

RT-Voice PRO

Hearing is understanding



API

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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 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 [OCCheck](#)
Checks if 'Online Check' is installed.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseGAApi](#)
Base GA-wrapper API.

4.5 Crosstales.Common.Util Namespace Reference

Classes

- 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 [CTWebClient](#)
Specialized WebClient.
- 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 [SerializeDeSerialize](#)
Serialize and deserialize objects to/from binary files.

Enumerations

- enum [Platform](#) {
 OSX, Windows, IOS, Android,
 WSA, MaryTTS, Web, Unsupported }
All available platforms.

4.5.1 Enumeration Type Documentation

4.5.1.1 enum Crosstales.Common.Util.Platform [strong]

All available platforms.

4.6 Crosstales.DJ Namespace Reference

Namespaces

4.7 Crosstales.DJ.Demo Namespace Reference

Namespaces

4.8 Crosstales.DJ.Demo.Util Namespace Reference

Classes

- class [FFTAnalyzer](#)
FFT analyzer for an audio channel.
- class [SpectrumVisualizer](#)
Simple spectrum visualizer.

4.9 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](#).

4.10 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.

4.11 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.

4.12 Crosstales.RTVoice.EditorExtension Namespace Reference

Classes

- class [AudioFileGeneratorEditor](#)
Custom editor for the 'SpeechText'-class.
- class [LoudspeakerEditor](#)
Custom editor for the 'Loudspeaker'-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 [VoiceInitalizerEditor](#)
Custom editor for the 'VoiceInitalizer'-class.

4.13 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.

4.14 Crosstales.RTVoice.EditorTask Namespace Reference

Classes

- class [AutoInitialize](#)
Automatically adds the necessary RTVoice-prefabs to the current scene.
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [ConfigLoader](#)
Loads the configuration at startup.
- class [Launch](#)
Show the configuration window on the first launch.
- class [ReminderCheck](#)
Reminds the customer to create an UAS review.
- class [SetApiLevel](#)
Sets the required API levels.
- class [SetupResources](#)
Moves all needed resources to 'Editor Default Resources'.
- class [Telemetry](#)
Gather some telemetry data for the asset.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

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

4.14.1 Enumeration Type Documentation

4.14.1.1 enum **Crosstales.RTVoice.EditorTask.UpdateStatus** [strong]

All possible update stati.

4.15 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.
- class [GAApi](#)
GA-wrapper API.

4.16 Crosstales.RTVoice.Model Namespace Reference

Namespaces

Classes

- class [Sequence](#)
Model for a sequence.
- class [Voice](#)
Model for a voice.
- class [Wrapper](#)
Wrapper for "Speak"-function calls.

4.17 Crosstales.RTVoice.Model.Enum Namespace Reference

Enumerations

- enum [MaryTTSType](#) { **RAWMARYXML**, **EMOTIONML**, **SSML**, **TEXT** }
The different MaryTTS input types.
- enum [ProviderType](#) { **Windows**, **macOS**, **Android**, **iOS**, **WSA**, **MaryTTS** }
Available provider types.
- enum [SpeakMode](#) { **Speak**, **SpeakNative** }
Available Speak-modes.

4.17.1 Enumeration Type Documentation

4.17.1.1 enum **Crosstales.RTVoice.Model.Enum.MaryTTSType** [strong]

The different MaryTTS input types.

4.17.1.2 enum **Crosstales.RTVoice.Model.Enum.ProviderType** [strong]

Available provider types.

4.17.1.3 enum **Crosstales.RTVoice.Model.Enum.SpeakMode** [strong]

Available Speak-modes.

4.18 Crosstales.RTVoice.PlayMaker Namespace Reference

Classes

- class [SilenceEditor](#)
Custom editor for the Silence-action.
- class [SpeakEditor](#)
Custom editor for the Speak-action.
- class [SpeakUIEditor](#)
Custom editor for the SpeakUI-action.

4.19 Crosstales.RTVoice.Provider Namespace Reference

Classes

- class [BaseVoiceProvider](#)
Base class for voice providers.
- class [VoiceProviderAndroid](#)
Android voice provider.
- class [VoiceProviderIOS](#)
iOS voice provider.
- class [VoiceProviderMacOS](#)
MacOS voice provider.
- class [VoiceProviderMary](#)
MaryTTS voice provider.
- class [VoiceProviderWindows](#)
Windows voice provider.
- class [VoiceProviderWSA](#)

4.20 Crosstales.RTVoice.SALSA Namespace Reference

Classes

- class [Bots](#)
This is class for conversations between two SALSA-Bots.
- class [Speak](#)
- class [Speak2D](#)
- class [SpeakSimple](#)

4.21 Crosstales.RTVoice.Tool Namespace Reference

Classes

- class [AudioFileGenerator](#)
Process files with configured speeches.
- class [Loudspeaker](#)
Loudspeaker for an AudioSource.
- 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).

4.22 Crosstales.RTVoice.UDEA2 Namespace Reference

Classes

- class [UDEAConnector](#)
Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.
- class [UDEAConnectorEditor](#)
Custom editor for the 'UDEAConnector'-class.
- class [UDEAVoiceWrapper](#)
Wrapper for an UDEA-character to an RT-Voice.

4.23 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.

4.24 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 [UIWindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.25 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.

4.26 HutongGames Namespace Reference

Namespaces

4.27 HutongGames.PlayMaker Namespace Reference

Namespaces

4.28 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- 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](#).

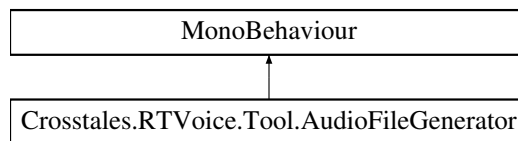
Chapter 5

Class Documentation

5.1 Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference

Process files with configured speeches.

Inheritance diagram for Crosstales.RTVoice.Tool.AudioFileGenerator:



Public Member Functions

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

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).

5.1.1 Detailed Description

Process files with configured speeches.

5.1.2 Member Function Documentation

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

Generate the audio files from the text files.

5.1.3 Member Data Documentation

5.1.3.1 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).

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

Text files to generate.

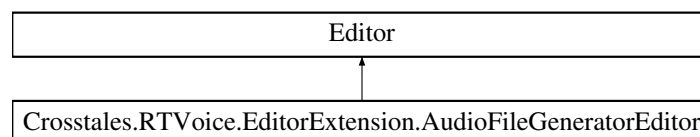
The documentation for this class was generated from the following file:

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

5.2 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** ()

5.2.1 Detailed Description

Custom editor for the 'SpeechText'-class.

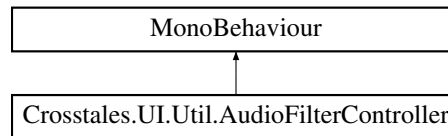
The documentation for this class was generated from the following file:

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

5.3 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** ()
- void **ResetAudioFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- 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**

5.3.1 Detailed Description

Controller for audio filters.

5.3.2 Member Data Documentation

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

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

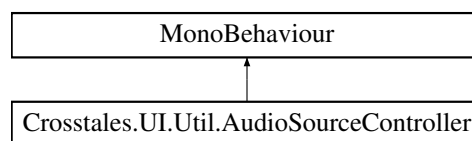
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioFilterController.cs

5.4 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



Public Member Functions

- void **Update** ()
- void **FindAllAudioSources** ()
- void **ResetAudioFilters** ()
- void **MuteEnabled** (bool enabled)
- void **LoopEnabled** (bool enabled)
- 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**

5.4.1 Detailed Description

Controller for AudioSources.

5.4.2 Member Data Documentation

5.4.2.1 [AudioSource \[\]](#) Crosstales.UI.Util.AudioSourceController.AudioSources

Active controlled AudioSources.

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

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

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

Loop on/off (default: false).

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

Mute on/off (default: false).

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

Pitch of the audio (default: 1).

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

Resets all active AudioSources (default: true).

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

Stereo pan of the audio (default: 0).

5.4.2.8 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/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ UI/Scripts/Util/AudioSourceController.cs

5.5 Crosstales.RTVoice.EditorTask.AutoInitalize Class Reference

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

5.5.1 Detailed Description

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

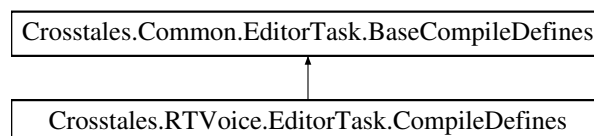
The documentation for this class was generated from the following file:

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

5.6 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Protected Member Functions

- static void **setCompileDefines** (string[] symbols)

5.6.1 Detailed Description

Base for adding the given define symbols to PlayerSettings define symbols.

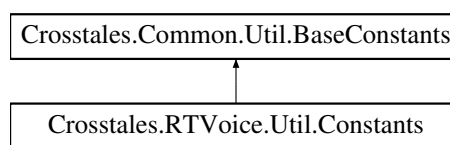
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Task/BaseCompileDefines.cs

5.7 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://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011IN↔ GT"
URL of the crosstales assets in UAS.
- 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_SOCIAL_XING** = "https://www.xing.com/companies/crosstales"
URL of the crosstales XING-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011IN↔ GT"
URL of the 3rd party asset "PlayMaker".
- 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 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_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- static string **TEXT_TOSTRING_START** = "{"
- static string **PREFIX_HTTP** = "http://"
- static string **PREFIX_HTTPS** = "https://"

Properties

- static string **PREFIX_FILE** [get]

5.7.1 Detailed Description

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

5.7.2 Member Data Documentation

- 5.7.2.1 const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011INGT"↔

URL of the 3rd party asset "PlayMaker".

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

Author of the asset.

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

URL of the asset author.

5.7.2.4 `const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011INGT"`

URL of the crosstales assets in UAS.

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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

5.7.2.8 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_XING = "https://www.xing.com/companies/crosstales"`

URL of the crosstales XING-profile.

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

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

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

Factor for giga bytes.

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

Factor for kilo bytes.

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

Factor for mega bytes.

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

Float value of 32768.

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

ToString for no decimal places.

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

ToString for percent.

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

ToString for two decimal places.

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

Path delimiter for Unix.

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

Path delimiter for Windows.

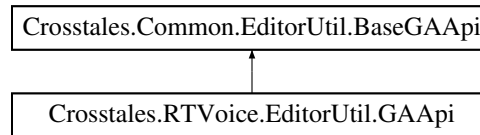
The documentation for this class was generated from the following file:

- `D:/slauberberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs`

5.8 Crosstales.Common.EditorUtil.BaseGAApi Class Reference

Base GA-wrapper API.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseGAApi:



Static Public Member Functions

- static void [Event](#) (string name, string version, string category, string action, string label="", int value=0)
Tracks an event from the asset.

5.8.1 Detailed Description

Base GA-wrapper API.

5.8.2 Member Function Documentation

5.8.2.1 static void Crosstales.Common.EditorUtil.BaseGAApi.Event (string name, string version, string category, string action, string label = " ", int value = 0) [static]

Tracks an event from the asset.

Parameters

<i>category</i>	Specifies the event category.
<i>action</i>	Specifies the event action.
<i>label</i>	Specifies the event label.
<i>value</i>	Specifies the event value.

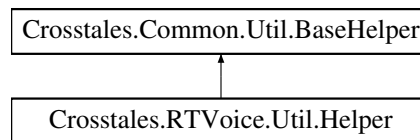
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Util/BaseGAApi.cs

5.9 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- 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 [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.

Parameters

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

Returns

Clean URL

- 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.

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 `isWSAPlatform` [get]

Checks if the current platform is WSA.
- static bool `isWebGLPlatform` [get]

Checks if the current platform is WebGL.
- static bool `isWebPlayerPlatform` [get]

Checks if the current platform is WebPlayer.
- 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 or WSA).
- static bool `isAppleBasedPlatform` [get]

Checks if the current platform is Apple-based (macOS standalone or iOS).
- static bool `isEditor` [get]

Checks if we are inside the Editor.
- static bool `isEditorMode` [get]

Checks if we are in Editor mode.

5.9.1 Detailed Description

Base for various helper functions.

5.9.2 Member Function Documentation

5.9.2.1 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.

5.9.2.2 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.

5.9.2.3 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.

5.9.2.4 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.

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.9.2.6 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.

5.9.2.7 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.

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

HTTPS-certification callback.

5.9.2.9 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

5.9.2.10 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

5.9.2.11 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

5.9.2.12 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

5.9.3 Property Documentation**5.9.3.1** bool Crosstales.Common.Util.BaseHelper.isAndroidPlatform [static], [get]

Checks if the current platform is Android.

Returns

True if the current platform is Android.

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

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

Returns

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

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.9.3.6 bool Crosstales.Common.Util.BaseHelper.isiOSPlatform [static], [get]

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.9.3.9 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).

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.9.3.11 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).

5.9.3.12 bool Crosstales.Common.Util.BaseHelper.isWebPlayerPlatform [static], [get]

Checks if the current platform is WebPlayer.

Returns

True if the current platform is WebPlayer.

