIntegration.ConfigBase, 91
- Crosstales.RTVoice.EditorIntegration.ConfigPreferences, 91
- Crosstales.RTVoice.EditorIntegration.ConfigWindow, 92
- Crosstales.RTVoice.EditorIntegration.RTVoiceGame↔
Object, 173
- Crosstales.RTVoice.EditorIntegration.RTVoiceMenu, 175
- Crosstales.RTVoice.EditorTask, 22
- Crosstales.RTVoice.EditorTask.AAACConfigLoader, 31
- Crosstales.RTVoice.EditorTask.AutoInitialize, 46
- Crosstales.RTVoice.EditorTask.CompileDefines, 87
- Crosstales.RTVoice.EditorTask.Launch, 153
- Crosstales.RTVoice.EditorTask.ReminderCheck, 173
- Crosstales.RTVoice.EditorTask.SetupResources, 184
- Crosstales.RTVoice.EditorTask.UpdateCheck, 225
- Crosstales.RTVoice.EditorUtil, 23
- Crosstales.RTVoice.EditorUtil.BuildPostprocessor, 85
- Crosstales.RTVoice.EditorUtil.EditorConfig, 111
- Crosstales.RTVoice.EditorUtil.EditorConstants, 113
- Crosstales.RTVoice.EditorUtil.EditorHelper, 115
- Crosstales.RTVoice.Google, 23
- Crosstales.RTVoice.Google.Switcher, 209
- Crosstales.RTVoice.Google.VoiceProviderGoogle, 247
- Crosstales.RTVoice.Google.VoiceProviderGoogleEditor, 249
- Crosstales.RTVoice.Google.VoiceProviderGoogle↔
GameObject, 250
- Crosstales.RTVoice.Google.VoiceProviderGoogleMenu, 250
- Crosstales.RTVoice.Klattersynth, 23
- Crosstales.RTVoice.Klattersynth.VoiceProvider↔
Klattersynth, 254
- Crosstales.RTVoice.Klattersynth.VoiceProvider↔
KlattersynthEditor, 257
- Crosstales.RTVoice.Klattersynth.VoiceProvider↔
KlattersynthGameObject, 258
- Crosstales.RTVoice.Klattersynth.VoiceProvider↔
KlattersynthMenu, 258
- Crosstales.RTVoice.LiveSpeaker, 153
- Crosstales.RTVoice.Model, 24
- Crosstales.RTVoice.Model.Enum, 24
- Crosstales.RTVoice.Model.Sequence, 176
- Crosstales.RTVoice.Model.Voice, 226
- Crosstales.RTVoice.Model.VoiceAlias, 228
- Crosstales.RTVoice.Model.Wrapper, 288
- Crosstales.RTVoice.PlayMaker, 25
- Crosstales.RTVoice.PlayMaker.AudioFileGenerator↔
Editor, 40
- Crosstales.RTVoice.PlayMaker.BaseRTVEditor, 79
- Crosstales.RTVoice.PlayMaker.GetCulturesEditor, 132
- Crosstales.RTVoice.PlayMaker.GetVoicesEditor, 134
- Crosstales.RTVoice.PlayMaker.ParalanguageEditor,

- 165
- Crosstales.RTVoice.PlayMaker.SilenceEditor, 185
- Crosstales.RTVoice.PlayMaker.SpeakEditor, 192
- Crosstales.RTVoice.PlayMaker.SpeakUIEditor, 199
- Crosstales.RTVoice.PlayMaker.SpeechTextEditor, 207
- Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor, 219
- Crosstales.RTVoice.Provider, 26
- Crosstales.RTVoice.Provider.BaseCustomVoice↔
Provider, 55
- Crosstales.RTVoice.Provider.BaseVoiceProvider, 80
- Crosstales.RTVoice.Provider.IVoiceProvider, 146
- Crosstales.RTVoice.Provider.VoiceProviderAndroid, 233
- Crosstales.RTVoice.Provider.VoiceProviderIOS, 251
- Crosstales.RTVoice.Provider.VoiceProviderLinux, 259
- Crosstales.RTVoice.Provider.VoiceProviderMacOS, 262
- Crosstales.RTVoice.Provider.VoiceProviderMary, 265
- Crosstales.RTVoice.Provider.VoiceProviderWSA, 282
- Crosstales.RTVoice.Provider.VoiceProviderWindows, 280
- Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor, 270
- Crosstales.RTVoice.SAPI.VoiceProviderSAPIGame↔
Object, 271
- Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu, 271
- Crosstales.RTVoice.SAPI.VoiceProviderSAPI, 267
- Crosstales.RTVoice.SAPI, 26
- Crosstales.RTVoice.SLATE.CutSceneStart, 110
- Crosstales.RTVoice.SLATE, 26
- Crosstales.RTVoice.Speaker, 192
- Crosstales.RTVoice.Tool, 27
- Crosstales.RTVoice.Tool.AudioFileGenerator, 37
- Crosstales.RTVoice.Tool.ChangeGender, 86
- Crosstales.RTVoice.Tool.Loudspeaker, 156
- Crosstales.RTVoice.Tool.Paralanguage, 160
- Crosstales.RTVoice.Tool.Sequencer, 179
- Crosstales.RTVoice.Tool.SpeechText, 203
- Crosstales.RTVoice.Tool.TextFileSpeaker, 214
- Crosstales.RTVoice.Tool.VoiceInitializer, 231
- Crosstales.RTVoice.Util, 27
- Crosstales.RTVoice.Util.Config, 88
- Crosstales.RTVoice.Util.Constants, 93
- Crosstales.RTVoice.Util.Helper, 140
- Crosstales.RTVoice.Util.WavMaster, 285
- Crosstales.RTVoice.VoiceProviderExample, 244
- Crosstales.RTVoice.Watson, 27
- Crosstales.RTVoice.Watson.Switcher, 210
- Crosstales.RTVoice.Watson.VoiceProviderWatson, 271
- Crosstales.RTVoice.Watson.VoiceProviderWatson↔
Editor, 274
- Crosstales.RTVoice.Watson.VoiceProviderWatson↔
GameObject, 275
- Crosstales.RTVoice.Watson.VoiceProviderWatson↔
Menu, 275
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL↔
Editor, 278
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL↔
GameObject, 279
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL↔
Menu, 279
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL, 276
- Crosstales.RTVoice.WebGL, 28
- Crosstales.UI.Social, 188
- Crosstales.UI.StaticManager, 207
- Crosstales.UI.UIDrag, 220
- Crosstales.UI.UIFocus, 221
- Crosstales.UI.UIHint, 222
- Crosstales.UI.UIResize, 223
- Crosstales.UI.UIWindowManager, 224
- Crosstales.UI.Util, 28
- Crosstales.UI.Util.AudioFilterController, 41
- Crosstales.UI.Util.AudioSourceController, 43
- Crosstales.UI.Util.FPSDisplay, 128
- Crosstales.UI.Util.ScrollRectHandler, 175
- Crosstales.UI.WindowManager, 287
- Crosstales.UI, 28
- Crosstales::Common::EditorUtil::BaseEditorHelper
 - FindAssetsByType< T >, 62
 - getBuildNameFromBuildTarget, 62
 - getBuildTargetForBuildName, 62
 - getCLIArgument, 63
 - InvokeMethod, 63
 - IsValidBuildTarget, 63
 - ReadOnlyTextField, 63
 - RefreshAssetDatabase, 64
 - RestartUnity, 64
 - SeparatorUI, 64
- Crosstales::Common::Model::Enum
 - Platform, 16
 - SampleRate, 16
- Crosstales::Common::Util::BackgroundController
 - Objects, 46
- Crosstales::Common::Util::BaseConstants
 - APPLICATION_PATH, 54
 - ASSET_3P_PLAYMAKER, 50
 - ASSET_AUTHOR_URL, 50
 - ASSET_AUTHOR, 50
 - ASSET_BWF, 50
 - ASSET_CT_URL, 50
 - ASSET_DJ, 50
 - ASSET_FB, 50
 - ASSET_OC, 50
 - ASSET_RADIO, 50
 - ASSET_RTV, 51
 - ASSET_SOCIAL_DISCORD, 51
 - ASSET_SOCIAL_FACEBOOK, 51
 - ASSET_SOCIAL_LINKEDIN, 51
 - ASSET_SOCIAL_TWITTER, 51
 - ASSET_SOCIAL_YOUTUBE, 51
 - ASSET_TPB, 51
 - ASSET_TPS, 51
 - ASSET_TB, 51
 - ASSET_TR, 52
 - CMD_WINDOWS_PATH, 52
 - DEV_DEBUG, 52
 - FACTOR_GB, 52

- FACTOR_KB, 52
- FACTOR_MB, 52
- FLOAT_32768, 52
- FLOAT_TOLERANCE, 52
- FORMAT_NO_DECIMAL_PLACES, 52
- FORMAT_PERCENT, 52
- FORMAT_TWO_DECIMAL_PLACES, 53
- PATH_DELIMITER_UNIX, 53
- PATH_DELIMITER_WINDOWS, 53
- PREFIX_FILE, 54
- PROCESS_KILL_TIME, 53
- SHOW_BWF_BANNER, 53
- SHOW_DJ_BANNER, 53
- SHOW_FB_BANNER, 53
- SHOW_OC_BANNER, 53
- SHOW_RADIO_BANNER, 53
- SHOW_RTV_BANNER, 53
- SHOW_TB_BANNER, 54
- SHOW_TPB_BANNER, 54
- SHOW_TPS_BANNER, 54
- SHOW_TR_BANNER, 54
- Crosstales::Common::Util::BaseHelper
 - BaseCulture, 73
 - cleanSpacesRegex, 73
 - cleanTagsRegex, 73
 - CleanUrl, 67
 - ClearLineEndings, 67
 - ClearSpaces, 68
 - ClearTags, 68
 - CreateString, 68
 - CurrentPlatform, 74
 - FileCopy, 69
 - FormatBytesToHRF, 69
 - FormatSecondsToHourMinSec, 69
 - GetDirectories, 69
 - GetFiles, 69
 - getIP, 70
 - HSVToRGB, 70
 - hasActiveClip, 70
 - isAndroidPlatform, 74
 - isAppleBasedPlatform, 74
 - isEditor, 74
 - isEditorMode, 74
 - isIL2CPP, 74
 - isIOSBasedPlatform, 75
 - isIOSPlatform, 75
 - isInternetAvailable, 75
 - isLinuxEditor, 75
 - isLinuxPlatform, 75
 - isMacOSEditor, 75
 - isMacOSPlatform, 76
 - isPS4Platform, 76
 - isStandalonePlatform, 76
 - isTvOSPlatform, 76
 - isValidURL, 71
 - isWSABasedPlatform, 77
 - isWSAPlatform, 77
 - isWebGLPlatform, 76
 - isWebPlatform, 76
 - isWindowsBasedPlatform, 77
 - isWindowsEditor, 77
 - isWindowsPlatform, 77
 - isXboxOnePlatform, 77
 - lineEndingsRegex, 73
 - OpenFile, 71
 - RemoteCertificateValidationCallback, 71
 - ShowFileLocation, 71
 - SplitStringToLines, 72
 - StreamingAssetsPath, 78
 - ValidURLFromFilePath, 72
 - ValidateFile, 72
 - ValidatePath, 72
- Crosstales::Common::Util::CTPlayerPrefs
 - DeleteAll, 100
 - DeleteKey, 100
 - GetBool, 101
 - GetDate, 101
 - GetFloat, 101
 - GetInt, 101
 - GetString, 102
 - HasKey, 102
 - Save, 102
 - SetBool, 102
 - SetDate, 103
 - SetFloat, 103
 - SetInt, 103
 - SetString, 103
- Crosstales::Common::Util::CTProcess
 - ExitCode, 106
 - ExitTime, 106
 - Handle, 106
 - HasExited, 106
 - Id, 106
 - isBusy, 106
 - Kill, 105
 - StandardError, 106
 - StandardOutput, 106
 - Start, 105
 - StartInfo, 106
 - StartTime, 106
- Crosstales::Common::Util::CTProcessStartInfo
 - Arguments, 108
 - CreateNoWindow, 108
 - FileName, 108
 - RedirectStandardError, 108
 - RedirectStandardOutput, 108
 - StandardErrorEncoding, 108
 - StandardOutputEncoding, 108
 - UseCmdExecute, 108
 - UseShellExecute, 108
 - UseThread, 108
 - WorkingDirectory, 108
- Crosstales::Common::Util::CTWebClient
 - ConnectionLimit, 109
 - Timeout, 109
- Crosstales::Common::Util::FFTAnalyzer

