# Core Program

~~Read From Text c/w~~

~~Hight from Text c/w~~

~~Export MP3 c/w~~

### Speech Platform Runtime 11

It use system.speech

Must install voice and runtime & SDK

http://msdn.microsoft.com/en-us/library/jj572477%28v=office.14%29.aspx

http://msdn.microsoft.com/en-us/library/microsoft.speech.synthesis%28v=office.14%29.aspx

### Sapi4/5

ActiveTTS

Programs/activetTTS

Direct

<http://www.codeproject.com/Articles/14044/SAPI-with-Microsoft-Agent-and-Visemes-to-Explain-T>

by own wrapper

SAPI4 > Simple DLL > Wrapper Class > Used in main program

http://tech.pro/tutorial/852/csharp-tutorial-writing-a-dotnet-wrapper-for-sqlite

<http://code.msdn.microsoft.com/windowsdesktop/C-Text-Speaker-37905ac5#content>

<http://www.codeproject.com/Articles/1562/Simple-Program-for-Text-to-Speech-Using-SAPI-Engli>

<http://windowsdevcenter.com/pub/a/dotnet/2004/03/29/mcpp_part3.html>

<http://msdn.microsoft.com/en-us/library/aa288468(v=vs.71).aspx>

Project sapi4DLL

<http://clrinterop.codeplex.com/releases/view/17579>

### LameDLL

http://www.codeproject.com/Articles/5901/C-MP3-Compressor

Ideas

SpeakAloud

# Problems Area

Flicker from PixelScroll

### Double Volume of play

System.media’

naudio

# Next Features

Find and Replace

Text Option Font,Font Size

Play with SAPI5 Voices

Play with SAPI4 Voices (see DLL wrapper & buying DLL Wrapper)

Play with MS new Speech engines voices

Tab interface for new copy into from clipboard

Complete Options and voice Option Panel

Better Icons & UI

# Features yet To be Created

QuadRead to file

QuadRead to Speakers

# Idea for quad play

<http://stackoverflow.com/questions/254930/question-speechsynthesizer-setoutputtoaudiostream-audio-format-problem>

I was having a similar issue and wanted to post a reply in case it helps anyone. This thread got me towards finding the answer. My issue was, I was having the SpeechSynthesizer output to a WAV file, and then playing that WAV file with NAudio. When outputted to a file, it worked without modification. However, when trying to use a MemoryStream, it would play back, but so fast all you heard was a squeak.

This code for outputting the SpeechSynthesizer fixed the issue, and no modification is needed on the NAudio side:

SpeechAudioFormatInfo synthFormat = new SpeechAudioFormatInfo(EncodingFormat.Pcm, 88200, 16, 1, 16000, 2, null);

synth.SetOutputToAudioStream(streamAudio, synthFormat);

The 88200 is the key. By default, this is 11025. Creating the SpeechAudioFormatInfo and setting it to 88200 is all that is needed.

Memorystream + events progress record time of event = link speech + text Highthing

# Furture Ideas

Plugins for word with highlighting

See other TTS programs