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

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

Returns

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

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

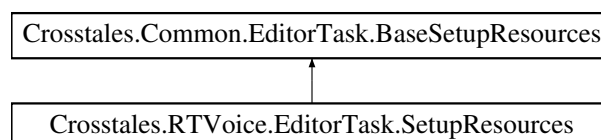
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Scripts/Util/BaseHelper.cs

5.10 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)

5.10.1 Detailed Description

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

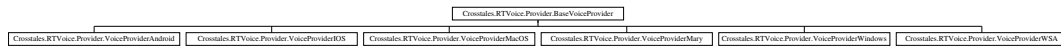
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Task/BaseSetupResources.cs

5.11 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



Public Member Functions

- **BaseVoiceProvider** (MonoBehaviour obj)
Constructor for a VoiceProvider.
- 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)
- 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.

Static Protected Member Functions

- static void **fileCopy** (string inputFile, string outputFile, bool move=false)
- static void **onVoicesReady** ()
- static void **onSpeakStart** (Model.Wrapper wrapper)
- static void **onSpeakComplete** (Model.Wrapper wrapper)
- static void **onSpeakCurrentWord** (Model.Wrapper wrapper, string[] speechTextArray, int wordIndex)
- static void **onSpeakCurrentPhoneme** (Model.Wrapper wrapper, string phoneme)
- static void **onSpeakCurrentViseme** (Model.Wrapper wrapper, string viseme)
- static void **onSpeakAudioGenerationStart** (Model.Wrapper wrapper)
- static void **onSpeakAudioGenerationComplete** (Model.Wrapper wrapper)
- static void **onErrorInfo** (Model.Wrapper wrapper, string info)

Protected Attributes

- System.Collections.Generic.Dictionary< string, System.Diagnostics.Process > **processes** = new System.Collections.Generic.Dictionary<string, System.Diagnostics.Process>()
- bool **silence** = false
- MonoBehaviour **speakerObj**

Static Protected Attributes

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

Properties

- abstract string [AudioFileExtension](#) [get]
Returns the extension of the generated audio files.
- abstract System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
Get all available voices from the current TTS-provider and fills it into a given list.
- 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.

5.11.1 Detailed Description

Base class for voice providers.

5.11.2 Constructor & Destructor Documentation

5.11.2.1 Crosstales.RTVoice.Provider.BaseVoiceProvider.BaseVoiceProvider (MonoBehaviour *obj*)

Constructor for a VoiceProvider.

Parameters

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

5.11.3 Member Function Documentation

5.11.3.1 **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.
----------------	------------------------------

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

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

Silence all active TTS-providers.

Reimplemented in [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.11.3.3 **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
------------	--------------------

5.11.3.4 **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.
----------------	------------------------------

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

5.11.3.5 **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.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProvider↳ Mary](#), [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), and [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#).

5.11.4 Property Documentation

5.11.4.1 abstract string Crosstales.RTVoice.Provider.BaseVoiceProvider.AudioFileExtension [get]

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

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

An event triggered whenever an error occurs.

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

An event triggered whenever a speak audio generation is completed.

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

An event triggered whenever a speak audio generation is started.

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

An event triggered whenever a speak is completed.

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

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

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

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

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

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

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

An event triggered whenever a speak is started.

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

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

5.11.4.11 abstract System.Collections.Generic.List<Model.Voice> `Crosstales.RTVoice.Provider.BaseVoiceProvider.Voices` `[get]`

Get all available voices from the current TTS-provider and fills it into a given list.

Returns

All available voices from the current TTS-provider as list.

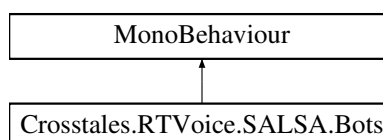
The documentation for this class was generated from the following file:

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

5.12 Crosstales.RTVoice.SALSA.Bots Class Reference

This is class for conversations between two SALSA-Bots.

Inheritance diagram for `Crosstales.RTVoice.SALSA.Bots`:



Public Member Functions

- void **OnEnable** ()
- void **OnDestroy** ()
- void **Update** ()

Public Attributes

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

5.12.1 Detailed Description

This is class for conversations between two SALSA-Bots.

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

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

5.13 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)

5.13.1 Detailed Description

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

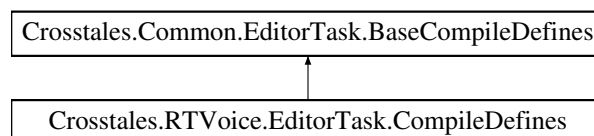
The documentation for this class was generated from the following file:

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

5.14 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

5.14.1 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/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↵
Editor/Task/CompileDefines.cs

5.15 Crosstales.RTVoice.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static string [ASSET_PATH](#) = "/crosstales/RTVoice/"
Path to the asset inside the Unity project.
- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static string [AUDIOFILE_PATH](#) = Constants.DEFAULT_AUDIOFILE_PATH
Don't destroy the objects during scene switches.
- 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 string [TTS_WINDOWS_BUILD](#) = Constants.DEFAULT_TTS_WINDOWS_BUILD
Location of the TTS-wrapper under Windows (stand-alone).
- static string [TTS_MACOS](#) = Constants.DEFAULT_TTS_MACOS
Location of the TTS-system under MacOS.
- static bool [isLoading](#) = false
Is the configuration loaded?

Properties

- 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).

5.15.1 Detailed Description

Configuration for the asset.

5.15.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

5.15.3 Member Data Documentation

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

Path to the asset inside the Unity project.

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

Automatically delete the generated audio files.

5.15.3.3 string Crosstales.RTVoice.Util.Config.AUDIOFILE_PATH = Constants.DEFAULT_AUDIOFILE_PATH [static]

Don't destroy the objects during scene switches.

Path to the generated audio files.

5.15.3.4 `bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT_DEBUG` `[static]`

Enable or disable debug logging for the asset.

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

Enforce 32bit versions of voices under Windows.

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

Is the configuration loaded?

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

Location of the TTS-system under MacOS.

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

Location of the TTS-wrapper under Windows (stand-alone).

5.15.4 Property Documentation

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

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

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

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

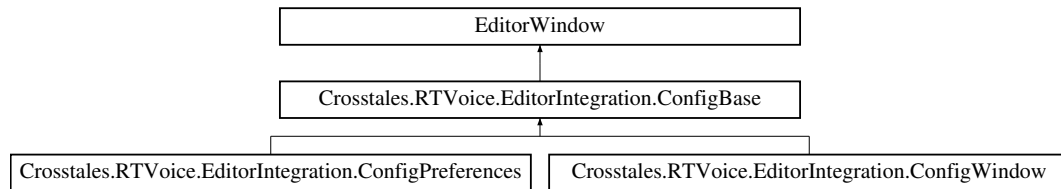
The documentation for this class was generated from the following file:

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

5.16 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** ()

5.16.1 Detailed Description

Base class for editor windows.

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

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

5.17 Crosstales.RTVoice.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

5.17.1 Detailed Description

Loads the configuration at startup.

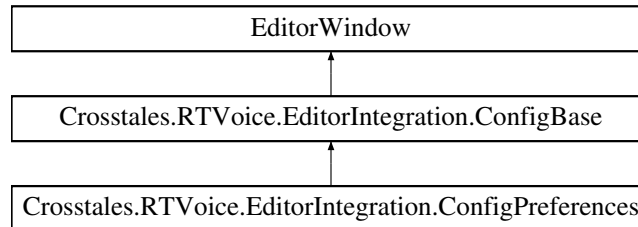
The documentation for this class was generated from the following file:

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

5.18 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.18.1 Detailed Description

Unity "Preferences" extension.

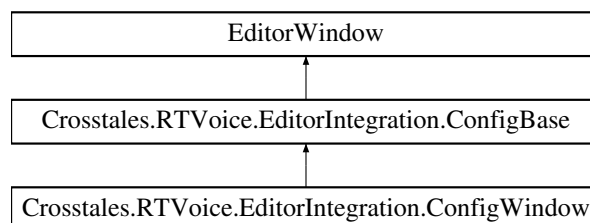
The documentation for this class was generated from the following file:

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

5.19 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

5.19.1 Detailed Description

Editor window extension.

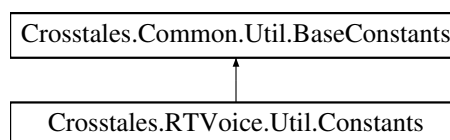
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↵
Editor/Integration/ConfigWindow.cs

5.20 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** = "RTVoice PRO"
Name of the asset.
- const string **ASSET_VERSION** = "2.9.4"
Version of the asset.
- const int **ASSET_BUILD** = 294
Build number of the asset.
- const string **ASSET_PRO_URL** = "https://www.assetstore.unity3d.com/#!/content/41068?aid=10111NG↵
T&pubref=" + ASSET_NAME
URL of the PRO asset in UAS.
- const string **ASSET_3P_URL** = "https://www.assetstore.unity3d.com/#!/list/42209-rt-voice-friends?aid=10111↵
NGT&pubref=" + ASSET_NAME
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://goo.gl/6w4Fy0"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "http://goo.gl/Z6MZMI"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/rtvoice/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/iVhTWDLY7g8?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string **ASSET_3P_ADVENTURE_CREATOR** = "https://www.assetstore.unity3d.com/#!/content/11896?aid=1011NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Adventure Creator".
- const string **ASSET_3P_CINEMA_DIRECTOR** = "https://www.assetstore.unity3d.com/#!/content/19779?aid=1011NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Cinema Director".
- const string **ASSET_3P_DIALOG_SYSTEM** = "https://www.assetstore.unity3d.com/#!/content/11672?aid=1011NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Dialogue System".
- const string **ASSET_3P_LOCALIZED_DIALOGS** = "https://www.assetstore.unity3d.com/#!/content/5020?aid=1011NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Localized Dialogs".
- const string **ASSET_3P_LIPSYNC** = "https://www.assetstore.unity3d.com/#!/content/32117?aid=1011NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "LipSync Pro".
- const string **ASSET_3P_NPC_CHAT** = "https://www.assetstore.unity3d.com/#!/content/9723?aid=1011NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "NPC Chat".
- const string **ASSET_3P_QUEST_SYSTEM** = "https://www.assetstore.unity3d.com/#!/content/63460?aid=1011NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Quest System Pro".
- const string **ASSET_3P_SALSA** = "https://www.assetstore.unity3d.com/#!/content/16944?aid=1011NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "SALSA".
- const string **ASSET_3P_SLATE** = "https://www.assetstore.unity3d.com/#!/content/56558?aid=1011NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "SLATE".
- const string **ASSET_3P_DIALOGUE_ENGINE** = "https://www.assetstore.unity3d.com/#!/content/42467?aid=1011NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "THE Dialogue Engine".
- const string **ASSET_3P_USEQUENCER** = "https://www.assetstore.unity3d.com/#!/content/3666?aid=1011NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "uSequencer".

- const string **KEY_PREFIX** = "RTVOICE_CFG_"
- const string **KEY_ASSET_PATH** = KEY_PREFIX + "ASSET_PATH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_AUDIOFILE_PATH** = KEY_PREFIX + "AUDIOFILE_PATH"
- const string **KEY_AUDIOFILE_AUTOMATIC_DELETE** = KEY_PREFIX + "AUDIOFILE_AUTOMATIC_DELETE"
- const string **KEY_ENFORCE_32BIT_WINDOWS** = KEY_PREFIX + "ENFORCE_32BIT_WINDOWS"
- const bool **DEFAULT_AUDIOFILE_AUTOMATIC_DELETE** = true
- const bool **DEFAULT_ENFORCE_32BIT_WINDOWS** = false
- const string **DEFAULT_TTS_WINDOWS_BUILD** = @"/RTVoiceTTSWrapper.exe"
- const string **DEFAULT_TTS_MACOS** = "say"
- const int **DEFAULT_TTS_KILL_TIME** = 7000
- const string **RTVOICE_SCENE_OBJECT_NAME** = "RTVoice"

RTVoice prefab scene name.

Static Public Attributes

- static readonly bool **isPro** = true
Is PRO-version?
- 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(2017, 1, 8)
Change date of the asset (YYYY, MM, DD).
- static readonly string **DEFAULT_AUDIOFILE_PATH** = 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).

Additional Inherited Members

5.20.1 Detailed Description

Collected constants of very general utility for the asset.

5.20.2 Member Data Documentation

5.20.2.1 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR =
"https://www.assetstore.unity3d.com/#!/content/11896?aid=1011INGT&pubref=" + ASSET_NAME

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

5.20.2.2 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR =
"https://www.assetstore.unity3d.com/#!/content/19779?aid=1011INGT&pubref=" + ASSET_NAME

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

5.20.2.3 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOG_SYSTEM = "https://www.assetstore.unity3d.com/#!/content/11672?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.4 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_ENGINE = "https://www.assetstore.unity3d.com/#!/content/42467?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.5 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://www.assetstore.unity3d.com/#!/content/32117?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.6 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://www.assetstore.unity3d.com/#!/content/5020?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.7 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://www.assetstore.unity3d.com/#!/content/9723?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.8 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://www.assetstore.unity3d.com/#!/content/63460?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.9 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://www.assetstore.unity3d.com/#!/content/16944?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "SALSA".

5.20.2.10 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://www.assetstore.unity3d.com/#!/content/56558?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "SLATE".

5.20.2.11 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://www.assetstore.unity3d.com/#!/list/42209-rt-voice-friends?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party assets in UAS.