- Channel, 127
- Samples, 127
- Crosstales::Common::Util::FreeCam
 - FastMovementSpeed, 129
 - FastZoomSensitivity, 129
 - FreeLookSensitivity, 130
 - MovementSpeed, 130
 - StartLooking, 129
 - StopLooking, 129
 - ZoomSensitivity, 130
- Crosstales::Common::Util::PlatformController
 - Active, 166
 - Platforms, 166
- Crosstales::Common::Util::RandomColor
 - AlphaRange, 169
 - ChangeInterval, 169
 - GrayScale, 169
 - HueRange, 169
 - Material, 169
 - SaturationRange, 170
 - UseInterval, 170
 - ValueRange, 170
- Crosstales::Common::Util::RandomRotator
 - ChangeInterval, 171
 - SpeedMax, 171
 - SpeedMin, 171
 - UseInterval, 171
- Crosstales::Common::Util::RandomScaler
 - ChangeInterval, 172
 - ScaleMax, 172
 - ScaleMin, 172
 - Uniform, 173
 - UseInterval, 173
- Crosstales::Common::Util::SerializeDeSerialize
 - DeserializeFromByteArray< T >, 182
 - DeserializeFromFile< T >, 183
 - SerializeToByteArray< T >, 183
 - SerializeToFile< T >, 183
- Crosstales::Common::Util::SpectrumVisualizer
 - Analyzer, 201
 - Gain, 201
 - LeftToRight, 201
 - VisualPrefab, 202
 - Width, 202
- Crosstales::Common::Util::SurviveSceneSwitch
 - DontDestroy, 209
 - Survivors, 209
- Crosstales::Common::Util::TakeScreenshot
 - Capture, 213
 - KeyCode, 213
 - Prefix, 213
 - Scale, 214
- Crosstales::Common::Util::XmlHelper
 - DeserializeFromFile< T >, 292
 - DeserializeFromResource< T >, 293
 - DeserializeFromString< T >, 293
 - SerializeToFile< T >, 293
 - SerializeToString< T >, 294
- Crosstales::ExtensionMethods
 - CTAddRange< K, V >, 119
 - CTContains, 119
 - CTContainsAll, 119
 - CTContainsAny, 120
 - CTDeepSearch, 120
 - CTDump, 120–122
 - CTDump< K, V >, 123
 - CTDump< T >, 123
 - CTEquals, 124
 - CTIsVisibleFrom, 124
 - CTReplace, 124
 - CTReverse, 125
 - CTShuffle< T >, 125
 - CTToString< T >, 126
 - CTToTitleCase, 126
 - CTIsNumeric, 124
- Crosstales::RTVoice::AWSPolly
 - Endpoint, 19
- Crosstales::RTVoice::AWSPolly::VoiceProviderAWS
 - AutoBreath, 238
 - CognitoCredentials, 238
 - Endpoint, 238
 - Generate, 236
 - GenerateInEditor, 237
 - Load, 237
 - Speak, 237
 - SpeakNative, 237
 - SpeakNativeInEditor, 237
- Crosstales::RTVoice::AdventureCreator::ACConnector
 - CallOnStopSpeech, 32
 - Culture, 32
 - CurrentCulture, 33
 - isCallOnStopSpeech, 33
 - isSimulateSkipSpeech, 33
 - SimulateSkipSpeech, 32
 - Voices, 32
- Crosstales::RTVoice::AdventureCreator::ACVoice←
 - Wrapper
 - ACVoiceName, 36
 - IgnoreCharacter, 36
 - Mode, 36
 - Pitch, 36
 - Rate, 36
 - Source, 36
 - UseSpeechAudioSource, 36
 - Voices, 36
 - Volume, 36
- Crosstales::RTVoice::Azure
 - Audio16Khz128KBitRateMonoMp3, 20
 - Audio16Khz16KbpsMonoSiren, 20
 - Audio16Khz32KBitRateMonoMp3, 20
 - Audio16Khz64KBitRateMonoMp3, 20
 - Audio24Khz160KBitRateMonoMp3, 20
 - Audio24Khz48KBitRateMonoMp3, 20
 - Audio24Khz96KBitRateMonoMp3, 20
 - AudioOutputFormat, 20
 - Raw16Khz16BitMonoPcm, 20

- Raw16Khz16BitMonoTrueSilk, 20
- Raw24Khz16BitMonoPcm, 20
- Raw24Khz16BitMonoTrueSilk, 20
- Raw8Khz8BitMonoMULaw, 20
- Riff16Khz16BitMonoPcm, 20
- Riff16Khz16KbpsMonoSiren, 20
- Riff24Khz16BitMonoPcm, 20
- Riff8Khz8BitMonoMULaw, 20
- Ssml16Khz16BitMonoSilk, 20
- Ssml16Khz16BitMonoTts, 20
- Crosstales::RTVoice::Azure::Authentication
 - Authenticate, 45
- Crosstales::RTVoice::Azure::GenericEventArgs
 - EventData, 131
 - GenericEventArgs, 131
- Crosstales::RTVoice::Azure::Synthesize
 - Speak, 212
 - Synthesize, 212
- Crosstales::RTVoice::Azure::Synthesize::InputOptions
 - AuthorizationToken, 144
 - Headers, 144
 - InputOptions, 144
 - Locale, 144
 - OutputFormat, 145
 - RequestUri, 145
 - Text, 145
 - VoiceName, 145
 - VoiceType, 145
- Crosstales::RTVoice::Azure::VoiceProviderAzure
 - APIKey, 242
 - Endpoint, 242
 - Generate, 241
 - GenerateInEditor, 241
 - Load, 241
 - RequestUri, 243
 - Speak, 242
 - SpeakNative, 242
 - SpeakNativeInEditor, 242
- Crosstales::RTVoice::Demo::Util::NativeController
 - Active, 160
- Crosstales::RTVoice::EditorTask
 - UpdateStatus, 23
- Crosstales::RTVoice::EditorUtil::EditorConfig
 - ASSET_PATH, 113
 - HIERARCHY_ICON, 112
 - isLoaded, 112
 - Load, 112
 - PREFAB_AUTOLOAD, 113
 - PREFAB_PATH, 113
 - Reset, 112
 - Save, 112
 - UPDATE_CHECK, 113
- Crosstales::RTVoice::EditorUtil::EditorConstants
 - ASSET_ID, 114
 - ASSET_UID, 114
 - ASSET_URL, 115
 - PREFAB_SUBPATH, 114
- Crosstales::RTVoice::EditorUtil::EditorHelper
 - BannerOC, 116
 - GO_ID, 117
 - InstantiatePrefab, 116
 - isRTVoiceInScene, 117
 - MENU_ID, 117
 - NoVoicesUI, 117
- Crosstales::RTVoice::Google::VoiceProviderGoogle
 - Generate, 248
 - GenerateInEditor, 248
 - Load, 248
 - Speak, 248
 - SpeakNative, 249
 - SpeakNativeInEditor, 249
- Crosstales::RTVoice::Klattersynth::VoiceProvider↵
 - Klattersynth
 - Generate, 255
 - GenerateInEditor, 256
 - Load, 256
 - SampleRate, 257
 - Speak, 256
 - SpeakNative, 256
 - SpeakNativeInEditor, 256
 - Speeches, 257
- Crosstales::RTVoice::LiveSpeaker
 - SetState, 154
 - SetVoices, 154
 - Silence, 154
 - Speak, 154, 155
 - SpeakNative, 155
 - WordSpoken, 155
- Crosstales::RTVoice::Model::Enum
 - ESpeakModifiers, 24
 - Gender, 24
 - MaryTTSType, 24
 - ProviderType, 25
 - SpeakMode, 25
- Crosstales::RTVoice::Model::Sequence
 - Mode, 177
 - Pitch, 177
 - Rate, 177
 - Source, 177
 - Text, 177
 - Voices, 177
 - Volume, 178
- Crosstales::RTVoice::Model::Voice
 - Age, 227
 - Culture, 228
 - Description, 227
 - Gender, 227
 - Identifier, 227
 - Name, 228
 - SampleRate, 228
 - SimplifiedCulture, 228
 - Vendor, 228
 - Version, 228
 - Voice, 227
- Crosstales::RTVoice::Model::VoiceAlias
 - Culture, 229