5.20.2.12 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_USEQUENCER = "https://www.assetstore.unity3d.com/#!/content/3666?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "uSequencer".

5.20.2.13 `const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "http://goo.gl/6w4Fy0"`

URL of the asset API.

5.20.2.14 `const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 294`

Build number of the asset.

5.20.2.15 `readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.DateTime(2017, 1, 8)`
`[static]`

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

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

Contact to the owner of the asset.

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

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

5.20.2.18 `const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://goo.gl/Z6MZMI"`

URL of the asset forum.

5.20.2.19 `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.

5.20.2.20 `const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RTVoice PRO"`

Name of the asset.

5.20.2.21 `const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

5.20.2.22 `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

5.20.2.23 `const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2.9.4"`

Version of the asset.

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

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

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

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

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

URL of the asset in crosstales.

5.20.2.27 `readonly bool Crosstales.RTVoice.Util.Constants.isPro = true` `[static]`

Is PRO-version?

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

[RTVoice](#) prefab scene name.

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

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

5.20.2.30 `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/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↵
Scripts/Util/Constants.cs`

5.21 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 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.

5.21.1 Detailed Description

Wrapper for the PlayerPrefs.

5.21.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

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

5.21.2.3 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.

5.21.2.4 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.

5.21.2.5 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.

5.21.2.6 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.

5.21.2.7 `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.

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

Saves all modifications.

5.21.2.9 `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.

5.21.2.10 `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.

5.21.2.11 `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.

5.21.2.12 `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.

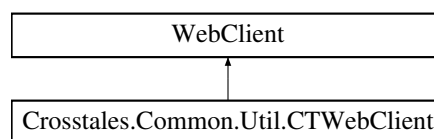
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.cs

5.22 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

5.22.1 Detailed Description

Specialized WebClient.

5.22.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

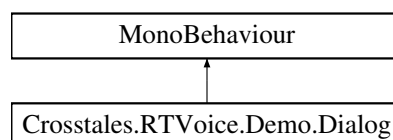
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.23 Crosstales.RTVoice.Demo.Dialog Class Reference

Simple dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



Public Member Functions

- void **Start** ()
- 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
- AudioSource **AudioPersonA**
- AudioSource **AudioPersonB**
- string[] **DialogPersonA**
- string[] **DialogPersonB**
- string **CurrentDialogA** = string.Empty
- string **CurrentDialogB** = string.Empty
- bool **Running** = false

5.23.1 Detailed Description

Simple dialog system with TTS voices.

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

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

5.24 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static bool **UPDATE_CHECK** = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool **REMINDER_CHECK** = EditorConstants.DEFAULT_REMINDER_CHECK
Enable or disable reminder-checks for the asset.
- static bool **TELEMETRY** = EditorConstants.DEFAULT_TELEMETRY
Enable or disable anonymous telemetry data.
- 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.

5.24.1 Detailed Description

Editor configuration for the asset.

5.24.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

5.24.3 Member Data Documentation

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

Enable or disable the icon in the hierarchy.

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

Is the configuration loaded?

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

Automatically load and add the prefabs to the scene.

5.24.3.4 `bool Crosstales.RTVoice.EditorUtil.EditorConfig.REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_CHECK`
[static]

Enable or disable reminder-checks for the asset.

5.24.3.5 `bool Crosstales.RTVoice.EditorUtil.EditorConfig.TELEMTRY = EditorConstants.DEFAULT_TELEMTRY`
[static]

Enable or disable anonymous telemetry data.

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

Enable or disable update-checks for the asset.

5.24.4 Property Documentation

5.24.4.1 `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.

5.24.4.2 `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:/slauberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↔
Editor/Util/EditorConfig.cs

5.25 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_REMINDER_CHECK** = Util.Constants.KEY_PREFIX + "REMINDER_CHECK"
- const string **KEY_TELEMETRY** = Util.Constants.KEY_PREFIX + "TELEMETRY"
- 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 **KEY_TELEMETRY_DATE** = Util.Constants.KEY_PREFIX + "TELEMETRY_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/RTVoice/"
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_REMINDER_CHECK** = true
- const bool **DEFAULT_TELEMETRY** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = true

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 System.Guid **ASSET_UID** [get]
Returns the UID of the asset.

5.25.1 Detailed Description

Collected constants of very general utility for the asset.

5.25.2 Member Data Documentation

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

Sub-path to the prefabs.

5.25.3 Property Documentation

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

Returns the UID of the asset.

Returns

The UID of the asset.

5.25.3.2 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/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Util/EditorConstants.cs

5.26 Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void **NoVoicesUI** ()
Shows the "no voices found"-UI.
- static void **SeparatorUI** (int space=12)
Shows a separator-UI.
- static void **InstantiatePrefab** (string prefabName)
Instantiates a prefab.

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 **Logo_CT** [get]
- static Texture2D **Logo_Unity** [get]
- static Texture2D **Icon_Save** [get]
- static Texture2D **Icon_Reset** [get]
- static Texture2D **Icon_Plus** [get]
- static Texture2D **Icon_Minus** [get]
- static Texture2D **Icon_Refresh** [get]
- static Texture2D **Icon_Speak** [get]
- static Texture2D **Icon_Silence** [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_Facebook** [get]
- static Texture2D **Social_Twitter** [get]
- static Texture2D **Social_Youtube** [get]
- static Texture2D **Social_Linkedin** [get]
- static Texture2D **Social_Xing** [get]
- static Texture2D **Video_Promo** [get]
- static Texture2D **Video_Tutorial** [get]
- static Texture2D **Icon_Videos** [get]
- static Texture2D **Store_PlayMaker** [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_THE_Dialogue_Engine** [get]
- static Texture2D **Store_uSequencer** [get]
- static Texture2D **Icon_3p_Assets** [get]
- static bool **isRTVoiceInScene** [get]

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

5.26.1 Detailed Description

Editor helper class.

5.26.2 Member Function Documentation

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

Instantiates a prefab.

Parameters

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

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

Shows the "no voices found"-UI.

5.26.2.3 static void Crosstales.RTVoice.EditorUtil.EditorHelper.SeparatorUI (int *space* = 12) [static]

Shows a separator-UI.

Parameters

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

5.26.3 Member Data Documentation

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

Start index inside the "GameObject"-menu.

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

Start index inside the "Tools"-menu.

5.26.4 Property Documentation

5.26.4.1 `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/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↔ Editor/Util/EditorHelper.cs

5.27 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.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 void [CTShuffle< T >](#) (this T[] array)
Extension method for Arrays. Shuffles an Array.
- static string [CTDump< T >](#) (this T[] array)
Extension method for Arrays. Dumps an array to a string.
- static string[] [CTToString< T >](#) (this T[] array)
Extension method for Arrays. Generates a string array with all entries (via ToString).
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for Lists. Shuffles a List.
- static string [CTDump< T >](#) (this System.Collections.Generic.List< T > list)
Extension method for Lists. Dumps a list to a string.
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.List< T > list)
Extension method for Lists. Generates a string list with all entries (via ToString).
- static void [CTAddRange< T, S >](#) (this System.Collections.Generic.Dictionary< T, S > source, System.Collections.Generic.Dictionary< T, S > collection)
Extension method for dictionaries. Adds a dictionary to an existing one.

5.27.1 Detailed Description

Various extension methods.

5.27.2 Member Function Documentation

- 5.27.2.1** static void `Crosstales.ExtensionMethods.CTAddRange< T, S > (this System.Collections.Generic.Dictionary< T, S > source, System.Collections.Generic.Dictionary< T, S > collection)` [static]

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

Parameters

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

5.27.2.2 `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.

5.27.2.3 `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.

5.27.2.4 `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.

5.27.2.5 static string Crosstales.ExtensionMethods.CTDump< T > (this T[] array) [static]

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

Parameters

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

Returns

String with lines for all array entries.

5.27.2.6 static string Crosstales.ExtensionMethods.CTDump< T > (this System.Collections.Generic.List< T > list) [static]

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

Parameters

<i>list</i>	List-instance to dump.
-------------	------------------------

Returns

String with lines for all list entries.

5.27.2.7 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.

5.27.2.8 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.

5.27.2.9 `static void Crosstales.ExtensionMethods.CTShuffle< T > (this T[] array) [static]`

Extension method for Arrays. Shuffles an Array.

Parameters

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

5.27.2.10 `static void Crosstales.ExtensionMethods.CTShuffle< T > (this System.Collections.Generic.IList< T > list) [static]`

Extension method for Lists. Shuffles a List.

Parameters

<i>list</i>	List-instance to shuffle.
-------------	---------------------------

5.27.2.11 `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).

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

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

Parameters

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

Returns

String list with all entries (via ToString).

5.27.2.13 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.

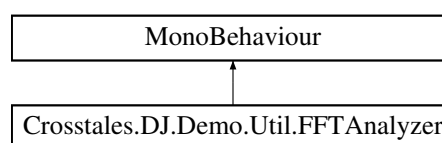
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↵
Scripts/ExtensionMethods.cs

5.28 Crosstales.DJ.Demo.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.DJ.Demo.Util.FFTAnalyzer:



Public Member Functions

- void **Update** ()

Public Attributes

- float[] **Samples** = new float[256]
- int **Channel** = 0
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.28.1 Detailed Description

FFT analyzer for an audio channel.

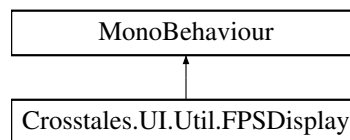
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/Util/FFTAnalyzer.cs`

5.29 Crosstailes.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstailes.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text **FPS**

5.29.1 Detailed Description

Simple FPS-Counter.

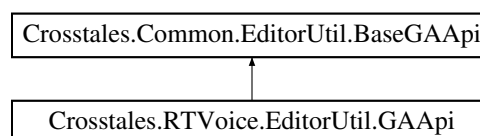
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/Util/FPSDisplay.cs`

5.30 Crosstailes.RTVoice.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstailes.RTVoice.EditorUtil.GAApi:



Static Public Member Functions

- static void [Event](#) (string category, string action, string label="", int value=0)
Tracks an event from the asset.

5.30.1 Detailed Description

GA-wrapper API.

5.30.2 Member Function Documentation

5.30.2.1 static void Crosstales.RTVoice.EditorUtil.GAApi.Event (string *category*, string *action*, string *label* = " ", int *value* = 0) [static]

Tracks an event from the asset.

Parameters

<i>category</i>	Specifies the event category.
<i>action</i>	Specifies the event action.
<i>label</i>	Specifies the event label.
<i>value</i>	Specifies the event value.

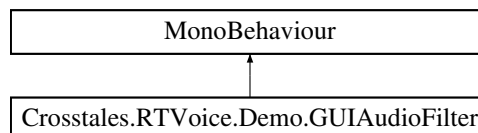
The documentation for this class was generated from the following file:

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

5.31 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 enabled)

- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- 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**

5.31.1 Detailed Description

[Simple](#) GUI for audio filters.

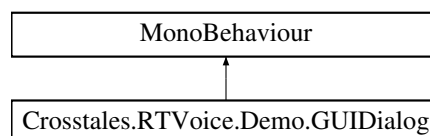
The documentation for this class was generated from the following file:

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

5.32 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)

Public Attributes

- [Dialog](#) **DialogScript**
- Color32 **SpeakerColor** = new Color32(0, 255, 0, 192)
- Image **PanelPersonA**
- Image **PanelPersonB**
- Text **PersonA**
- Text **PersonB**

5.32.1 Detailed Description

[Simple](#) GUI for runtime dialogs with all available OS voices.

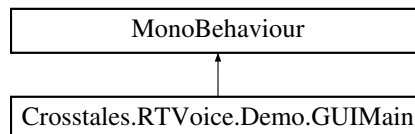
The documentation for this class was generated from the following file:

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

5.33 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 **OnDestroy** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

Public Attributes

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

5.33.1 Detailed Description

Main GUI component for all demo scenes.

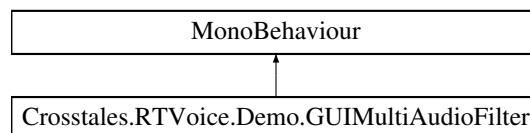
The documentation for this class was generated from the following file:

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

5.34 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 enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- 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**

5.34.1 Detailed Description

[Simple](#) GUI for audio filters on multiple objects.

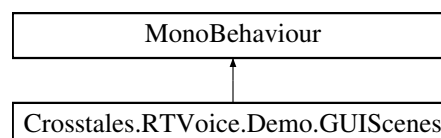
The documentation for this class was generated from the following file:

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

5.35 Crosstales.RTVoice.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIScenes:



Public Member Functions

- void **LoadPrevoiusScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **NextScene**

5.35.1 Detailed Description

Main GUI scene manager for all demo scenes.

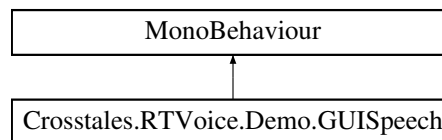
The documentation for this class was generated from the following file:

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

5.36 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 **OnDestroy** ()
- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **ChangeMaryTTS** (bool maryTTS)

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

5.36.1 Detailed Description

[Simple](#) GUI for runtime TTS with all available OS voices.

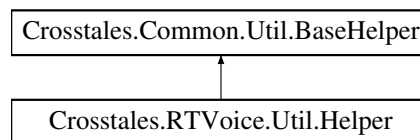
The documentation for this class was generated from the following file:

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

5.37 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.RTVoice.Util.Helper:



Static Public Member Functions

- 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.

Properties

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

5.37.1 Detailed Description

Various helper functions.

5.37.2 Member Function Documentation

- 5.37.2.1 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.

5.37.2.2 `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.

5.37.3 Property Documentation

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

The current provider type.

Returns

Current provider type.

5.37.3.2 `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.

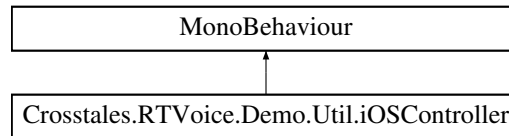
The documentation for this class was generated from the following file:

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

5.38 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** ()

5.38.1 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/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↔ Demo/Scripts/Util/iOSController.cs

5.39 Crosstales.RTVoice.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.39.1 Detailed Description

Show the configuration window on the first launch.

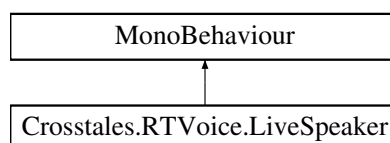
The documentation for this class was generated from the following file:

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

5.40 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.

5.40.1 Detailed Description

Wrapper of the main component from [RTVoice](#) for MonoBehaviour-access (like "SendMessage").

5.40.2 Member Function Documentation

5.40.2.1 void Crosstales.RTVoice.LiveSpeaker.SetState (string state)

Sets the state from iOS.

Parameters

<i>voices</i>	State from iOS.</param
---------------	------------------------

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

Sets all voices from iOS.

Parameters

<i>voices</i>	All voices from iOS.</param
---------------	-----------------------------

5.40.2.3 void Crosstales.RTVoice.LiveSpeaker.Silence ()

Silence all active TTS-voices.

5.40.2.4 void Crosstales.RTVoice.LiveSpeaker.Speak (**Model.Wrapper** *wrapper*)

Speaks a text with a given wrapper.

Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

5.40.2.5 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).
-------------	---

5.40.2.6 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).
-------------	---

5.40.2.7 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.
----------------	----------------------------------

5.40.2.8 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).
-------------	---

5.40.2.9 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).
-------------	---

5.40.2.10 void Crosstales.RTVoice.LiveSpeaker.WordSpoken (string *word*)

The current spoken word from iOS.

Parameters

<i>voices</i>	Current spoken word from iOS.
---------------	-------------------------------

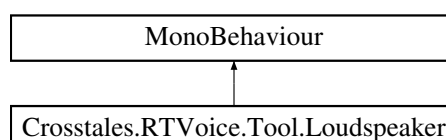
The documentation for this class was generated from the following file:

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

5.41 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](#)).

5.41.1 Detailed Description

[Loudspeaker](#) for an AudioSource.

5.41.2 Member Data Documentation

5.41.2.1 bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource = true

Silence the origin (default: true).

5.41.2.2 AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source

Origin AudioSource.

5.41.2.3 bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized = false

Synchronize with the origin (default: false).

5.41.3 Property Documentation

5.41.3.1 `bool Crosstales.RTVoice.Tool.Loudspeaker.isSilenceSource` `[get]`, `[set]`

Silence the origin (main use is for [UI](#)).

5.41.3.2 `bool Crosstales.RTVoice.Tool.Loudspeaker.isSynchronized` `[get]`, `[set]`

Synchronize with the origin (main use is for [UI](#)).

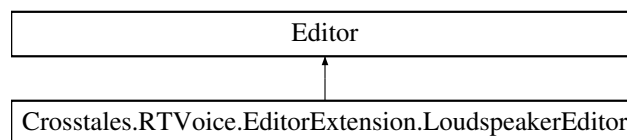
The documentation for this class was generated from the following file:

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

5.42 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 ()`

5.42.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

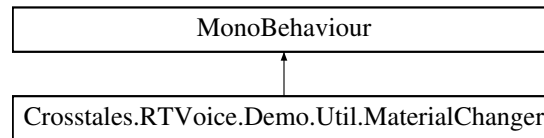
The documentation for this class was generated from the following file:

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

5.43 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**

5.43.1 Detailed Description

Changes the material of a renderer while an AudioSource is playing.

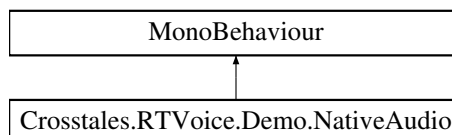
The documentation for this class was generated from the following file:

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

5.44 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 **OnDestroy** ()
- 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

5.44.1 Detailed Description

[Simple](#) example with native audio for exact timing.

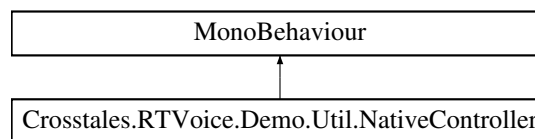
The documentation for this class was generated from the following file:

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

5.45 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](#)
Selected objects for the controller.

5.45.1 Detailed Description

Enables or disable game objects for native mode.

5.45.2 Member Data Documentation

5.45.2.1 bool Crosstales.RTVoice.Demo.Util.NativeController.Active = true

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

5.45.2.2 GameObject [] Crosstales.RTVoice.Demo.Util.NativeController.Objects

Selected objects for the controller.

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

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

5.46 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.46.1 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/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Task/NYCheck.cs

5.47 Crosstales.Common.EditorTask.OCCheck Class Reference

Checks if 'Online Check' is installed.

5.47.1 Detailed Description

Checks if 'Online Check' is installed.

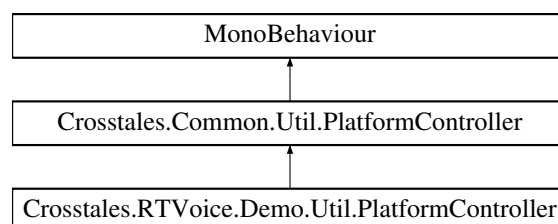
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Task/OCCheck.cs

5.48 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< Platform > **Platforms**
Selected platforms for the controller.
- bool **Active** = true
- GameObject[] **Objects**
Selected objects for the controller.

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- Platform **currentPlatform**

5.48.1 Detailed Description

Enables or disable game objects for a given platform.

5.48.2 Member Data Documentation

5.48.2.1 GameObject [] Crosstales.Common.Util.PlatformController.Objects

Selected objects for the controller.

5.48.2.2 System.Collections.Generic.List<Platform> Crosstales.Common.Util.PlatformController.Platforms

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

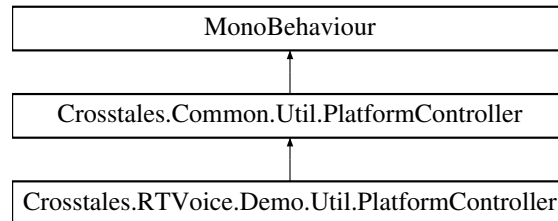
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Scripts/Util/PlatformController.cs

5.49 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 **OnDestroy** ()

Additional Inherited Members

5.49.1 Detailed Description

Enables or disable game objects for a given platform.

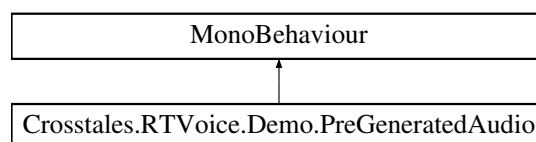
The documentation for this class was generated from the following file:

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

5.50 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 **OnDestroy** ()
- 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

5.50.1 Detailed Description

[Simple](#) example with pre-generated audio for exact timing.

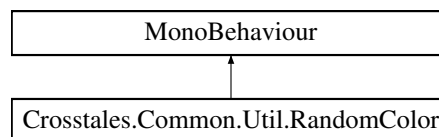
The documentation for this class was generated from the following file:

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

5.51 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

- Vector2 **ChangeInterval** = new Vector2(5, 15)
- float **Saturation** = 1f
- float **Value** = 1f
- float **Opacity** = 1f
- bool **ChangeMaterial** = false
- Material **Material**
- Vector2 **ColorRange** = new Vector2(0f, 360f)
- bool **GrayScale** = false

5.51.1 Detailed Description

Random color changer.

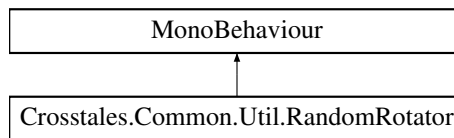
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Scripts/Util/RandomColor.cs

5.52 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

- Vector3 **Speed** = new Vector3(15, 15, 15)
- Vector2 **ChangeInterval** = new Vector2(10, 20)

5.52.1 Detailed Description

Random rotation changer.

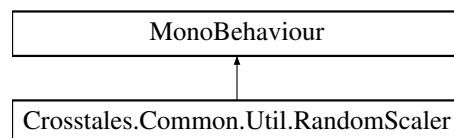
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.53 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

- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)
- bool **Uniform** = true
- Vector2 **ChangeInterval** = new Vector2(5, 15)

5.53.1 Detailed Description

Random scale changer.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Scripts/Util/RandomScaler.cs

5.54 Crosstales.RTVoice.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.54.1 Detailed Description

Reminds the customer to create an UAS review.

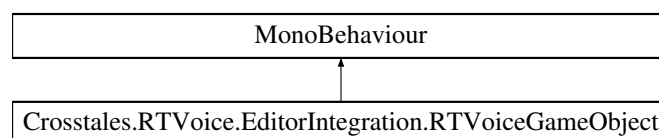
The documentation for this class was generated from the following file:

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

5.55 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject:



5.55.1 Detailed Description

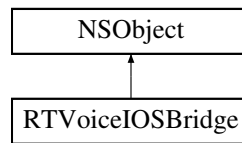
Editor component for the "Hierarchy"-menu.

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

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

5.56 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Instance Methods

- (void) - [setVoices](#)
- (void) - [speak:text:rate:pitch:volume:](#)
- (void) - [stop](#)

5.56.1 Method Documentation

5.56.1.1 - (void) setVoices

Collects and sends all voices to RTVoice.

5.56.1.2 - (void) speak: (NSString *) name 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>name</i>	Name 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

5.56.1.3 - (void) stop

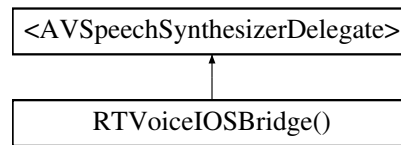
Stops speaking

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↔ Wrapper/iOS/RTVoiceIOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↔ Wrapper/iOS/RTVoiceIOSBridge.mm

5.57 RTVoiceIOSBridge() Category Reference

Inheritance diagram for RTVoiceIOSBridge():



Properties

- AVSpeechSynthesizer * **synthesizer**

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↔ Wrapper/iOS/RTVoiceIOSBridge.mm

5.58 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

5.58.1 Detailed Description

Editor component for the "Tools"-menu.

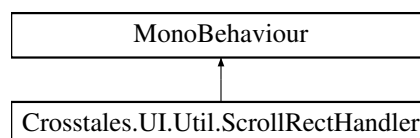
The documentation for this class was generated from the following file:

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

5.59 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**

5.59.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

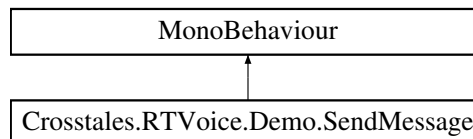
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs

5.60 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

5.60.1 Detailed Description

Simple "SendMessage" example.

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

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

5.61 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.
- string **RTVoiceNameWindows** = string.Empty
Name of the RT-Voice under Windows (optional).
- string **RTVoiceNameMac** = string.Empty
Name of the RT-Voice under macOS (optional).
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = string.Empty
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = string.Empty
Name of the RT-Voice under WSA.
- 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

Properties

- string **RTVoiceName** [get]
Returns the name of the RT-Voice for the current platform.

5.61.1 Detailed Description

[Model](#) for a sequence.

5.61.2 Member Data Documentation

5.61.2.1 Enum.SpeakMode Crosstales.RTVoice.Model.Sequence.Mode = Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.61.2.2 float Crosstales.RTVoice.Model.Sequence.Pitch = 1f

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

5.61.2.3 float Crosstales.RTVoice.Model.Sequence.Rate = 1f

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

5.61.2.4 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.61.2.5 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameIOS = string.Empty

Name of the RT-Voice under iOS.

5.61.2.6 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameMac = string.Empty

Name of the RT-Voice under macOS (optional).

5.61.2.7 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameWindows = string.Empty

Name of the RT-Voice under Windows (optional).

5.61.2.8 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameWSA = string.Empty

Name of the RT-Voice under WSA.

5.61.2.9 AudioSource Crosstales.RTVoice.Model.Sequence.Source

AudioSource for the output (optional).

5.61.2.10 `string Crosstales.RTVoice.Model.Sequence.Text = string.Empty`

Text to speak.

5.61.2.11 `float Crosstales.RTVoice.Model.Sequence.Volume = 1f`

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

5.61.3 Property Documentation

5.61.3.1 `string Crosstales.RTVoice.Model.Sequence.RTVoiceName` [get]

Returns the name of the RT-Voice for the current platform.