- Gender, 229
- Voice, 230
- VoiceName, 230
- VoiceNameAndroid, 229
- VoiceNameCustom, 229
- VoiceNameIOS, 230
- VoiceNameLinux, 230
- VoiceNameMac, 230
- VoiceNameMaryTTS, 230
- VoiceNameWSA, 230
- VoiceNameWindows, 230
- Crosstales::RTVoice::Model::Wrapper
 - Created, 291
 - ForceSSML, 291
 - OutputFile, 291
 - Pitch, 291
 - Rate, 291
 - Source, 291
 - SpeakImmediately, 291
 - SpeechTime, 292
 - Text, 292
 - Uid, 291
 - Voice, 291
 - Volume, 292
 - Wrapper, 289, 290
- Crosstales::RTVoice::Provider::BaseCustomVoice↔
 - Provider
 - cachedVoices, 59
 - Generate, 57
 - GenerateInEditor, 57
 - Load, 57
 - OnErrorInfo, 59
 - OnSpeakAudioGenerationComplete, 59
 - OnSpeakAudioGenerationStart, 59
 - OnSpeakComplete, 60
 - OnSpeakCurrentPhoneme, 60
 - OnSpeakCurrentViseme, 60
 - OnSpeakCurrentWord, 60
 - OnSpeakStart, 60
 - OnVoicesReady, 60
 - Silence, 58
 - Speak, 58
 - SpeakNative, 58
 - SpeakNativeInEditor, 59
- Crosstales::RTVoice::Provider::BaseVoiceProvider
 - BaseVoiceProvider, 82
 - cachedVoices, 84
 - Generate, 82
 - GenerateInEditor, 82
 - OnErrorInfo, 84
 - OnSpeakAudioGenerationComplete, 84
 - OnSpeakAudioGenerationStart, 84
 - OnSpeakComplete, 84
 - OnSpeakCurrentPhoneme, 84
 - OnSpeakCurrentViseme, 85
 - OnSpeakCurrentWord, 85
 - OnSpeakStart, 85
 - OnVoicesReady, 85
 - processes, 84
 - Silence, 82, 83
 - Speak, 83
 - SpeakNative, 83
- Crosstales::RTVoice::Provider::IVoiceProvider
 - AudioFileExtension, 150
 - AudioFileType, 150
 - Cultures, 150
 - DefaultVoiceName, 150
 - Generate, 147
 - GenerateInEditor, 148
 - hasCoRoutines, 150
 - hasVoicesInEditor, 150
 - isIL2CPPSupported, 151
 - isOnlineService, 151
 - isPlatformSupported, 151
 - isSSMLSupported, 151
 - isSpeakNativeSupported, 151
 - isSpeakSupported, 151
 - isWorkingInEditor, 152
 - isWorkingInPlaymode, 152
 - MaxTextLength, 152
 - Silence, 148
 - Speak, 148
 - SpeakNative, 149
 - SpeakNativeInEditor, 149
 - Voices, 152
- Crosstales::RTVoice::Provider::VoiceProviderAndroid
 - Generate, 234
 - GenerateInEditor, 234
 - Silence, 234
 - Speak, 234
 - SpeakNative, 235
 - SpeakNativeInEditor, 235
 - VoiceProviderAndroid, 234
- Crosstales::RTVoice::Provider::VoiceProviderIOS
 - Generate, 252
 - GenerateInEditor, 252
 - SetState, 253
 - SetVoices, 253
 - Silence, 253
 - Speak, 253
 - SpeakNative, 253
 - SpeakNativeInEditor, 254
 - VoiceProviderIOS, 252
 - WordSpoken, 254
- Crosstales::RTVoice::Provider::VoiceProviderLinux
 - Generate, 260
 - GenerateInEditor, 260
 - Silence, 260
 - Speak, 261
 - SpeakNative, 261
 - SpeakNativeInEditor, 261
 - VoiceProviderLinux, 260
- Crosstales::RTVoice::Provider::VoiceProviderMacOS
 - Generate, 263
 - GenerateInEditor, 263
 - Silence, 263

- Speak, 264
- SpeakNative, 264
- SpeakNativeInEditor, 264
- VoiceProviderMacOS, 263
- Crosstales::RTVoice::Provider::VoiceProviderMary
 - Generate, 266
 - GenerateInEditor, 266
 - Speak, 266
 - SpeakNative, 267
 - SpeakNativeInEditor, 267
 - VoiceProviderMary, 266
- Crosstales::RTVoice::Provider::VoiceProviderWSA
 - Generate, 283
 - GenerateInEditor, 283
 - Silence, 284
 - Speak, 284
 - SpeakNative, 284
 - SpeakNativeInEditor, 284
 - VoiceProviderWSA, 283
- Crosstales::RTVoice::Provider::VoiceProviderWindows
 - Generate, 281
 - Silence, 281
 - Speak, 281
 - SpeakNative, 282
 - VoiceProviderWindows, 281
- Crosstales::RTVoice::SAPI::VoiceProviderSAPI
 - Generate, 268
 - GenerateInEditor, 269
 - Load, 269
 - Silence, 269
 - Speak, 269
 - SpeakNative, 269
 - SpeakNativeInEditor, 270
- Crosstales::RTVoice::Speaker
 - areVoicesReady, 196
 - AutoClearTags, 194
 - BusyCount, 196
 - CustomMode, 194
 - CustomProvider, 194
 - CustomVoiceProvider, 196
 - DontDestroy, 194
 - ESpeakMode, 194
 - ESpeakModifier, 194
 - isCustomMode, 196
 - isMaryMode, 196
 - MaryTTSMMode, 195
 - MaryTTSPassword, 195
 - MaryTTSPort, 195
 - MaryTTSType, 195
 - MaryTTSUrl, 195
 - MaryTTSUser, 195
 - OnErrorInfo, 196
 - OnProviderChange, 196
 - OnSpeakAudioGenerationComplete, 196
 - OnSpeakAudioGenerationStart, 196
 - OnSpeakComplete, 196
 - OnSpeakCurrentPhoneme, 197
 - OnSpeakCurrentViseme, 197
 - OnSpeakCurrentWord, 197
 - OnSpeakStart, 197
 - OnVoicesReady, 197
 - SilenceOnDisable, 195
 - SilenceOnFocusLost, 195
 - SpeechCount, 197
 - WSANative, 195
- Crosstales::RTVoice::Tool::AudioFileGenerator
 - BitsPerSample, 39
 - Channels, 39
 - CreateCopy, 39
 - FileInsideAssets, 39
 - Generate, 39
 - GenerateOnStart, 39
 - OnAudioFileGeneratorComplete, 40
 - OnAudioFileGeneratorStart, 40
 - SampleRate, 39
 - TextFiles, 39
- Crosstales::RTVoice::Tool::ChangeGender
 - ESpeakOnly, 86
 - NewGender, 86
- Crosstales::RTVoice::Tool::Loudspeaker
 - isSilenceSource, 157
 - isSynchronized, 157
 - SilenceSource, 157
 - Source, 157
 - Synchronized, 157
- Crosstales::RTVoice::Tool::Paralanguage
 - Clips, 162
 - CurrentPitch, 163
 - CurrentRate, 163
 - CurrentText, 163
 - CurrentVolume, 163
 - Delay, 162
 - Mode, 162
 - OnParalanguageComplete, 163
 - OnParalanguageStart, 163
 - Pitch, 162
 - PlayOnStart, 162
 - Rate, 162
 - Silence, 162
 - Speak, 162
 - Text, 162
 - Voices, 162
 - Volume, 163
- Crosstales::RTVoice::Tool::Sequencer
 - CurrentSequence, 180
 - Delay, 180
 - PlayAllSequences, 180
 - PlayNextSequence, 180
 - PlayOnStart, 180
 - PlaySequence, 180
 - Sequences, 180
 - StopAllSequences, 180
- Crosstales::RTVoice::Tool::SpeechText
 - CurrentPitch, 206
 - CurrentRate, 206
 - CurrentText, 206

- CurrentVolume, 206
- Delay, 204
- FileInsideAssets, 204
- FileName, 205
- GenerateAudioFile, 205
- Mode, 205
- OnSpeechTextComplete, 206
- OnSpeechTextStart, 206
- Pitch, 205
- PlayOnStart, 205
- Rate, 205
- Silence, 204
- Source, 205
- Speak, 204
- Text, 205
- Voices, 205
- Volume, 205
- Crosstales::RTVoice::Tool::TextFileSpeaker
 - CurrentPitch, 218
 - CurrentRate, 218
 - CurrentVolume, 218
 - Delay, 217
 - Mode, 217
 - Next, 215
 - Pitch, 217
 - PlayAllOnStart, 217
 - PlayOnStart, 217
 - Previous, 216
 - Rate, 217
 - Reload, 216
 - Silence, 216
 - Source, 217
 - Speak, 216
 - SpeakAll, 216
 - SpeakRandom, 217
 - SpeakText, 216
 - StopAll, 217
 - TextFiles, 217
 - Voices, 218
 - Volume, 218
- Crosstales::RTVoice::Tool::VoiceInitializer
 - AllVoices, 232
 - DestroyWhenFinished, 232
 - Provider, 232
 - VoiceNames, 232
- Crosstales::RTVoice::Util::Config
 - ASSET_PATH, 89
 - AUDIOFILE_AUTOMATIC_DELETE, 89
 - AUDIOFILE_PATH, 90
 - DEBUG, 89
 - ENFORCE_32BIT_WINDOWS, 89
 - ENFORCE_STANDALONE_TTS, 89
 - ENSURE_NAME, 89
 - isLoaded, 90
 - Load, 89
 - Reset, 89
 - Save, 89
 - TTS_LINUX_DATA, 90
 - TTS_LINUX, 90
 - TTS_MACOS, 90
 - TTS_WINDOWS_BUILD, 90
 - TTS_WINDOWS_EDITOR_x86, 90
 - TTS_WINDOWS_EDITOR, 90
- Crosstales::RTVoice::Util::Constants
 - ASSET_2019_URL, 95
 - ASSET_3P_ADVENTURE_CREATOR, 95
 - ASSET_3P_AMPLITUDE, 95
 - ASSET_3P_CINEMA_DIRECTOR, 96
 - ASSET_3P_DIALOGUE_SYSTEM, 96
 - ASSET_3P_GOOGLE, 96
 - ASSET_3P_KLATTERSYNTH, 96
 - ASSET_3P_LIPSYNC, 96
 - ASSET_3P_LOCALIZED_DIALOGS, 96
 - ASSET_3P_NPC_CHAT, 96
 - ASSET_3P_QUEST_SYSTEM, 96
 - ASSET_3P_SALSA, 96
 - ASSET_3P_SLATE, 97
 - ASSET_3P_URL, 97
 - ASSET_3P_WEBGL, 97
 - ASSET_API_URL, 97
 - ASSET_BUILD, 97
 - ASSET_CHANGED, 97
 - ASSET_CONTACT, 97
 - ASSET_CREATED, 97
 - ASSET_FORUM_URL, 97
 - ASSET_MANUAL_URL, 98
 - ASSET_NAME_SHORT, 98
 - ASSET_NAME, 98
 - ASSET_PRO_URL, 98
 - ASSET_UPDATE_CHECK_URL, 98
 - ASSET_VERSION, 98
 - ASSET_VIDEO_PROMO, 98
 - ASSET_VIDEO_TUTORIAL, 98
 - ASSET_WEB_URL, 98
 - AUDIOFILE_PREFIX, 99
 - DEFAULT_TTS_LINUX, 99
 - ESPEAK_FEMALE_MODIFIER, 99
 - RTVOICE_SCENE_OBJECT_NAME, 99
 - SPEAK_CALL_SPEED, 99
 - TTS_WINDOWS_SUBPATH, 99
 - TTS_WINDOWS_x86_SUBPATH, 99
- Crosstales::RTVoice::Util::Helper
 - AppleVoiceNameToGender, 141
 - CleanText, 142
 - CurrentProviderType, 143
 - hasBuiltInTTS, 143
 - MarkSpokenText, 142
 - StringToGender, 142
 - WSAVoiceNameToGender, 143
- Crosstales::RTVoice::Util::WavMaster
 - BitDepth, 285
 - FromAudioClip, 286
 - ToAudioClip, 286
- Crosstales::RTVoice::VoiceProviderExample
 - Generate, 245
 - GenerateInEditor, 245

- Load, 245
- Speak, 246
- SpeakNative, 246
- SpeakNativeInEditor, 246
- Crosstales::RTVoice::Watson::VoiceProviderWatson
 - APIKey, 274
 - Generate, 272
 - GenerateInEditor, 273
 - Load, 273
 - RequestUri, 274
 - Speak, 273
 - SpeakNative, 273
 - SpeakNativeInEditor, 273
- Crosstales::RTVoice::WebGL::VoiceProviderWebGL
 - Generate, 277
 - GenerateInEditor, 277
 - Load, 277
 - Silence, 277
 - Speak, 277
 - SpeakNative, 278
 - SpeakNativeInEditor, 278
- Crosstales::UI::StaticManager
 - OpenCrosstales, 208
 - Quit, 208
- Crosstales::UI::UIDrag
 - BeginDrag, 221
- Crosstales::UI::UIFocus
 - ManagerName, 222
 - OnPanelEnter, 222
- Crosstales::UI::UIHint
 - Delay, 223
 - Disable, 223
 - FadeAtStart, 223
 - FadeTime, 223
 - Group, 223
- Crosstales::UI::UIResize
 - MaxSize, 224
 - MinSize, 224
- Crosstales::UI::UIWindowManager
 - ChangeState, 225
 - Windows, 225
- Crosstales::UI::Util::AudioFilterController
 - FindAllAudioFilters, 42
 - FindAllAudioFiltersOnStart, 42
 - ResetAudioFilters, 42
- Crosstales::UI::Util::AudioSourceController
 - AudioSources, 44
 - FindAllAudioSources, 44
 - FindAllAudioSourcesOnStart, 44
 - Loop, 44
 - Mute, 44
 - Pitch, 44
 - ResetAllAudioSources, 44
 - ResetAudioSourcesOnStart, 44
 - StereoPan, 44
 - Volume, 44
- Crosstales::UI::Util::FPSDisplay
 - FPS, 128
- Crosstales::UI::WindowManager
 - Dependencies, 288
 - OpenPanel, 288
 - Speed, 288
 - SwitchPanel, 288
- Culture
 - Crosstales::RTVoice::AdventureCreator::AC↔Connector, 32
 - Crosstales::RTVoice::Model::Voice, 228
 - Crosstales::RTVoice::Model::VoiceAlias, 229
 - HutongGames::PlayMaker::Actions::GetVoices, 133
 - HutongGames::PlayMaker::Actions::Speak, 189
 - HutongGames::PlayMaker::Actions::SpeakUI, 199
- Cultures
 - Crosstales::RTVoice::Provider::IVoiceProvider, 150
 - HutongGames::PlayMaker::Actions::GetCultures, 132
- CurrentCulture
 - Crosstales::RTVoice::AdventureCreator::AC↔Connector, 33
- CurrentPitch
 - Crosstales::RTVoice::Tool::Paralanguage, 163
 - Crosstales::RTVoice::Tool::SpeechText, 206
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 218
- CurrentPlatform
 - Crosstales::Common::Util::BaseHelper, 74
- CurrentProviderType
 - Crosstales::RTVoice::Util::Helper, 143
- CurrentRate
 - Crosstales::RTVoice::Tool::Paralanguage, 163
 - Crosstales::RTVoice::Tool::SpeechText, 206
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 218
- CurrentSequence
 - Crosstales::RTVoice::Tool::Sequencer, 180
- CurrentText
 - Crosstales::RTVoice::Tool::Paralanguage, 163
 - Crosstales::RTVoice::Tool::SpeechText, 206
- CurrentVolume
 - Crosstales::RTVoice::Tool::Paralanguage, 163
 - Crosstales::RTVoice::Tool::SpeechText, 206
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 218
- CustomMode
 - Crosstales::RTVoice::Speaker, 194
- CustomProvider
 - Crosstales::RTVoice::Speaker, 194
- CustomVoiceProvider
 - Crosstales::RTVoice::Speaker, 196
- DEBUG
 - Crosstales::RTVoice::Util::Config, 89
- DEFAULT_TTS_LINUX
 - Crosstales::RTVoice::Util::Constants, 99
- DEV_DEBUG
 - Crosstales::Common::Util::BaseConstants, 52
- DefaultVoiceName
 - Crosstales::RTVoice::Provider::IVoiceProvider, 150
- Delay
 - Crosstales::RTVoice::Tool::Paralanguage, 162

- Crosstales::RTVoice::Tool::Sequencer, 180
- Crosstales::RTVoice::Tool::SpeechText, 204
- Crosstales::RTVoice::Tool::TextFileSpeaker, 217
- Crosstales::UI::UIHint, 223
- DeleteAll
 - Crosstales::Common::Util::CTPlayerPrefs, 100
- DeleteKey
 - Crosstales::Common::Util::CTPlayerPrefs, 100
- Dependencies
 - Crosstales::UI::WindowManager, 288
- Description
 - Crosstales::RTVoice::Model::Voice, 227
- DeserializeFromArray< T >
 - Crosstales::Common::Util::SerializeDeSerialize, 182
- DeserializeFromFile< T >
 - Crosstales::Common::Util::SerializeDeSerialize, 183
 - Crosstales::Common::Util::XmlHelper, 292
- DeserializeFromResource< T >
 - Crosstales::Common::Util::XmlHelper, 293
- DeserializeFromString< T >
 - Crosstales::Common::Util::XmlHelper, 293
- DestroyWhenFinished
 - Crosstales::RTVoice::Tool::VoiceInitializer, 232
- Disable
 - Crosstales::UI::UIHint, 223
- DontDestroy
 - Crosstales::Common::Util::SurviveSceneSwitch, 209
 - Crosstales::RTVoice::Speaker, 194
- ENFORCE_32BIT_WINDOWS
 - Crosstales::RTVoice::Util::Config, 89
- ENFORCE_STANDALONE_TTS
 - Crosstales::RTVoice::Util::Config, 89
- ENSURE_NAME
 - Crosstales::RTVoice::Util::Config, 89
- ESPEAK_FEMALE_MODIFIER
 - Crosstales::RTVoice::Util::Constants, 99
- ESpeakMode
 - Crosstales::RTVoice::Speaker, 194
- ESpeakModifier
 - Crosstales::RTVoice::Speaker, 194
- ESpeakModifiers
 - Crosstales::RTVoice::Model::Enum, 24
- ESpeakOnly
 - Crosstales::RTVoice::Tool::ChangeGender, 86
- Endpoint
 - Crosstales::RTVoice::AWSPolly, 19
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↵WS, 238
 - Crosstales::RTVoice::Azure::VoiceProviderAzure, 242
- EventData
 - Crosstales::RTVoice::Azure::GenericEventArgs, 131
- ExitCode
 - Crosstales::Common::Util::CTProcess, 106
- ExitTime
 - Crosstales::Common::Util::CTProcess, 106
- FACTOR_GB
 - Crosstales::Common::Util::BaseConstants, 52
- FACTOR_KB
 - Crosstales::Common::Util::BaseConstants, 52
- FACTOR_MB
 - Crosstales::Common::Util::BaseConstants, 52
- FLOAT_32768
 - Crosstales::Common::Util::BaseConstants, 52
- FLOAT_TOLERANCE
 - Crosstales::Common::Util::BaseConstants, 52
- FORMAT_NO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, 52
- FORMAT_PERCENT
 - Crosstales::Common::Util::BaseConstants, 52
- FORMAT_TWO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, 53
- FPS
 - Crosstales::UI::Util::FPSDisplay, 128
- FadeAtStart
 - Crosstales::UI::UIHint, 223
- FadeTime
 - Crosstales::UI::UIHint, 223
- FastMovementSpeed
 - Crosstales::Common::Util::FreeCam, 129
- FastZoomSensitivity
 - Crosstales::Common::Util::FreeCam, 129
- FileCopy
 - Crosstales::Common::Util::BaseHelper, 69
- FileInsideAssets
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 39
 - Crosstales::RTVoice::Tool::SpeechText, 204
- FileName
 - Crosstales::Common::Util::CTProcessStartInfo, 108
 - Crosstales::RTVoice::Tool::SpeechText, 205
- FindAllAudioFilters
 - Crosstales::UI::Util::AudioFilterController, 42
- FindAllAudioFiltersOnStart
 - Crosstales::UI::Util::AudioFilterController, 42
- FindAllAudioSources
 - Crosstales::UI::Util::AudioSourceController, 44
- FindAllAudioSourcesOnStart
 - Crosstales::UI::Util::AudioSourceController, 44
- FindAssetsByType< T >
 - Crosstales::Common::EditorUtil::BaseEditor↵Helper, 62
- ForceSSML
 - Crosstales::RTVoice::Model::Wrapper, 291
- FormatBytesToHRF
 - Crosstales::Common::Util::BaseHelper, 69
- FormatSecondsToHourMinSec
 - Crosstales::Common::Util::BaseHelper, 69
- FreeLookSensitivity
 - Crosstales::Common::Util::FreeCam, 130
- FromAudioClip
 - Crosstales::RTVoice::Util::WavMaster, 286