Returns

The name of the RT-Voice for the current platform.

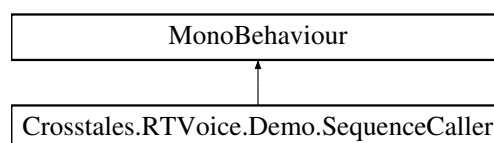
The documentation for this class was generated from the following file:

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

5.62 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

5.62.1 Detailed Description

[Simple](#) Sequence caller example.

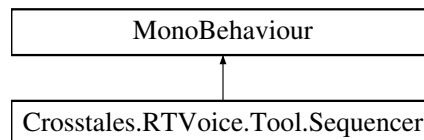
The documentation for this class was generated from the following file:

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

5.63 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.
- string [Culture](#)
Fallback culture for all sequences (e.g. 'en', optional).
- float [Delay](#) = 0f
Delay in seconds before the [Sequencer](#) starts processing (default: 0).
- bool [PlayOnStart](#) = false
Enable the [Sequencer](#) on start (default: false).

Properties

- string [CurrentCulture](#) [get, set]
Fallback culture for the text (main use is for UI).
- [Model.Sequence](#) [CurrentSequence](#) [get]
Returns the current Sequence.

5.63.1 Detailed Description

Simple sequencer for dialogues.

5.63.2 Member Function Documentation

5.63.2.1 void Crosstales.RTVoice.Tool.Sequencer.PlayAllSequences ()

Plays all Sequences.

5.63.2.2 void Crosstales.RTVoice.Tool.Sequencer.PlayNextSequence ()

Plays the next Sequence in the array.

5.63.2.3 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).
--------------	---

5.63.2.4 void Crosstales.RTVoice.Tool.Sequencer.StopAllSequences ()

Stops and silences all active Sequences.

5.63.3 Member Data Documentation

5.63.3.1 string Crosstales.RTVoice.Tool.Sequencer.Culture

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

5.63.3.2 float Crosstales.RTVoice.Tool.Sequencer.Delay = 0f

Delay in seconds before the [Sequencer](#) starts processing (default: 0).

5.63.3.3 bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false

Enable the [Sequencer](#) on start (default: false).

5.63.3.4 Model.Sequence [] Crosstales.RTVoice.Tool.Sequencer.Sequences

All available sequences.

5.63.4 Property Documentation

5.63.4.1 string Crosstales.RTVoice.Tool.Sequencer.CurrentCulture [get], [set]

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

5.63.4.2 Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence [get]

Returns the current Sequence.

Returns

The current Sequence.

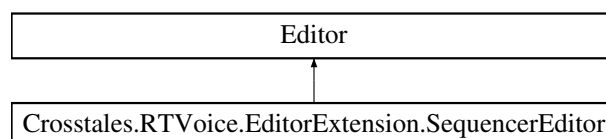
The documentation for this class was generated from the following file:

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

5.64 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** ()

5.64.1 Detailed Description

Custom editor for the 'Sequencer'-class.

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

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

5.65 Crosstales.Common.Util.SerializeDeSerialize< T > Class Template Reference

Serialize and deserialize objects to/from binary files.

Public Member Functions

- void **ToFile** (T o, string path)
- MemoryStream **ToMemory** (T o)
- Byte[] **ToByteArray** (T o)
- T **FromFile** (string path)
- T **FromMemory** (Byte[] data)

5.65.1 Detailed Description

Serialize and deserialize objects to/from binary files.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Scripts/Util/SerializeDeSerialize.cs

5.66 Crosstales.RTVoice.EditorTask.SetApiLevel Class Reference

Sets the required API levels.

5.66.1 Detailed Description

Sets the required API levels.

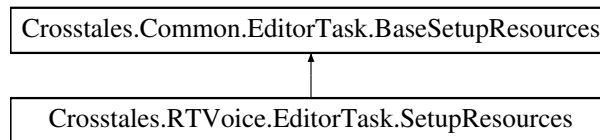
The documentation for this class was generated from the following file:

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

5.67 Crosstales.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.RTVoice.EditorTask.SetupResources:



Additional Inherited Members

5.67.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

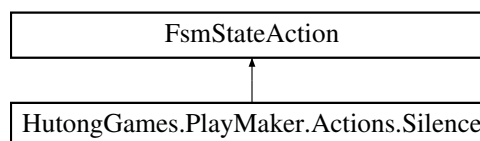
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Task/SetupResources.cs`

5.68 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmEvent **sendEvent**

5.68.1 Detailed Description

Silence-action for [PlayMaker](#).

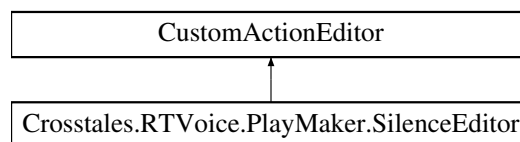
The documentation for this class was generated from the following file:

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

5.69 Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SilenceEditor:



Public Member Functions

- override bool **OnGUI** ()

5.69.1 Detailed Description

Custom editor for the Silence-action.

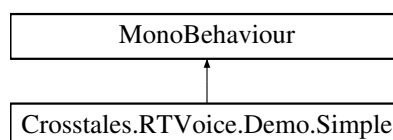
The documentation for this class was generated from the following file:

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

5.70 Crosstales.RTVoice.Demo.Simple Class Reference

[Simple](#) TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- 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**

5.70.1 Detailed Description

[Simple](#) TTS example.

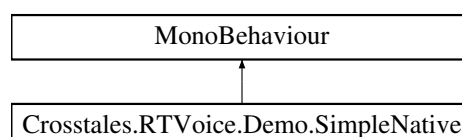
The documentation for this class was generated from the following file:

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

5.71 Crosstales.RTVoice.Demo.SimpleNative Class Reference

[Simple](#) native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- 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**

5.71.1 Detailed Description

[Simple](#) native TTS example.

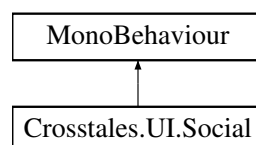
The documentation for this class was generated from the following file:

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

5.72 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 **Xing** ()
- void **Youtube** ()

5.72.1 Detailed Description

[Crosstailes](#) social media links.

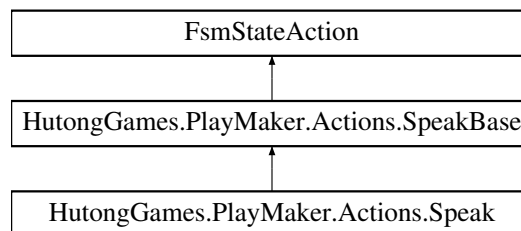
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/↔ UI/Scripts/Social.cs

5.73 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** = "Microsoft David Desktop"
Name of the RT-Voice under Windows.
- FsmString **RTVoiceNameMac** = "Alex"
Name of the RT-Voice under macOS.
- FsmString **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- FsmString **RTVoiceNameIOS** = "Daniel"
Name of the RT-Voice under iOS.
- FsmString **RTVoiceNameWSA** = "Microsoft David Mobile"
Name of the RT-Voice under WSA.
- FsmString **RTVoiceNameMaryTTS** = "cms-rms-hsmm"
Name of the RT-Voice under MaryTTS.
- FsmString **Culture** = "en"
Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.73.1 Detailed Description

Speak-action for [PlayMaker](#).

5.73.2 Member Data Documentation

5.73.2.1 FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"

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

5.73.2.2 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.73.2.3 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

5.73.2.4 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"

Name of the RT-Voice under macOS.

5.73.2.5 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMaryTTS = "cms-rms-hsmm"

Name of the RT-Voice under MaryTTS.

5.73.2.6 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "Microsoft David Desktop"

Name of the RT-Voice under Windows.

5.73.2.7 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "Microsoft David Mobile"

Name of the RT-Voice under WSA.

5.73.2.8 FsmString HutongGames.PlayMaker.Actions.Speak.Text = "Hello world!"

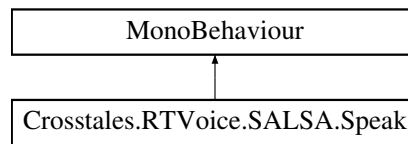
Text to speak.

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

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

5.74 Crosstales.RTVoice.SALSA.Speak Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.Speak:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **Talk** ()

Public Attributes

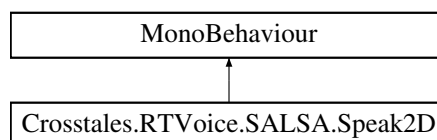
- AudioSource **Source**
- CrazyMinnow.SALSA.Salsa3D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

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

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

5.75 Crosstales.RTVoice.SALSA.Speak2D Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.Speak2D:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **Talk** ()

Public Attributes

- AudioSource **Source**
- CrazyMinnow.SALSA.Salsa2D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

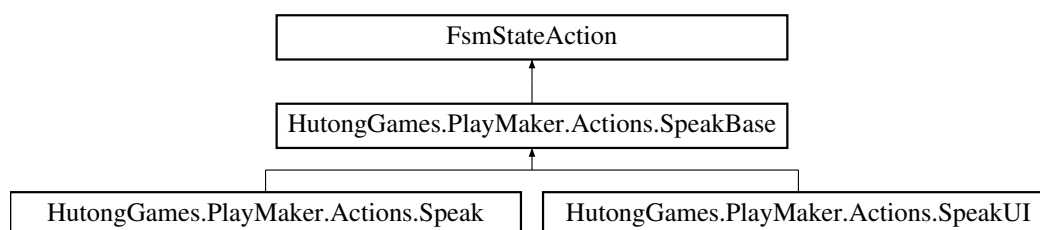
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/3rd party/SALSA/Scripts/Speak2D.cs

5.76 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

- FsmEvent **sendEvent**
- [Crosstailes.RTVoice.Model.Enum.SpeakMode Mode](#)
Speak mode (default: 'Speak').
- FsmGameObject [AudioSource](#)
AudioSource for the output (optional).
- FsmFloat [Rate](#) = 1
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- FsmFloat [Pitch](#) = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- FsmFloat [Volume](#) = 1
Volume of the speaker in percent (1 = 100%, default: 1, optional).

Protected Member Functions

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

Protected Attributes

- string **uid**

5.76.1 Detailed Description

Base for Speak-actions in [PlayMaker](#).

5.76.2 Member Data Documentation

5.76.2.1 FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

5.76.2.2 Crosstales.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode

[Speak](#) mode (default: '[Speak](#)').

5.76.2.3 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f

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

5.76.2.4 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1

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

5.76.2.5 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1

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

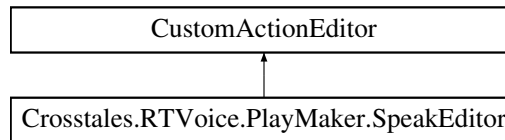
The documentation for this class was generated from the following file:

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

5.77 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** ()

5.77.1 Detailed Description

Custom editor for the Speak-action.

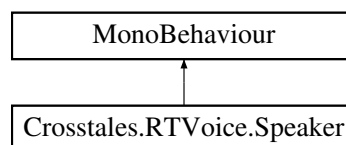
The documentation for this class was generated from the following file:

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

5.78 Crosstales.RTVoice.Speaker Class Reference

Main component of [RTVoice](#).