- GO_ID
 - Crosstales::RTVoice::EditorUtil::EditorHelper, 117
- Gain
 - Crosstales::Common::Util::SpectrumVisualizer, 201
- Gender
 - Crosstales::RTVoice::Model::Enum, 24
 - Crosstales::RTVoice::Model::Voice, 227
 - Crosstales::RTVoice::Model::VoiceAlias, 229
 - HutongGames::PlayMaker::Actions::GetVoices, 133
- Generate
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔WS, 236
 - Crosstales::RTVoice::Azure::VoiceProviderAzure, 241
 - Crosstales::RTVoice::Google::VoiceProvider↔Google, 248
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔Klattersynth, 255
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 57
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 82
 - Crosstales::RTVoice::Provider::IVoiceProvider, 147
 - Crosstales::RTVoice::Provider::VoiceProvider↔Android, 234
 - Crosstales::RTVoice::Provider::VoiceProviderIOS, 252
 - Crosstales::RTVoice::Provider::VoiceProvider↔Linux, 260
 - Crosstales::RTVoice::Provider::VoiceProvider↔MacOS, 263
 - Crosstales::RTVoice::Provider::VoiceProviderMary, 266
 - Crosstales::RTVoice::Provider::VoiceProviderW↔SA, 283
 - Crosstales::RTVoice::Provider::VoiceProvider↔Windows, 281
 - Crosstales::RTVoice::SAPI::VoiceProviderSAPI, 268
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 39
 - Crosstales::RTVoice::VoiceProviderExample, 245
 - Crosstales::RTVoice::Watson::VoiceProvider↔Watson, 272
 - Crosstales::RTVoice::WebGL::VoiceProvider↔WebGL, 277
- GenerateAudioFile
 - Crosstales::RTVoice::Tool::SpeechText, 205
- GenerateInEditor
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔WS, 237
 - Crosstales::RTVoice::Azure::VoiceProviderAzure, 241
 - Crosstales::RTVoice::Google::VoiceProvider↔Google, 248
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔Klattersynth, 256
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 57
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 82
 - Crosstales::RTVoice::Provider::IVoiceProvider, 147
 - Crosstales::RTVoice::Provider::VoiceProvider↔Android, 234
 - Crosstales::RTVoice::Provider::VoiceProviderIOS, 252
 - Crosstales::RTVoice::Provider::VoiceProvider↔Linux, 260
 - Crosstales::RTVoice::Provider::VoiceProvider↔MacOS, 263
 - Crosstales::RTVoice::Provider::VoiceProviderMary, 266
 - Crosstales::RTVoice::Provider::VoiceProviderW↔SA, 283
 - Crosstales::RTVoice::Provider::VoiceProvider↔Windows, 281
 - Crosstales::RTVoice::SAPI::VoiceProviderSAPI, 268
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 39
 - Crosstales::RTVoice::VoiceProviderExample, 245
 - Crosstales::RTVoice::Watson::VoiceProvider↔Watson, 272
 - Crosstales::RTVoice::WebGL::VoiceProvider↔WebGL, 277
- Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 57
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 82
 - Crosstales::RTVoice::Provider::IVoiceProvider, 147
 - Crosstales::RTVoice::Provider::VoiceProvider↔Android, 234
 - Crosstales::RTVoice::Provider::VoiceProviderIOS, 252
 - Crosstales::RTVoice::Provider::VoiceProvider↔Linux, 260
 - Crosstales::RTVoice::Provider::VoiceProvider↔MacOS, 263
 - Crosstales::RTVoice::Provider::VoiceProviderMary, 266
 - Crosstales::RTVoice::Provider::VoiceProviderW↔SA, 283
 - Crosstales::RTVoice::SAPI::VoiceProviderSAPI, 269
 - Crosstales::RTVoice::VoiceProviderExample, 245
 - Crosstales::RTVoice::Watson::VoiceProvider↔Watson, 273
 - Crosstales::RTVoice::WebGL::VoiceProvider↔WebGL, 277
- GenerateOnStart
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 39
- GenericEventArgs
 - Crosstales::RTVoice::Azure::GenericEventArgs, 131
- GetBool
 - Crosstales::Common::Util::CTPlayerPrefs, 101
- getBuildNameFromBuildTarget
 - Crosstales::Common::EditorUtil::BaseEditor↔Helper, 62
- getBuildTargetForBuildName
 - Crosstales::Common::EditorUtil::BaseEditor↔Helper, 62
- getCLIArgument
 - Crosstales::Common::EditorUtil::BaseEditor↔Helper, 63
- GetDate
 - Crosstales::Common::Util::CTPlayerPrefs, 101
- GetDirectories
 - Crosstales::Common::Util::BaseHelper, 69
- GetFiles
 - Crosstales::Common::Util::BaseHelper, 69
- GetFloat
 - Crosstales::Common::Util::CTPlayerPrefs, 101
- GetInt
 - Crosstales::Common::Util::CTPlayerPrefs, 101
- getIP
 - Crosstales::Common::Util::BaseHelper, 70
- GetString
 - Crosstales::Common::Util::CTPlayerPrefs, 102
- GrayScale
 - Crosstales::Common::Util::RandomColor, 169
- Group
 - Crosstales::UI::UIHint, 223

- HIERARCHY_ICON
 - Crosstales::RTVoice::EditorUtil::EditorConfig, 112
- HSVToRGB
 - Crosstales::Common::Util::BaseHelper, 70
- Handle
 - Crosstales::Common::Util::CTProcess, 106
- hasActiveClip
 - Crosstales::Common::Util::BaseHelper, 70
- hasBuiltInTTS
 - Crosstales::RTVoice::Util::Helper, 143
- hasCoRoutines
 - Crosstales::RTVoice::Provider::IVoiceProvider, 150
- HasExited
 - Crosstales::Common::Util::CTProcess, 106
- HasKey
 - Crosstales::Common::Util::CTPlayerPrefs, 102
- hasVoicesInEditor
 - Crosstales::RTVoice::Provider::IVoiceProvider, 150
- Headers
 - Crosstales::RTVoice::Azure::Synthesize::Input↔
 - Options, 144
- HueRange
 - Crosstales::Common::Util::RandomColor, 169
- HutongGames, 29
- HutongGames.PlayMaker, 29
- HutongGames.PlayMaker.Actions, 29
- HutongGames.PlayMaker.Actions.AudioFileGenerator, 37
- HutongGames.PlayMaker.Actions.BaseRTVAction, 78
- HutongGames.PlayMaker.Actions.GetCultures, 131
- HutongGames.PlayMaker.Actions.GetVoices, 133
- HutongGames.PlayMaker.Actions.Paralanguage, 164
- HutongGames.PlayMaker.Actions.Silence, 185
- HutongGames.PlayMaker.Actions.Speak, 188
- HutongGames.PlayMaker.Actions.SpeakBase, 190
- HutongGames.PlayMaker.Actions.SpeakUI, 198
- HutongGames.PlayMaker.Actions.SpeechText, 202
- HutongGames.PlayMaker.Actions.TextFileSpeaker, 218
- HutongGames::PlayMaker::Actions::AudioFileGenerator
 - Obj, 37
- HutongGames::PlayMaker::Actions::GetCultures
 - Cultures, 132
- HutongGames::PlayMaker::Actions::GetVoices
 - Culture, 133
 - Gender, 133
 - Voices, 133
- HutongGames::PlayMaker::Actions::Paralanguage
 - Obj, 164
- HutongGames::PlayMaker::Actions::Speak
 - Culture, 189
 - RTVoiceNameAndroid, 189
 - RTVoiceNameCustom, 189
 - RTVoiceNameIOS, 189
 - RTVoiceNameMac, 190
 - RTVoiceNameMaryTTS, 190
 - RTVoiceNameWSA, 190
 - RTVoiceNameWindows, 190
 - Text, 190
- HutongGames::PlayMaker::Actions::SpeakBase
 - AudioSource, 191
 - Mode, 191
 - Pitch, 191
 - Rate, 191
 - Volume, 192
- HutongGames::PlayMaker::Actions::SpeakUI
 - Culture, 199
 - RTVoiceName, 199
 - Text, 199
- HutongGames::PlayMaker::Actions::SpeechText
 - Obj, 203
- HutongGames::PlayMaker::Actions::TextFileSpeaker
 - Obj, 219
- Id
 - Crosstales::Common::Util::CTProcess, 106
- Identifier
 - Crosstales::RTVoice::Model::Voice, 227
- IgnoreCharacter
 - Crosstales::RTVoice::AdventureCreator::AC↔
 - VoiceWrapper, 36
- InputOptions
 - Crosstales::RTVoice::Azure::Synthesize::Input↔
 - Options, 144
- InstantiatePrefab
 - Crosstales::RTVoice::EditorUtil::EditorHelper, 116
- InvokeMethod
 - Crosstales::Common::EditorUtil::BaseEditor↔
 - Helper, 63
- isAndroidPlatform
 - Crosstales::Common::Util::BaseHelper, 74
- isAppleBasedPlatform
 - Crosstales::Common::Util::BaseHelper, 74
- isBusy
 - Crosstales::Common::Util::CTProcess, 106
- isCallOnStopSpeech
 - Crosstales::RTVoice::AdventureCreator::AC↔
 - Connector, 33
- isCustomMode
 - Crosstales::RTVoice::Speaker, 196
- isEditor
 - Crosstales::Common::Util::BaseHelper, 74
- isEditorMode
 - Crosstales::Common::Util::BaseHelper, 74
- isIL2CPPSupported
 - Crosstales::RTVoice::Provider::IVoiceProvider, 151
- isIL2CPP
 - Crosstales::Common::Util::BaseHelper, 74
- isIOSBasedPlatform
 - Crosstales::Common::Util::BaseHelper, 75
- isIOSPlatform
 - Crosstales::Common::Util::BaseHelper, 75
- isInternetAvailable
 - Crosstales::Common::Util::BaseHelper, 75
- isLinuxEditor
 - Crosstales::Common::Util::BaseHelper, 75
- isLinuxPlatform
 - Crosstales::Common::Util::BaseHelper, 75