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Member 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 **ProviderChange** (string provider)
- delegate void **ErrorInfo** ([Model.Wrapper](#) wrapper, string info)
- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()
- void **OnDestroy** ()
- void **OnApplicationQuit** ()
- void **OnApplicationFocus** (bool hasFocus)

Static Public Member Functions

- static float [ApproximateSpeechLength](#) (string text, float rate=1f, float wordsPerMinute=175f, float time↔Factor=0.9f)
Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!
- static bool [isVoiceForCultureAvailable](#) (string culture)
Is a voice available for a given culture from the current TTS-system?
- static System.Collections.Generic.List< [Model.Voice](#) > [VoicesForCulture](#) (string culture)
Get all available voices for a given culture from the current TTS-system.
- static [Model.Voice](#) [VoiceForCulture](#) (string culture, int index=0, string fallbackCulture="")
Get a voice from for a given culture and otional index from the current TTS-system.
- static bool [isVoiceForNameAvailable](#) (string name)
Is a voice available for a given name from the current TTS-system?
- static [Model.Voice](#) [VoiceForName](#) (string name)
Get a voice for a given name from the current TTS-system.
- static string [SpeakNative](#) (string text, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f)
Speaks a text with a given voice (native mode).
- static void [SpeakNativeWithUID](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given voice (native mode).
- static string [SpeakNative](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given wrapper (native mode).
- static string [Speak](#) (string text, AudioSource source=null, [Model.Voice](#) voice=null, bool speak↔Immediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="")
Speaks a text with a given voice.
- static void [SpeakWithUID](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given voice.
- static string [Speak](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given wrapper.
- static void [SpeakMarkedWordsWithUID](#) ([Model.Wrapper](#) wrapper)
Speaks and marks a text with a given wrapper.
- static void [SpeakMarkedWordsWithUID](#) (string uid, string text, AudioSource source, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f)
Speaks and marks a text with a given voice and tracks the word position.
- static string [Generate](#) ([Model.Wrapper](#) wrapper)
Generates an audio file from a given wrapper.
- static string [Generate](#) (string text, string outputFile, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f)
Generates an audio file from a text with a given voice.
- static void [Silence](#) ()
Silence all active TTS-voices.
- static void [Silence](#) (string uid)
Silence an active TTS-voice with a UID.
- static void [ReloadProvider](#) ()

Public Attributes

- bool [MaryTTSType](#) = 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 [AutoClearTags](#) = false
Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).
- bool [SilenceOnDisable](#) = false
Silence any speeches if this component gets disabled (default: false).
- bool [SilenceOnFocusLost](#) = true
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 bool [isMaryMode](#) [get, set]
Enables or disables MaryTTS.
- static string [MaryUrl](#) [get, set]
Server URL for MaryTTS.
- static int [MaryPort](#) [get, set]

- Server port for MaryTTS.*
- static string [MaryUser](#) [get, set]
- User name for MaryTTS.*
- static string [MaryPassword](#) [set]
- Password for MaryTTS.*
- static [Model.Enum.MaryTTSType](#) [MaryType](#) [set]
- > Input type for MaryTTS.*
- static bool [isAutoClearTags](#) [get, set]
- Automatically clear tags from speeches depending on the capabilities of the current TTS-system.*
- static bool [isSilenceOnDisable](#) [get, set]
- Silence any speeches if this component gets disabled.*
- static bool [isSilenceOnFocusLost](#) [get, set]
- Silence any speeches if the application loses the focus.*
- static string [AudioFileExtension](#) [get]
- Returns the extension of the generated audio files.*
- static System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
- Get all available voices from the current TTS-system.*
- static System.Collections.Generic.List< string > [Cultures](#) [get]
- Get all available cultures from the current TTS-system..*
- static bool [isTTSAvailable](#) [get]
- Checks if TTS is available on this system.*
- static bool [isSpeaking](#) [get]
- Checks if RT-Voice is speaking on this system.*

5.78.1 Detailed Description

Main component of [RTVoice](#).

5.78.2 Member Function Documentation

5.78.2.1 static float [Crosstales.RTVoice.Speaker.ApproximateSpeechLength](#) (string *text*, float *rate* = 1f, float *wordsPerMinute* = 175f, float *timeFactor* = 0.9f) [static]

Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!

Parameters

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

Returns

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

5.78.2.2 static string Crosstales.RTVoice.Speaker.Generate (Model.Wrapper wrapper) [static]

Generates an audio file from a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the generator.

5.78.2.3 static string Crosstales.RTVoice.Speaker.Generate (string text, string outputFile, Model.Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f) [static]

Generates an audio file from a text with a given voice.

Parameters

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

Returns

UID of the generator.

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

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

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
----------------	----------------------------------

Returns

True if a voice is available for a given culture.

5.78.2.5 static bool Crosstales.RTVoice.Speaker.isVoiceForNameAvailable (string name) [static]

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

Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
-------------	---------------------------------

Returns

True if a voice is available for a given culture.

5.78.2.6 `static void Crosstales.RTVoice.Speaker.Silence () [static]`

Silence all active TTS-voices.

5.78.2.7 `static void Crosstales.RTVoice.Speaker.Silence (string uid) [static]`

Silence an active TTS-voice with a UID.

Parameters

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

5.78.2.8 `static string Crosstales.RTVoice.Speaker.Speak (string text, AudioSource source = null, Model.Voice voice = null, bool speakImmediately = true, float rate = 1f, float pitch = 1f, float volume = 1f, string outputFile = " ") [static]`

Speaks a text with a given voice.

Parameters

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

Returns

UID of the speaker.

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

Speaks a text with a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the speaker.

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

Speaks and marks a text with a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.78.2.11 `static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (string uid, string text, AudioSource source, Model.Voice voice = null, float rate = 1f, float pitch = 1f)` `[static]`

Speaks and marks a text with a given voice and tracks the word position.

Parameters

<i>uid</i>	UID of the speaker
<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output.
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).

5.78.2.12 `static string Crosstales.RTVoice.Speaker.SpeakNative (string text, Model.Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f)` `[static]`

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

Parameters

<i>text</i>	Text to speak.
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).

Returns

UID of the speaker.

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

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

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the speaker.

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

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

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

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

Speaks a text with a given voice.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.78.2.16 `static Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (string culture, int index = 0, string fallbackCulture = " ") [static]`

Get a voice from for a given culture and otional index from the current TTS-system.

Parameters

<i>culture</i>	Culture of the voice (e.g. "en_US")
<i>index</i>	Index of the voice (default: 0, optional)
<i>index</i>	Fallback culture of the voice (e.g. "en", default "", optional)

Returns

Voice for the given culture and index.

5.78.2.17 static Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (string *name*) [static]

Get a voice for a given name from the current TTS-system.

Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
-------------	---------------------------------

Returns

Voice for the given name or null if not found.

5.78.2.18 static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForCulture (string *culture*) [static]

Get all available voices for a given culture from the current TTS-system.

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
----------------	----------------------------------

Returns

All available voices (alphabetically ordered by 'Name') for a given culture as a list.

5.78.3 Member Data Documentation**5.78.3.1 bool Crosstales.RTVoice.Speaker.AutoClearTags = false**

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

5.78.3.2 bool Crosstales.RTVoice.Speaker.DontDestroy = true

Don't destroy gameobject during scene switches (default: true).

5.78.3.3 bool Crosstales.RTVoice.Speaker.MaryTTSMode = false

Enables or disables MaryTTS (default: false).

5.78.3.4 `string Crosstales.RTVoice.Speaker.MaryTTSPassword = string.Empty`

User password for MaryTTS (default: empty).

5.78.3.5 `int Crosstales.RTVoice.Speaker.MaryTTSPort = 59125`

Server port for MaryTTS (default: 59125).

5.78.3.6 `Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryTTSType = Model.Enum.MaryTTSType.RAWMARYXML` ↩

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

5.78.3.7 `string Crosstales.RTVoice.Speaker.MaryTTSUrl = "http://mary.dfki.de"`

Server URL for MaryTTS.

5.78.3.8 `string Crosstales.RTVoice.Speaker.MaryTTSUser = string.Empty`

User name for MaryTTS (default: empty).

5.78.3.9 `bool Crosstales.RTVoice.Speaker.SilenceOnDisable = false`

Silence any speeches if this component gets disabled (default: false).

5.78.3.10 `bool Crosstales.RTVoice.Speaker.SilenceOnFocustLost = true`

Silence any speeches if the application loses the focus (default: true).

5.78.4 Property Documentation

5.78.4.1 `string Crosstales.RTVoice.Speaker.AudioFileExtension` `[static], [get]`

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.78.4.2 `System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Cultures` `[static], [get]`

Get all available cultures from the current TTS-system..

Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

5.78.4.3 `bool Crosstales.RTVoice.Speaker.isAutoClearTags` `[static], [get], [set]`

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

5.78.4.4 `bool Crosstales.RTVoice.Speaker.isMaryMode` `[static], [get], [set]`

Enables or disables MaryTTS.

5.78.4.5 `bool Crosstales.RTVoice.Speaker.isSilenceOnDisable` `[static], [get], [set]`

Silence any speeches if this component gets disabled.

5.78.4.6 `bool Crosstales.RTVoice.Speaker.isSilenceOnFocustLost` `[static], [get], [set]`

Silence any speeches if the application loses the focus.

5.78.4.7 `bool Crosstales.RTVoice.Speaker.isSpeaking` `[static], [get]`

Checks if RT-Voice is speaking on this system.

Returns

True if RT-Voice is speaking on this system.

5.78.4.8 `bool Crosstales.RTVoice.Speaker.isTTSAvailable` `[static], [get]`

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

5.78.4.9 `string Crosstales.RTVoice.Speaker.MaryPassword` `[static], [set]`

Password for MaryTTS.

5.78.4.10 `int Crosstales.RTVoice.Speaker.MaryPort` `[static], [get], [set]`

Server port for MaryTTS.

5.78.4.11 `Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryType` `[static], [set]`

>Input type for MaryTTS.

5.78.4.12 `string Crosstales.RTVoice.Speaker.MaryUrl` `[static], [get], [set]`

Server URL for MaryTTS.

5.78.4.13 `string Crosstales.RTVoice.Speaker.MaryUser` `[static], [get], [set]`

User name for MaryTTS.

5.78.4.14 `ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo` `[static], [add], [remove]`

An event triggered whenever an error occurs.

5.78.4.15 `ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange` `[static], [add], [remove]`

An event triggered whenever a provider changes (e.g. Windows to MaryTTS).

5.78.4.16 `SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete` `[static], [add], [remove]`

An event triggered whenever a speak audio generation is completed.

5.78.4.17 `SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart` `[static], [add], [remove]`

An event triggered whenever a speak audio generation is started.

5.78.4.18 `SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete` `[static], [add], [remove]`

An event triggered whenever a speak is completed.

5.78.4.19 `SpeakCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme` `[static], [add], [remove]`

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

5.78.4.20 SpeakCurrentViseme `Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme` `[static], [add], [remove]`

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

5.78.4.21 SpeakCurrentWord `Crosstales.RTVoice.Speaker.OnSpeakCurrentWord` `[static], [add], [remove]`

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

5.78.4.22 SpeakStart `Crosstales.RTVoice.Speaker.OnSpeakStart` `[static], [add], [remove]`

An event triggered whenever a speak is started.

5.78.4.23 VoicesReady `Crosstales.RTVoice.Speaker.OnVoicesReady` `[static], [add], [remove]`

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

5.78.4.24 System.Collections.Generic.List<Model.Voice> `Crosstales.RTVoice.Speaker.Voices` `[static], [get]`

Get all available voices from the current TTS-system.

Returns

All available voices (alphabetically ordered by 'Name') as a list.

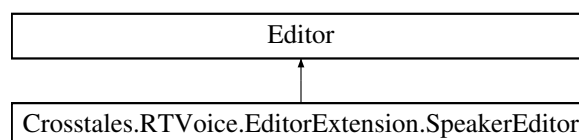
The documentation for this class was generated from the following file:

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

5.79 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 void **OnInspectorGUI** ()

5.79.1 Detailed Description

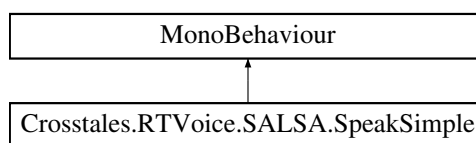
Custom editor for the '[Speaker](#)'-class.

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

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

5.80 Crosstales.RTVoice.SALSA.SpeakSimple Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.SpeakSimple:



Public Member Functions

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

Public Attributes

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

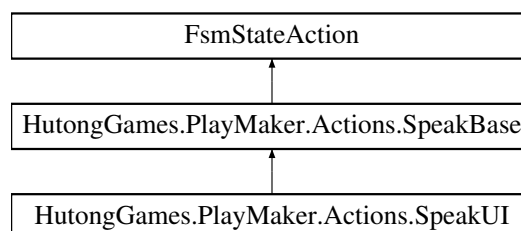
The documentation for this class was generated from the following file:

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

5.81 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

5.81.1 Detailed Description

Speak-action for UI-components in [PlayMaker](#).

5.81.2 Member Data Documentation

5.81.2.1 FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"

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

5.81.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

5.81.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

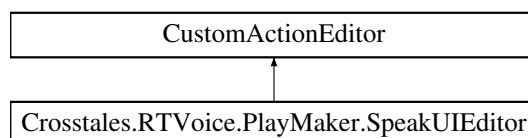
The documentation for this class was generated from the following file:

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

5.82 Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference

Custom editor for the SpeakUI-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakUIEditor:



Public Member Functions

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

5.82.1 Detailed Description

Custom editor for the SpeakUI-action.

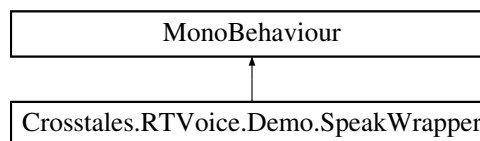
The documentation for this class was generated from the following file:

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

5.83 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

- **Voice SpeakerVoice**
- InputField **Input**
- Text **Label**
- AudioSource **Audio**

5.83.1 Detailed Description

Wrapper for the dynamic speakers.

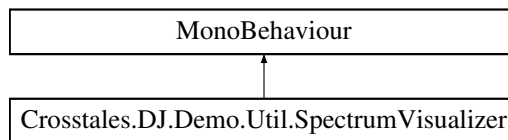
The documentation for this class was generated from the following file:

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

5.84 Crosstales.DJ.Demo.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.DJ.Demo.Util.SpectrumVisualizer:



Public Member Functions

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

Public Attributes

- [FFTAnalyzer](#) **Analyzer**
- GameObject **VisualPrefab**
- float **Width** = 0.075f
- float **Gain** = 70f
- bool **LeftToRight** = true
- float **Opacity** = 1f

5.84.1 Detailed Description

Simple spectrum visualizer.