- isLoaded
 - Crosstales::RTVoice::EditorUtil::EditorConfig, 112
 - Crosstales::RTVoice::Util::Config, 90
- isMacOSEditor
 - Crosstales::Common::Util::BaseHelper, 75
- isMacOSPlatform
 - Crosstales::Common::Util::BaseHelper, 76
- isMaryMode
 - Crosstales::RTVoice::Speaker, 196
- isOnlineService
 - Crosstales::RTVoice::Provider::IVoiceProvider, 151
- isPS4Platform
 - Crosstales::Common::Util::BaseHelper, 76
- isPlatformSupported
 - Crosstales::RTVoice::Provider::IVoiceProvider, 151
- isRTVoiceInScene
 - Crosstales::RTVoice::EditorUtil::EditorHelper, 117
- isSSMLSupported
 - Crosstales::RTVoice::Provider::IVoiceProvider, 151
- isSilenceSource
 - Crosstales::RTVoice::Tool::Loudspeaker, 157
- isSimulateSkipSpeech
 - Crosstales::RTVoice::AdventureCreator::AC↔Connector, 33
- isSpeakNativeSupported
 - Crosstales::RTVoice::Provider::IVoiceProvider, 151
- isSpeakSupported
 - Crosstales::RTVoice::Provider::IVoiceProvider, 151
- isStandalonePlatform
 - Crosstales::Common::Util::BaseHelper, 76
- isSynchronized
 - Crosstales::RTVoice::Tool::Loudspeaker, 157
- isTvOSPlatform
 - Crosstales::Common::Util::BaseHelper, 76
- isValidBuildTarget
 - Crosstales::Common::EditorUtil::BaseEditor↔Helper, 63
- isValidURL
 - Crosstales::Common::Util::BaseHelper, 71
- isWSABasedPlatform
 - Crosstales::Common::Util::BaseHelper, 77
- isWSAPlatform
 - Crosstales::Common::Util::BaseHelper, 77
- isWebGLPlatform
 - Crosstales::Common::Util::BaseHelper, 76
- isWebPlatform
 - Crosstales::Common::Util::BaseHelper, 76
- isWindowsBasedPlatform
 - Crosstales::Common::Util::BaseHelper, 77
- isWindowsEditor
 - Crosstales::Common::Util::BaseHelper, 77
- isWindowsPlatform
 - Crosstales::Common::Util::BaseHelper, 77
- isWorkingInEditor
 - Crosstales::RTVoice::Provider::IVoiceProvider, 152
- isWorkingInPlaymode
 - Crosstales::RTVoice::Provider::IVoiceProvider, 152
- isXboxOnePlatform
 - Crosstales::Common::Util::BaseHelper, 77
- KeyCode
 - Crosstales::Common::Util::TakeScreenshot, 213
- Kill
 - Crosstales::Common::Util::CTProcess, 105
- LeftToRight
 - Crosstales::Common::Util::SpectrumVisualizer, 201
- lineEndingsRegex
 - Crosstales::Common::Util::BaseHelper, 73
- Load
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔WS, 237
 - Crosstales::RTVoice::Azure::VoiceProviderAzure, 241
 - Crosstales::RTVoice::EditorUtil::EditorConfig, 112
 - Crosstales::RTVoice::Google::VoiceProvider↔Google, 248
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔Klattersynth, 256
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 57
 - Crosstales::RTVoice::SAPI::VoiceProviderSAPI, 269
 - Crosstales::RTVoice::Util::Config, 89
 - Crosstales::RTVoice::VoiceProviderExample, 245
 - Crosstales::RTVoice::Watson::VoiceProvider↔Watson, 273
 - Crosstales::RTVoice::WebGL::VoiceProvider↔WebGL, 277
- Locale
 - Crosstales::RTVoice::Azure::Synthesize::Input↔Options, 144
- Loop
 - Crosstales::UI::Util::AudioSourceController, 44
- MENU_ID
 - Crosstales::RTVoice::EditorUtil::EditorHelper, 117
- ManagerName
 - Crosstales::UI::UIFocus, 222
- MarkSpokenText
 - Crosstales::RTVoice::Util::Helper, 142
- MaryTTSMMode
 - Crosstales::RTVoice::Speaker, 195
- MaryTTSPassword
 - Crosstales::RTVoice::Speaker, 195
- MaryTTSPort
 - Crosstales::RTVoice::Speaker, 195
- MaryTTSType
 - Crosstales::RTVoice::Model::Enum, 24
 - Crosstales::RTVoice::Speaker, 195
- MaryTTSUrl
 - Crosstales::RTVoice::Speaker, 195
- MaryTTSUser
 - Crosstales::RTVoice::Speaker, 195
- Material
 - Crosstales::Common::Util::RandomColor, 169

- MaxSize
 - Crosstales::UI::UIResize, 224
- MaxTextLength
 - Crosstales::RTVoice::Provider::IVoiceProvider, 152
- MinSize
 - Crosstales::UI::UIResize, 224
- Mode
 - Crosstales::RTVoice::AdventureCreator::AC↔VoiceWrapper, 36
 - Crosstales::RTVoice::Model::Sequence, 177
 - Crosstales::RTVoice::Tool::Paralanguage, 162
 - Crosstales::RTVoice::Tool::SpeechText, 205
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 217
 - HutongGames::PlayMaker::Actions::SpeakBase, 191
- MovementSpeed
 - Crosstales::Common::Util::FreeCam, 130
- Mute
 - Crosstales::UI::Util::AudioSourceController, 44
- Name
 - Crosstales::RTVoice::Model::Voice, 228
- NewGender
 - Crosstales::RTVoice::Tool::ChangeGender, 86
- Next
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 215
- NoVoicesUI
 - Crosstales::RTVoice::EditorUtil::EditorHelper, 117
- Obj
 - HutongGames::PlayMaker::Actions::AudioFile↔Generator, 37
 - HutongGames::PlayMaker::Actions::Paralanguage, 164
 - HutongGames::PlayMaker::Actions::SpeechText, 203
 - HutongGames::PlayMaker::Actions::TextFile↔Speaker, 219
- Objects
 - Crosstales::Common::Util::BackgroundController, 46
- OnAudioFileGeneratorComplete
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 40
- OnAudioFileGeneratorStart
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 40
- OnErrorInfo
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 59
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 84
 - Crosstales::RTVoice::Speaker, 196
- OnPanelEnter
 - Crosstales::UI::UIFocus, 222
- OnParalanguageComplete
 - Crosstales::RTVoice::Tool::Paralanguage, 163
- OnParalanguageStart
 - Crosstales::RTVoice::Tool::Paralanguage, 163
- OnProviderChange
 - Crosstales::RTVoice::Speaker, 196
- OnSpeakAudioGenerationComplete
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 59
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 84
 - Crosstales::RTVoice::Speaker, 196
- OnSpeakAudioGenerationStart
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 59
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 84
 - Crosstales::RTVoice::Speaker, 196
- OnSpeakComplete
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 60
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 84
 - Crosstales::RTVoice::Speaker, 196
- OnSpeakCurrentPhoneme
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 60
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 84
 - Crosstales::RTVoice::Speaker, 197
- OnSpeakCurrentViseme
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 60
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 85
 - Crosstales::RTVoice::Speaker, 197
- OnSpeakCurrentWord
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 60
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 85
 - Crosstales::RTVoice::Speaker, 197
- OnSpeakStart
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 60
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 85
 - Crosstales::RTVoice::Speaker, 197
- OnSpeechTextComplete
 - Crosstales::RTVoice::Tool::SpeechText, 206
- OnSpeechTextStart
 - Crosstales::RTVoice::Tool::SpeechText, 206
- OnVoicesReady
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 60
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 85
 - Crosstales::RTVoice::Speaker, 197
- OpenCrosstales
 - Crosstales::UI::StaticManager, 208
- OpenFile
 - Crosstales::Common::Util::BaseHelper, 71
- OpenPanel
 - Crosstales::UI::WindowManager, 288

- OutputFile
 - Crosstales::RTVoice::Model::Wrapper, 291
- OutputFormat
 - Crosstales::RTVoice::Azure::Synthesize::Input↔
Options, 145
- PATH_DELIMITER_UNIX
 - Crosstales::Common::Util::BaseConstants, 53
- PATH_DELIMITER_WINDOWS
 - Crosstales::Common::Util::BaseConstants, 53
- PREFAB_AUTOLOAD
 - Crosstales::RTVoice::EditorUtil::EditorConfig, 113
- PREFAB_PATH
 - Crosstales::RTVoice::EditorUtil::EditorConfig, 113
- PREFAB_SUBPATH
 - Crosstales::RTVoice::EditorUtil::EditorConstants,
114
- PREFIX_FILE
 - Crosstales::Common::Util::BaseConstants, 54
- PROCESS_KILL_TIME
 - Crosstales::Common::Util::BaseConstants, 53
- Pitch
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, 36
 - Crosstales::RTVoice::Model::Sequence, 177
 - Crosstales::RTVoice::Model::Wrapper, 291
 - Crosstales::RTVoice::Tool::Paralanguage, 162
 - Crosstales::RTVoice::Tool::SpeechText, 205
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 217
 - Crosstales::UI::Util::AudioSourceController, 44
 - HutongGames::PlayMaker::Actions::SpeakBase,
191
- Platform
 - Crosstales::Common::Model::Enum, 16
- Platforms
 - Crosstales::Common::Util::PlatformController, 166
- PlayAllOnStart
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 217
- PlayAllSequences
 - Crosstales::RTVoice::Tool::Sequencer, 180
- PlayNextSequence
 - Crosstales::RTVoice::Tool::Sequencer, 180
- PlayOnStart
 - Crosstales::RTVoice::Tool::Paralanguage, 162
 - Crosstales::RTVoice::Tool::Sequencer, 180
 - Crosstales::RTVoice::Tool::SpeechText, 205
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 217
- PlaySequence
 - Crosstales::RTVoice::Tool::Sequencer, 180
- Prefix
 - Crosstales::Common::Util::TakeScreenshot, 213
- Previous
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 216
- processes
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 84
- Provider
 - Crosstales::RTVoice::Tool::VoiceInitializer, 232
- ProviderType
 - Crosstales::RTVoice::Model::Enum, 25
- Quit
 - Crosstales::UI::StaticManager, 208
- RTVOICE_SCENE_OBJECT_NAME
 - Crosstales::RTVoice::Util::Constants, 99
- RTVoiceIOSBridge, 174
 - setVoices, 174
 - speak:text:rate:pitch:volume:, 174
 - stop, 174
- RTVoiceName
 - HutongGames::PlayMaker::Actions::SpeakUI, 199
- RTVoiceNameAndroid
 - HutongGames::PlayMaker::Actions::Speak, 189
- RTVoiceNameCustom
 - HutongGames::PlayMaker::Actions::Speak, 189
- RTVoiceNameIOS
 - HutongGames::PlayMaker::Actions::Speak, 189
- RTVoiceNameMac
 - HutongGames::PlayMaker::Actions::Speak, 190
- RTVoiceNameMaryTTS
 - HutongGames::PlayMaker::Actions::Speak, 190
- RTVoiceNameWSA
 - HutongGames::PlayMaker::Actions::Speak, 190
- RTVoiceNameWindows
 - HutongGames::PlayMaker::Actions::Speak, 190
- Rate
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, 36
 - Crosstales::RTVoice::Model::Sequence, 177
 - Crosstales::RTVoice::Model::Wrapper, 291
 - Crosstales::RTVoice::Tool::Paralanguage, 162
 - Crosstales::RTVoice::Tool::SpeechText, 205
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 217
 - HutongGames::PlayMaker::Actions::SpeakBase,
191
- Raw16Khz16BitMonoPcm
 - Crosstales::RTVoice::Azure, 20
- Raw16Khz16BitMonoTrueSilk
 - Crosstales::RTVoice::Azure, 20
- Raw24Khz16BitMonoPcm
 - Crosstales::RTVoice::Azure, 20
- Raw24Khz16BitMonoTrueSilk
 - Crosstales::RTVoice::Azure, 20
- Raw8Khz8BitMonoMULaw
 - Crosstales::RTVoice::Azure, 20
- ReadOnlyTextField
 - Crosstales::Common::EditorUtil::BaseEditor↔
Helper, 63
- RedirectStandardError
 - Crosstales::Common::Util::CTProcessStartInfo,
108
- RedirectStandardOutput
 - Crosstales::Common::Util::CTProcessStartInfo,
108
- RefreshAssetDatabase
 - Crosstales::Common::EditorUtil::BaseEditor↔
Helper, 64