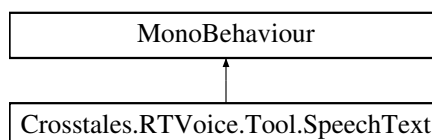
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Scripts/Util/SpectrumVisualizer.cs

5.85 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.
- string **RTVoiceNameWindows** = "Microsoft David Desktop"
Name of the RT-Voice under Windows (optional).
- string **RTVoiceNameMac** = "Alex"
Name of the RT-Voice under macOS (optional).
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = "Daniel"
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = "Microsoft David Mobile"
Name of the RT-Voice under WSA.
- string **RTVoiceNameMaryTTS** = "cmu-rms-hsmm"
Name of the RT-Voice under MaryTTS.
- **Model.Enum.SpeakMode Mode** = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- string **Culture** = "en"
Fallback culture for the text (e.g. 'en', optional).
- 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 until the speech for this text starts (default: 0).
- bool **GenerateAudioFile** = false
Generate audio file on/off (default: false).
- string **FilePath** = @"_generatedAudio/"
File path for the generated audio.
- string **FileName** = "Speech01"
File name of 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

- string **CurrentText** [get, set]
Text to speak (main use is for UI).
- string **CurrentCulture** [get, set]
Fallback culture for the text (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).
- string **RTVoiceName** [get]
Returns the name of the RT-Voice for the current platform.

5.85.1 Detailed Description

Allows to speak and store generated audio.

5.85.2 Member Function Documentation

5.85.2.1 void Crosstales.RTVoice.Tool.SpeechText.Silence ()

Silence the speech.

5.85.2.2 void Crosstales.RTVoice.Tool.SpeechText.Speak ()

Speak the text.

5.85.3 Member Data Documentation

5.85.3.1 string Crosstales.RTVoice.Tool.SpeechText.Culture = "en"

Fallback culture for the text (e.g. 'en', optional).

5.85.3.2 float Crosstales.RTVoice.Tool.SpeechText.Delay = 0f

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

5.85.3.3 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'.

5.85.3.4 `string Crosstales.RTVoice.Tool.SpeechText.FileName = "Speech01"`

File name of the generated audio.

5.85.3.5 `string Crosstales.RTVoice.Tool.SpeechText.FilePath = @"_generatedAudio/"`

File path for the generated audio.

5.85.3.6 `bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile = false`

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

5.85.3.7 `Model.Enum.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode = Model.Enum.SpeakMode.Speak`

Speak mode (default: 'Speak').

5.85.3.8 `float Crosstales.RTVoice.Tool.SpeechText.Pitch = 1f`

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

5.85.3.9 `bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false`

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

5.85.3.10 `float Crosstales.RTVoice.Tool.SpeechText.Rate = 1f`

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

5.85.3.11 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

5.85.3.12 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameIOS = "Daniel"`

Name of the RT-Voice under iOS.

5.85.3.13 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameMac = "Alex"`

Name of the RT-Voice under macOS (optional).

5.85.3.14 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameMaryTTS = "cmu-rms-hsmm"`

Name of the RT-Voice under MaryTTS.

5.85.3.15 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameWindows = "Microsoft David Desktop"`

Name of the RT-Voice under Windows (optional).

5.85.3.16 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameWSA = "Microsoft David Mobile"`

Name of the RT-Voice under WSA.

5.85.3.17 `AudioSource Crosstales.RTVoice.Tool.SpeechText.Source`

AudioSource for the output (optional).

5.85.3.18 `string Crosstales.RTVoice.Tool.SpeechText.Text = string.Empty`

Text to speak.

5.85.3.19 `float Crosstales.RTVoice.Tool.SpeechText.Volume = 1f`

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

5.85.4 Property Documentation

5.85.4.1 `string Crosstales.RTVoice.Tool.SpeechText.CurrentCulture` `[get]`, `[set]`

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

5.85.4.2 `float Crosstales.RTVoice.Tool.SpeechText.CurrentPitch` `[get]`, `[set]`

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

5.85.4.3 `float Crosstales.RTVoice.Tool.SpeechText.CurrentRate` `[get]`, `[set]`

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

5.85.4.4 `string Crosstales.RTVoice.Tool.SpeechText.CurrentText` `[get]`, `[set]`

Text to speak (main use is for [UI](#)).

5.85.4.5 float Crosstales.RTVoice.Tool.SpeechText.CurrentVolume [get], [set]

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

5.85.4.6 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceName [get]

Returns the name of the RT-Voice for the current platform.

Returns

The name of the RT-Voice for the current platform.

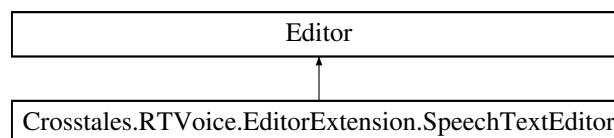
The documentation for this class was generated from the following file:

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

5.86 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** ()

5.86.1 Detailed Description

Custom editor for the 'SpeechText'-class.

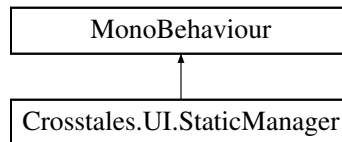
The documentation for this class was generated from the following file:

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

5.87 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **Quit** ()
- void **OpenCrosstales** ()
- void **OpenAssetstore** ()

Public Attributes

- string **AssetstoreURL** = "https://goo.gl/qwtXyb"

5.87.1 Detailed Description

Static Button Manager.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ UI/Scripts/StaticManager.cs

5.88 Crosstales.RTVoice.EditorTask.Telemetry Class Reference

Gather some telemetry data for the asset.

5.88.1 Detailed Description

Gather some telemetry data for the asset.

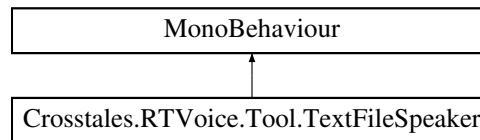
The documentation for this class was generated from the following file:

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

5.89 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **Speak** ()
Speaks a random text.
- string **SpeakText** (int index=-1)
Speaks a text with an optional index.
- void **Silence** ()
Silence the speech.

Public Attributes

- TextAsset[] **TextFiles**
Text files to speak.
- string **RTVoiceNameWindows** = "Microsoft David Desktop"
Name of the RT-Voice under Windows (optional).
- string **RTVoiceNameMac** = "Alex"
Name of the RT-Voice under macOS (optional).
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = "Daniel"
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = "Microsoft David Mobile"
Name of the RT-Voice under WSA.
- string **RTVoiceNameMaryTTS** = "cmu-rms-hsmm"
Name of the RT-Voice under MaryTTS.
- **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).
- float **Delay** = 0f
Delay until the speech for this text starts (default: 0).
- string **Culture** = "en"
Fallback culture for the text (e.g. 'en', optional).
- 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

- string **CurrentCulture** [get, set]
Fallback culture for the text (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).
- string **RTVoiceName** [get]
Returns the name of the RT-Voice for the current platform.

5.89.1 Detailed Description

Allows to speak text files.

5.89.2 Member Function Documentation

5.89.2.1 void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ()

Silence the speech.

5.89.2.2 void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ()

Speaks a random text.

5.89.2.3 string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (int *index* = -1)

Speaks a text with an optional index.

Parameters

<i>index</i>	Index of the text (default: -1 (random), optional).
--------------	---

Returns

UID of the speaker.

5.89.3 Member Data Documentation

5.89.3.1 `string Crosstales.RTVoice.Tool.TextFileSpeaker.Culture = "en"`

Fallback culture for the text (e.g. 'en', optional).

5.89.3.2 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay = 0f`

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

5.89.3.3 `Model.Enum.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = Model.Enum.SpeakMode.Speak`

Speak mode (default: 'Speak').

5.89.3.4 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch = 1f`

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

5.89.3.5 `bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart = false`

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

5.89.3.6 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate = 1f`

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

5.89.3.7 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

5.89.3.8 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameIOS = "Daniel"`

Name of the RT-Voice under iOS.

5.89.3.9 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameMac = "Alex"`

Name of the RT-Voice under macOS (optional).

5.89.3.10 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameMaryTTS = "cmu-rms-hsmm"`

Name of the RT-Voice under MaryTTS.

5.89.3.11 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameWindows = "Microsoft David Desktop"`

Name of the RT-Voice under Windows (optional).

5.89.3.12 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameWSA = "Microsoft David Mobile"`

Name of the RT-Voice under WSA.

5.89.3.13 `AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source`

AudioSource for the output (optional).

5.89.3.14 `TextAsset [] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles`

Text files to speak.

5.89.3.15 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume = 1f`

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

5.89.4 Property Documentation

5.89.4.1 `string Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentCulture` `[get]`, `[set]`

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

5.89.4.2 `float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentPitch` `[get]`, `[set]`

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

5.89.4.3 `float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentRate` `[get]`, `[set]`

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

5.89.4.4 `float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentVolume` `[get]`, `[set]`

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

5.89.4.5 string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceName [get]

Returns the name of the RT-Voice for the current platform.

Returns

The name of the RT-Voice for the current platform.

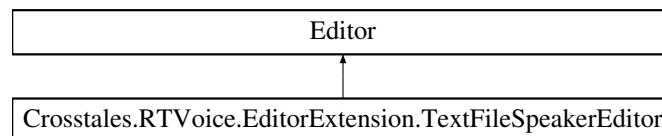
The documentation for this class was generated from the following file:

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

5.90 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** ()

5.90.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

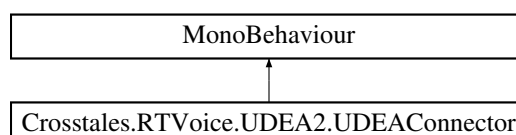
The documentation for this class was generated from the following file:

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

5.91 Crosstales.RTVoice.UDEA2.UDEAConnector Class Reference

Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.

Inheritance diagram for Crosstales.RTVoice.UDEA2.UDEAConnector:



Public Member Functions

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

Public Attributes

- [UDEAVoiceWrapper\[\]](#) **Voices**
Voices for the UDEA-characters (optional).
- string [Culture](#)
Fallback culture for all sequences (e.g. 'en', optional).

5.91.1 Detailed Description

Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.

5.91.2 Member Data Documentation

5.91.2.1 string Crosstales.RTVoice.UDEA2.UDEAConnector.Culture

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

5.91.2.2 UDEAVoiceWrapper [] Crosstales.RTVoice.UDEA2.UDEAConnector.Voices

Voices for the UDEA-characters (optional).

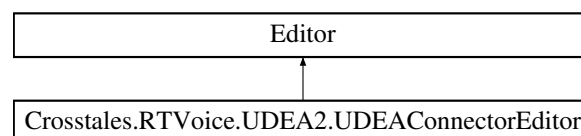
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAConnector.cs

5.92 Crosstales.RTVoice.UDEA2.UDEAConnectorEditor Class Reference

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

Inheritance diagram for Crosstales.RTVoice.UDEA2.UDEAConnectorEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.92.1 Detailed Description

Custom editor for the 'UDEAConnector'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/THE Dialogue Engine/Editor/UDEAConnectorEditor.cs

5.93 Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper Class Reference

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

Public Member Functions

- override string **ToString** ()

Public Attributes

- string **UDEAVoiceName** = string.Empty
"Name of the UDEA-character on-screen."
- string **RTVoiceNameWindows** = string.Empty
"Name of the RT-Voice under Windows."
- string **RTVoiceNameMac** = string.Empty
Name of the RT-Voice under macOS.
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = string.Empty
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = string.Empty
Name of the RT-Voice under WSA.
- string **RTVoiceNameMaryTTS** = string.Empty
Name of the RT-Voice under MaryTTS.
- 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

Properties

- string [RTVoiceName](#) [get]
Returns the name of the RT-Voice for the current platform.

5.93.1 Detailed Description

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

5.93.2 Member Data Documentation

5.93.2.1 bool `Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.IgnoreCharacter` = false

Ignore this character (default: false).

5.93.2.2 float `Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Pitch` = 1f

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

5.93.2.3 float `Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Rate` = 1f

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

5.93.2.4 string `Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameAndroid` = string.Empty

Name of the RT-Voice under Android.

5.93.2.5 string `Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameIOS` = string.Empty

Name of the RT-Voice under iOS.

5.93.2.6 string `Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameMac` = string.Empty

Name of the RT-Voice under macOS.

5.93.2.7 string `Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameMaryTTS` = string.Empty

Name of the RT-Voice under MaryTTS.

5.93.2.8 string `Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWindows` = string.Empty

"Name of the RT-Voice under Windows.

5.93.2.9 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.93.2.10 `AudioSource Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Source`

Origin AudioSource (optional).

5.93.2.11 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.UDEAVoiceName = string.Empty`

"Name of the UDEA-character on-screen.

5.93.2.12 `float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Volume = 1f`

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

5.93.3 Property Documentation

5.93.3.1 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceName` [get]

Returns the name of the RT-Voice for the current platform.

Returns

The name of the RT-Voice for the current platform.

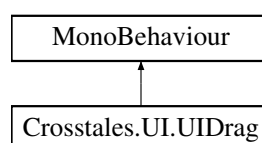
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAVoiceWrapper.cs

5.94 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **BeginDrag** ()
- void **OnDrag** ()

5.94.1 Detailed Description

Allow to Drag the Windows arround.