- Reload
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 216
- RemoteCertificateValidationCallback
 - Crosstales::Common::Util::BaseHelper, 71
- RequestUri
 - Crosstales::RTVoice::Azure::Synthesize::Input↔
 - Options, 145
 - Crosstales::RTVoice::Azure::VoiceProviderAzure, 243
 - Crosstales::RTVoice::Watson::VoiceProvider↔
 - Watson, 274
- Reset
 - Crosstales::RTVoice::EditorUtil::EditorConfig, 112
 - Crosstales::RTVoice::Util::Config, 89
- ResetAllAudioSources
 - Crosstales::UI::Util::AudioSourceController, 44
- ResetAudioFilters
 - Crosstales::UI::Util::AudioFilterController, 42
- ResetAudioSourcesOnStart
 - Crosstales::UI::Util::AudioSourceController, 44
- RestartUnity
 - Crosstales::Common::EditorUtil::BaseEditor↔
 - Helper, 64
- Riff16Khz16BitMonoPcm
 - Crosstales::RTVoice::Azure, 20
- Riff16Khz16KbpsMonoSiren
 - Crosstales::RTVoice::Azure, 20
- Riff24Khz16BitMonoPcm
 - Crosstales::RTVoice::Azure, 20
- Riff8Khz8BitMonoMULaw
 - Crosstales::RTVoice::Azure, 20
- SHOW_BWF_BANNER
 - Crosstales::Common::Util::BaseConstants, 53
- SHOW_DJ_BANNER
 - Crosstales::Common::Util::BaseConstants, 53
- SHOW_FB_BANNER
 - Crosstales::Common::Util::BaseConstants, 53
- SHOW_OC_BANNER
 - Crosstales::Common::Util::BaseConstants, 53
- SHOW_RADIO_BANNER
 - Crosstales::Common::Util::BaseConstants, 53
- SHOW_RTV_BANNER
 - Crosstales::Common::Util::BaseConstants, 53
- SHOW_TB_BANNER
 - Crosstales::Common::Util::BaseConstants, 54
- SHOW_TPB_BANNER
 - Crosstales::Common::Util::BaseConstants, 54
- SHOW_TPS_BANNER
 - Crosstales::Common::Util::BaseConstants, 54
- SHOW_TR_BANNER
 - Crosstales::Common::Util::BaseConstants, 54
- SPEAK_CALL_SPEED
 - Crosstales::RTVoice::Util::Constants, 99
- SampleRate
 - Crosstales::Common::Model::Enum, 16
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔
 - Klattersynth, 257
 - Crosstales::RTVoice::Model::Voice, 228
- Crosstales::RTVoice::Tool::AudioFileGenerator, 39
- Samples
 - Crosstales::Common::Util::FFTAnalyzer, 127
- SaturationRange
 - Crosstales::Common::Util::RandomColor, 170
- Save
 - Crosstales::Common::Util::CTPlayerPrefs, 102
 - Crosstales::RTVoice::EditorUtil::EditorConfig, 112
 - Crosstales::RTVoice::Util::Config, 89
- Scale
 - Crosstales::Common::Util::TakeScreenshot, 214
- ScaleMax
 - Crosstales::Common::Util::RandomScaler, 172
- ScaleMin
 - Crosstales::Common::Util::RandomScaler, 172
- SeparatorUI
 - Crosstales::Common::EditorUtil::BaseEditor↔
 - Helper, 64
- Sequences
 - Crosstales::RTVoice::Tool::Sequencer, 180
- SerializeToByteArray< T >
 - Crosstales::Common::Util::SerializeDeSerialize, 183
- SerializeToFile< T >
 - Crosstales::Common::Util::SerializeDeSerialize, 183
 - Crosstales::Common::Util::XmlHelper, 293
- SerializeToString< T >
 - Crosstales::Common::Util::XmlHelper, 294
- SetBool
 - Crosstales::Common::Util::CTPlayerPrefs, 102
- SetDate
 - Crosstales::Common::Util::CTPlayerPrefs, 103
- SetFloat
 - Crosstales::Common::Util::CTPlayerPrefs, 103
- SetInt
 - Crosstales::Common::Util::CTPlayerPrefs, 103
- SetState
 - Crosstales::RTVoice::LiveSpeaker, 154
 - Crosstales::RTVoice::Provider::VoiceProviderIOS, 253
- SetString
 - Crosstales::Common::Util::CTPlayerPrefs, 103
- SetVoices
 - Crosstales::RTVoice::LiveSpeaker, 154
 - Crosstales::RTVoice::Provider::VoiceProviderIOS, 253
- setVoices
 - RTVoiceIOSBridge, 174
- ShowFileLocation
 - Crosstales::Common::Util::BaseHelper, 71
- Silence
 - Crosstales::RTVoice::LiveSpeaker, 154
 - Crosstales::RTVoice::Provider::BaseCustom↔
 - VoiceProvider, 58
 - Crosstales::RTVoice::Provider::BaseVoice↔
 - Provider, 82, 83
 - Crosstales::RTVoice::Provider::IVoiceProvider, 148

- Crosstales::RTVoice::Provider::VoiceProvider↔
 - Android, 234
- Crosstales::RTVoice::Provider::VoiceProviderIOS, 253
- Crosstales::RTVoice::Provider::VoiceProvider↔
 - Linux, 260
- Crosstales::RTVoice::Provider::VoiceProvider↔
 - MacOS, 263
- Crosstales::RTVoice::Provider::VoiceProviderW↔
 - SA, 284
- Crosstales::RTVoice::Provider::VoiceProvider↔
 - Windows, 281
- Crosstales::RTVoice::SAPI::VoiceProviderSAPI, 269
- Crosstales::RTVoice::Tool::Paralanguage, 162
- Crosstales::RTVoice::Tool::SpeechText, 204
- Crosstales::RTVoice::Tool::TextFileSpeaker, 216
- Crosstales::RTVoice::WebGL::VoiceProvider↔
 - WebGL, 277
- SilenceOnDisable
 - Crosstales::RTVoice::Speaker, 195
- SilenceOnFocusLost
 - Crosstales::RTVoice::Speaker, 195
- SilenceSource
 - Crosstales::RTVoice::Tool::Loudspeaker, 157
- SimplifiedCulture
 - Crosstales::RTVoice::Model::Voice, 228
- SimulateSkipSpeech
 - Crosstales::RTVoice::AdventureCreator::AC↔
 - Connector, 32
- Source
 - Crosstales::RTVoice::AdventureCreator::AC↔
 - VoiceWrapper, 36
 - Crosstales::RTVoice::Model::Sequence, 177
 - Crosstales::RTVoice::Model::Wrapper, 291
 - Crosstales::RTVoice::Tool::Loudspeaker, 157
 - Crosstales::RTVoice::Tool::SpeechText, 205
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 217
- Speak
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔
 - WS, 237
 - Crosstales::RTVoice::Azure::Synthesize, 212
 - Crosstales::RTVoice::Azure::VoiceProviderAzure, 242
 - Crosstales::RTVoice::Google::VoiceProvider↔
 - Google, 248
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔
 - Klattersynth, 256
 - Crosstales::RTVoice::LiveSpeaker, 154, 155
 - Crosstales::RTVoice::Provider::BaseCustom↔
 - VoiceProvider, 58
 - Crosstales::RTVoice::Provider::BaseVoice↔
 - Provider, 83
 - Crosstales::RTVoice::Provider::IVoiceProvider, 148
 - Crosstales::RTVoice::Provider::VoiceProvider↔
 - Android, 234
 - Crosstales::RTVoice::Provider::VoiceProviderIOS, 253
- Crosstales::RTVoice::Provider::VoiceProvider↔
 - Linux, 261
- Crosstales::RTVoice::Provider::VoiceProvider↔
 - MacOS, 264
- Crosstales::RTVoice::Provider::VoiceProviderMary, 267
- Crosstales::RTVoice::Provider::VoiceProviderW↔
 - SA, 284
- Crosstales::RTVoice::Provider::VoiceProvider↔
 - Windows, 282
- Crosstales::RTVoice::SAPI::VoiceProviderSAPI, 269
- Crosstales::RTVoice::Tool::Paralanguage, 162
- Crosstales::RTVoice::Tool::SpeechText, 204
- Crosstales::RTVoice::Tool::TextFileSpeaker, 216
- Crosstales::RTVoice::VoiceProviderExample, 246
- Crosstales::RTVoice::Watson::VoiceProvider↔
 - Watson, 273
- Crosstales::RTVoice::WebGL::VoiceProvider↔
 - WebGL, 277
- speak:text:rate:pitch:volume:
 - RTVoiceIOSBridge, 174
- SpeakAll
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 216
- SpeakImmediately
 - Crosstales::RTVoice::Model::Wrapper, 291
- SpeakMode
 - Crosstales::RTVoice::Model::Enum, 25
- SpeakNative
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔
 - WS, 237
 - Crosstales::RTVoice::Azure::VoiceProviderAzure, 242
 - Crosstales::RTVoice::Google::VoiceProvider↔
 - Google, 249
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔
 - Klattersynth, 256
 - Crosstales::RTVoice::LiveSpeaker, 155
 - Crosstales::RTVoice::Provider::BaseCustom↔
 - VoiceProvider, 58
 - Crosstales::RTVoice::Provider::BaseVoice↔
 - Provider, 83
 - Crosstales::RTVoice::Provider::IVoiceProvider, 149
 - Crosstales::RTVoice::Provider::VoiceProvider↔
 - Android, 235
 - Crosstales::RTVoice::Provider::VoiceProviderIOS, 253
 - Crosstales::RTVoice::Provider::VoiceProvider↔
 - Linux, 261
 - Crosstales::RTVoice::Provider::VoiceProvider↔
 - MacOS, 264
 - Crosstales::RTVoice::Provider::VoiceProviderMary, 267
 - Crosstales::RTVoice::Provider::VoiceProviderW↔
 - SA, 284
 - Crosstales::RTVoice::Provider::VoiceProvider↔
 - Windows, 282
 - Crosstales::RTVoice::SAPI::VoiceProviderSAPI, 269