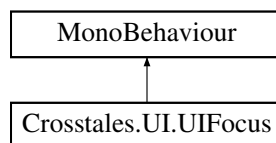
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ UI/Scripts/UIDrag.cs

5.95 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void **Start** ()
- void **onPanelEnter** ()

Public Attributes

- string **CanvasName** = "Canvas"

5.95.1 Detailed Description

Change the Focus on from a Window.

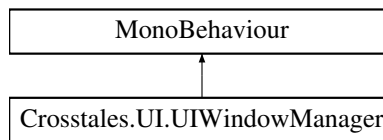
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ UI/Scripts/UIFocus.cs

5.96 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 x)

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.96.1 Detailed Description

Change the state of all Window panels.

5.96.2 Member Data Documentation

5.96.2.1 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/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ UI/Scripts/UIWindowManager.cs

5.97 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."

5.97.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↵ Editor/Task/UpdateCheck.cs

5.98 Crosstales.RTVoice.Model.Voice Class Reference

[Model](#) for a voice.

Public Member Functions

- [Voice](#) (string name, string description, string gender, string age, string culture)
Instantiate the class.
- [Voice](#) (string name, string description, string culture)
Instantiate the class.
- override string **ToString** ()

Public Attributes

- string [Name](#)
Name of the RT-Voice.
- string [Description](#) = string.Empty
Description of the RT-Voice.
- string [Gender](#) = string.Empty
Gender of the RT-Voice (Windows only).
- string [Age](#) = string.Empty
Age of the RT-Voice (Windows only).
- string [Culture](#) = string.Empty
Culture of the RT-Voice.

5.98.1 Detailed Description

[Model](#) for a voice.

5.98.2 Constructor & Destructor Documentation

5.98.2.1 Crosstales.RTVoice.Model.Voice.Voice (string name, string description, string gender, string age, string culture)

Instantiate the class.

Parameters

<i>name</i>	Name of the RT-Voice.
<i>description</i>	Description of the RT-Voice.
<i>gender</i>	Gender of the RT-Voice (Windows only).
<i>age</i>	Age of the RT-Voice (Windows only).
<i>culture</i>	Culture of the RT-Voice.

5.98.2.2 Crosstailes.RTVoice.Model.Voice.Voice (string *name*, string *description*, string *culture*)

Instantiate the class.

Parameters

<i>name</i>	Name of the RT-Voice.
<i>description</i>	Description of the RT-Voice.
<i>culture</i>	Culture of the RT-Voice.

5.98.3 Member Data Documentation

5.98.3.1 string Crosstailes.RTVoice.Model.Voice.Age = string.Empty

Age of the RT-Voice (Windows only).

5.98.3.2 string Crosstailes.RTVoice.Model.Voice.Culture = string.Empty

Culture of the RT-Voice.

5.98.3.3 string Crosstailes.RTVoice.Model.Voice.Description = string.Empty

Description of the RT-Voice.

5.98.3.4 string Crosstailes.RTVoice.Model.Voice.Gender = string.Empty

Gender of the RT-Voice (Windows only).

5.98.3.5 string Crosstailes.RTVoice.Model.Voice.Name

Name of the RT-Voice.

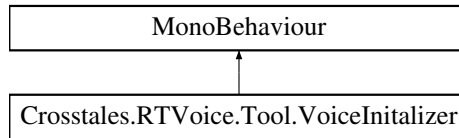
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/↵ Scripts/Model/Voice.cs

5.99 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).

5.99.1 Detailed Description

Allows to initialize voices (useful on Android).

5.99.2 Member Data Documentation

5.99.2.1 bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices = false

Initialize all voices (default: false).

5.99.2.2 bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true

Destroy the gameobject after initialize (default: true).

5.99.2.3 Model.Enum.ProviderType Crosstales.RTVoice.Tool.VoiceInitializer.Provider = Model.Enum.ProviderType.Android

Selected provider to initialize the voices (default: Android).

5.99.2.4 string [] Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames

Initialize voices by name.

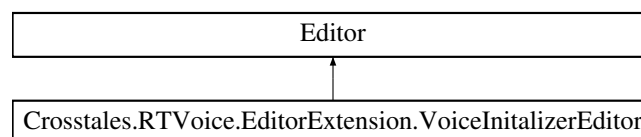
The documentation for this class was generated from the following file:

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

5.100 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** ()

5.100.1 Detailed Description

Custom editor for the 'VoiceInitializer'-class.

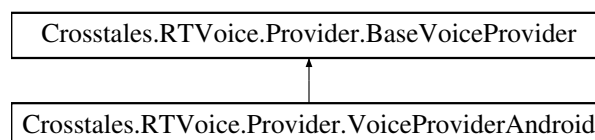
The documentation for this class was generated from the following file:

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

5.101 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.
- void **ShutdownTTS** ()

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.101.1 Detailed Description

Android voice provider.

5.101.2 Constructor & Destructor Documentation

5.101.2.1 Crosstales.RTVoice.Provider.VoiceProviderAndroid.VoiceProviderAndroid (MonoBehaviour obj)

Constructor for [VoiceProviderAndroid](#).

Parameters

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

5.101.3 Member Function Documentation

5.101.3.1 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](#).

5.101.3.2 `override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.Silence () [virtual]`

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.101.3.3 `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](#).

5.101.3.4 `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](#).

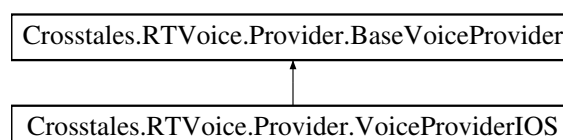
The documentation for this class was generated from the following file:

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

5.102 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.

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 everytime a new word is spoken.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.102.1 Detailed Description

iOS voice provider.

5.102.2 Constructor & Destructor Documentation

5.102.2.1 Crosstales.RTVoice.Provider.VoiceProviderIOS.VoiceProviderIOS (MonoBehaviour obj)

Constructor for [VoiceProviderIOS](#).

Parameters

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

5.102.3 Member Function Documentation

5.102.3.1 **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](#).

5.102.3.2 **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.
--------------	---------------------------

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

Receives all voices

Parameters

<i>voicesText</i>	All voices as text string.
-------------------	----------------------------

5.102.3.4 **override void** Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.102.3.5 **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](#).

5.102.3.6 `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNative (Model.Wrapper wrapper)`
`[virtual]`

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

Parameters

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

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

5.102.3.7 `static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken () [static]`

Called everytime a new word is spoken.

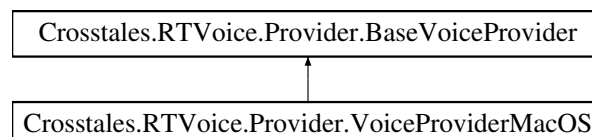
The documentation for this class was generated from the following file:

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

5.103 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.

Properties

- `override string AudioFileExtension [get]`
- `override System.Collections.Generic.List< Model.Voice > Voices [get]`

Additional Inherited Members

5.103.1 Detailed Description

MacOS voice provider.

5.103.2 Constructor & Destructor Documentation

5.103.2.1 Crosstales.RTVoice.Provider.VoiceProviderMacOS.VoiceProviderMacOS (MonoBehaviour *obj*)

Constructor for [VoiceProviderMacOS](#).

Parameters

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

5.103.3 Member Function Documentation

5.103.3.1 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](#).

5.103.3.2 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](#).

5.103.3.3 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](#).

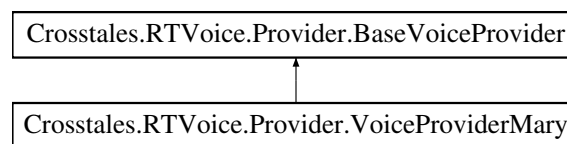
The documentation for this class was generated from the following file:

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

5.104 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, string user, string password, [Model.Enum.MaryTTSType](#) type)
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 [Silence](#) ()
Silence all active TTS-providers.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.104.1 Detailed Description

MaryTTS voice provider.

5.104.2 Constructor & Destructor Documentation

- 5.104.2.1 [Crosstales.RTVoice.Provider.VoiceProviderMary.VoiceProviderMary](#) (MonoBehaviour obj, string url, int port, string user, string password, [Model.Enum.MaryTTSType](#) type)

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

5.104.3 Member Function Documentation

5.104.3.1 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](#).

5.104.3.2 override void Crosstales.RTVoice.Provider.VoiceProviderMary.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.104.3.3 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](#).

5.104.3.4 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](#).

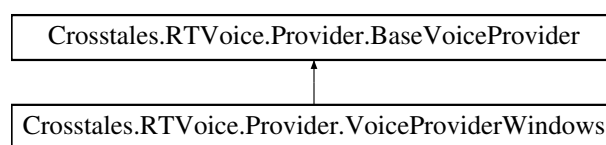
The documentation for this class was generated from the following file:

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

5.105 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



Public Member Functions

- [VoiceProviderWindows](#) (MonoBehaviour obj)
Constructor for [VoiceProviderWindows](#).
- 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.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.105.1 Detailed Description

Windows voice provider.

5.105.2 Constructor & Destructor Documentation

5.105.2.1 Crosstales.RTVoice.Provider.VoiceProviderWindows.VoiceProviderWindows (MonoBehaviour obj)

Constructor for [VoiceProviderWindows](#).

Parameters

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

5.105.3 Member Function Documentation

5.105.3.1 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](#).

5.105.3.2 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](#).

5.105.3.3 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.
----------------	------------------------------

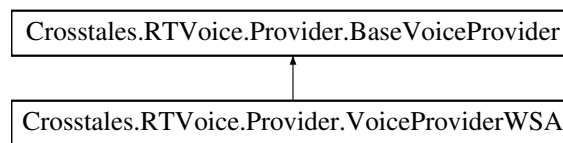
Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

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

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

5.106 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

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.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.106.1 Constructor & Destructor Documentation

5.106.1.1 Crosstales.RTVoice.Provider.VoiceProviderWSA.VoiceProviderWSA (MonoBehaviour obj)

Constructor for [VoiceProviderWSA](#).

Parameters

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

5.106.2 Member Function Documentation

5.106.2.1 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](#).

5.106.2.2 **override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Silence ()** [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.106.2.3 **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](#).

5.106.2.4 **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](#).

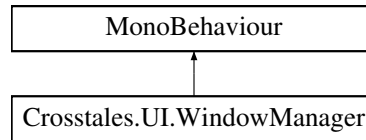
The documentation for this class was generated from the following file:

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

5.107 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **SwitchPanel** ()
- void **OpenPanel** ()
- void **ClosePanel** ()

Public Attributes

- float **Speed** = 3f
Window movement speed (default: 3).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).

5.107.1 Detailed Description

Manager for a Window.

5.107.2 Member Data Documentation

5.107.2.1 GameObject [] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

5.107.2.2 float Crosstales.UI.WindowManager.Speed = 3f

Window movement speed (default: 3).

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/WindowManager.cs

5.108 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, AudioSource source=null, bool speakImmediately=true, string outputFile="")
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="")
Instantiate the class.
- override string **Tostring** ()

Public Attributes

- 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.

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 RecordInfo.

5.108.1 Detailed Description

[Wrapper](#) for "Speak"-function calls.

5.108.2 Constructor & Destructor Documentation

5.108.2.1 Crosstales.RTVoice.Model.Wrapper.Wrapper ()

Default.

5.108.2.2 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 = " ")

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).

5.108.2.3 `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 = "")`

Instantiate the class.

Parameters

<i>uid</i>	UID of 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).

5.108.3 Member Data Documentation

5.108.3.1 string Crosstales.RTVoice.Model.Wrapper.OutputFile

Output file (without extension) for the generated audio.

5.108.3.2 AudioSource Crosstales.RTVoice.Model.Wrapper.Source

AudioSource for the speech.

5.108.3.3 bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately = true

Speak immediately after the audio generation. Only works if 'Source' is not null.

5.108.3.4 string Crosstales.RTVoice.Model.Wrapper.Uid

UID of the speech.

5.108.3.5 Voice Crosstales.RTVoice.Model.Wrapper.Voice

Voice for the speech.

5.108.4 Property Documentation

5.108.4.1 System.DateTime Crosstales.RTVoice.Model.Wrapper.Created [get]

Returns the creation time of the RecordInfo.

Returns

Creation time of the RecordInfo.

5.108.4.2 float Crosstales.RTVoice.Model.Wrapper.Pitch [get], [set]

Pitch of the speech (values: 0-2).

5.108.4.3 float Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]

Rate of the speech (values: 0-3).

5.108.4.4 string Crosstales.RTVoice.Model.Wrapper.Text [get], [set]

Text for the speech.

5.108.4.5 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/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Wrapper.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/rtvoice/>

6.2 AssetStore

<https://goo.gl/qwtXyb>

6.3 Forum

<http://goo.gl/Z6MZM1>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf>

6.5 Demos

6.5.1 WebGL

<https://www.crosstales.com/media/data/assets/rtvoice/webgl/>

6.5.2 Windows

https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_win.zip

6.5.3 macOS

https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_mac.zip

6.5.4 Android

<https://www.crosstales.com/media/rtvoice/RTVoice.apk>

6.6 Videos

<https://www.youtube.com/c/Crosstales>

6.6.1 Promotion

<https://youtu.be/iVhTWDLY7g8?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

6.6.2 Tutorial

<https://youtu.be/OJyVgCmX3wU?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

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