- 269
- Crosstales::RTVoice::VoiceProviderExample, 246
- Crosstales::RTVoice::Watson::VoiceProvider↔
Watson, 273
- Crosstales::RTVoice::WebGL::VoiceProvider↔
WebGL, 278
- SpeakNativeInEditor
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔
WS, 237
 - Crosstales::RTVoice::Azure::VoiceProviderAzure,
242
 - Crosstales::RTVoice::Google::VoiceProvider↔
Google, 249
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔
Klattersynth, 256
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 59
 - Crosstales::RTVoice::Provider::IVoiceProvider, 149
 - Crosstales::RTVoice::Provider::VoiceProvider↔
Android, 235
 - Crosstales::RTVoice::Provider::VoiceProviderIOS,
254
 - Crosstales::RTVoice::Provider::VoiceProvider↔
Linux, 261
 - Crosstales::RTVoice::Provider::VoiceProvider↔
MacOS, 264
 - Crosstales::RTVoice::Provider::VoiceProviderMary,
267
 - Crosstales::RTVoice::Provider::VoiceProviderW↔
SA, 284
 - Crosstales::RTVoice::SAPI::VoiceProviderSAPI,
270
 - Crosstales::RTVoice::VoiceProviderExample, 246
 - Crosstales::RTVoice::Watson::VoiceProvider↔
Watson, 273
 - Crosstales::RTVoice::WebGL::VoiceProvider↔
WebGL, 278
- SpeakRandom
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 217
- SpeakText
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 216
- SpeechCount
 - Crosstales::RTVoice::Speaker, 197
- SpeechTime
 - Crosstales::RTVoice::Model::Wrapper, 292
- Speeches
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔
Klattersynth, 257
- Speed
 - Crosstales::UI::WindowManager, 288
- SpeedMax
 - Crosstales::Common::Util::RandomRotator, 171
- SpeedMin
 - Crosstales::Common::Util::RandomRotator, 171
- SplitStringToLines
 - Crosstales::Common::Util::BaseHelper, 72
- Ssml16Khz16BitMonoSilk
 - Crosstales::RTVoice::Azure, 20
- Ssml16Khz16BitMonoTts
 - Crosstales::RTVoice::Azure, 20
- StandardError
 - Crosstales::Common::Util::CTProcess, 106
- StandardErrorEncoding
 - Crosstales::Common::Util::CTProcessStartInfo,
108
- StandardOutput
 - Crosstales::Common::Util::CTProcess, 106
- StandardOutputEncoding
 - Crosstales::Common::Util::CTProcessStartInfo,
108
- Start
 - Crosstales::Common::Util::CTProcess, 105
- StartInfo
 - Crosstales::Common::Util::CTProcess, 106
- StartLooking
 - Crosstales::Common::Util::FreeCam, 129
- StartTime
 - Crosstales::Common::Util::CTProcess, 106
- StereoPan
 - Crosstales::UI::Util::AudioSourceController, 44
- stop
 - RTVoiceIOSBridge, 174
- StopAll
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 217
- StopAllSequences
 - Crosstales::RTVoice::Tool::Sequencer, 180
- StopLooking
 - Crosstales::Common::Util::FreeCam, 129
- StreamingAssetsPath
 - Crosstales::Common::Util::BaseHelper, 78
- StringToGender
 - Crosstales::RTVoice::Util::Helper, 142
- Survivors
 - Crosstales::Common::Util::SurviveSceneSwitch,
209
- SwitchPanel
 - Crosstales::UI::WindowManager, 288
- Synchronized
 - Crosstales::RTVoice::Tool::Loudspeaker, 157
- Synthesize
 - Crosstales::RTVoice::Azure::Synthesize, 212
- TTS_LINUX_DATA
 - Crosstales::RTVoice::Util::Config, 90
- TTS_LINUX
 - Crosstales::RTVoice::Util::Config, 90
- TTS_MACOS
 - Crosstales::RTVoice::Util::Config, 90
- TTS_WINDOWS_BUILD
 - Crosstales::RTVoice::Util::Config, 90
- TTS_WINDOWS_EDITOR_x86
 - Crosstales::RTVoice::Util::Config, 90
- TTS_WINDOWS_EDITOR
 - Crosstales::RTVoice::Util::Config, 90
- TTS_WINDOWS_SUBPATH
 - Crosstales::RTVoice::Util::Constants, 99
- TTS_WINDOWS_x86_SUBPATH

- Crosstales::RTVoice::Util::Constants, 99
- Text
 - Crosstales::RTVoice::Azure::Synthesize::Input↔ Options, 145
 - Crosstales::RTVoice::Model::Sequence, 177
 - Crosstales::RTVoice::Model::Wrapper, 292
 - Crosstales::RTVoice::Tool::Paralanguage, 162
 - Crosstales::RTVoice::Tool::SpeechText, 205
 - HutongGames::PlayMaker::Actions::Speak, 190
 - HutongGames::PlayMaker::Actions::SpeakUI, 199
- TextFiles
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 39
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 217
- Timeout
 - Crosstales::Common::Util::CTWebClient, 109
- ToAudioClip
 - Crosstales::RTVoice::Util::WavMaster, 286
- UPDATE_CHECK
 - Crosstales::RTVoice::EditorUtil::EditorConfig, 113
- Uid
 - Crosstales::RTVoice::Model::Wrapper, 291
- Uniform
 - Crosstales::Common::Util::RandomScaler, 173
- UpdateStatus
 - Crosstales::RTVoice::EditorTask, 23
- UseCmdExecute
 - Crosstales::Common::Util::CTProcessStartInfo, 108
- UseInterval
 - Crosstales::Common::Util::RandomColor, 170
 - Crosstales::Common::Util::RandomRotator, 171
 - Crosstales::Common::Util::RandomScaler, 173
- UseShellExecute
 - Crosstales::Common::Util::CTProcessStartInfo, 108
- UseSpeechAudioSource
 - Crosstales::RTVoice::AdventureCreator::AC↔ VoiceWrapper, 36
- UseThread
 - Crosstales::Common::Util::CTProcessStartInfo, 108
- ValidURLFromFilePath
 - Crosstales::Common::Util::BaseHelper, 72
- ValidateFile
 - Crosstales::Common::Util::BaseHelper, 72
- ValidatePath
 - Crosstales::Common::Util::BaseHelper, 72
- ValueRange
 - Crosstales::Common::Util::RandomColor, 170
- Vendor
 - Crosstales::RTVoice::Model::Voice, 228
- Version
 - Crosstales::RTVoice::Model::Voice, 228
- VisualPrefab
 - Crosstales::Common::Util::SpectrumVisualizer, 202
- Voice
 - Crosstales::RTVoice::Model::Voice, 227
 - Crosstales::RTVoice::Model::VoiceAlias, 230
 - Crosstales::RTVoice::Model::Wrapper, 291
 - VoiceName
 - Crosstales::RTVoice::Azure::Synthesize::Input↔ Options, 145
 - Crosstales::RTVoice::Model::VoiceAlias, 230
 - VoiceNameAndroid
 - Crosstales::RTVoice::Model::VoiceAlias, 229
 - VoiceNameCustom
 - Crosstales::RTVoice::Model::VoiceAlias, 229
 - VoiceNameIOS
 - Crosstales::RTVoice::Model::VoiceAlias, 230
 - VoiceNameLinux
 - Crosstales::RTVoice::Model::VoiceAlias, 230
 - VoiceNameMac
 - Crosstales::RTVoice::Model::VoiceAlias, 230
 - VoiceNameMaryTTS
 - Crosstales::RTVoice::Model::VoiceAlias, 230
 - VoiceNameWSA
 - Crosstales::RTVoice::Model::VoiceAlias, 230
 - VoiceNameWindows
 - Crosstales::RTVoice::Model::VoiceAlias, 230
 - VoiceNames
 - Crosstales::RTVoice::Tool::VoiceInitializer, 232
 - VoiceProviderAndroid
 - Crosstales::RTVoice::Provider::VoiceProvider↔ Android, 234
 - VoiceProviderIOS
 - Crosstales::RTVoice::Provider::VoiceProviderIOS, 252
 - VoiceProviderLinux
 - Crosstales::RTVoice::Provider::VoiceProvider↔ Linux, 260
 - VoiceProviderMacOS
 - Crosstales::RTVoice::Provider::VoiceProvider↔ MacOS, 263
 - VoiceProviderMary
 - Crosstales::RTVoice::Provider::VoiceProviderMary, 266
 - VoiceProviderWSA
 - Crosstales::RTVoice::Provider::VoiceProviderW↔ SA, 283
 - VoiceProviderWindows
 - Crosstales::RTVoice::Provider::VoiceProvider↔ Windows, 281
 - VoiceType
 - Crosstales::RTVoice::Azure::Synthesize::Input↔ Options, 145
- Voices
 - Crosstales::RTVoice::AdventureCreator::AC↔ Connector, 32
 - Crosstales::RTVoice::AdventureCreator::AC↔ VoiceWrapper, 36
 - Crosstales::RTVoice::Model::Sequence, 177
 - Crosstales::RTVoice::Provider::IVoiceProvider, 152
 - Crosstales::RTVoice::Tool::Paralanguage, 162
 - Crosstales::RTVoice::Tool::SpeechText, 205

Crosstales::RTVoice::Tool::TextFileSpeaker, 218
HutongGames::PlayMaker::Actions::GetVoices,
133
Volume
Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, 36
Crosstales::RTVoice::Model::Sequence, 178
Crosstales::RTVoice::Model::Wrapper, 292
Crosstales::RTVoice::Tool::Paralanguage, 163
Crosstales::RTVoice::Tool::SpeechText, 205
Crosstales::RTVoice::Tool::TextFileSpeaker, 218
Crosstales::UI::Util::AudioSourceController, 44
HutongGames::PlayMaker::Actions::SpeakBase,
192
WSANative
Crosstales::RTVoice::Speaker, 195
WSAVoiceNameToGender
Crosstales::RTVoice::Util::Helper, 143
Width
Crosstales::Common::Util::SpectrumVisualizer,
202
Windows
Crosstales::UI::UIWindowManager, 225
WordSpoken
Crosstales::RTVoice::LiveSpeaker, 155
Crosstales::RTVoice::Provider::VoiceProviderIOS,
254
WorkingDirectory
Crosstales::Common::Util::CTProcessStartInfo,
108
Wrapper
Crosstales::RTVoice::Model::Wrapper, 289, 290
ZoomSensitivity
Crosstales::Common::Util::FreeCam, 130