

Introduction

ZPAY IOS Text to Speech

This plugin works with Unity Basic and Unity Pro. This is a low-level plugin to use iOS Text To Speech within Unity.

TTS

TTS stands for Text to Speech. This plug-in for Unity allows your iPhone or iPad mobile game to use iOS Text to Speech services.

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How to install inside Unity

ZPAY IOS Text to Speech

How to install inside Unity

Import to Unity

1. Import the package to Unity
2. The iOSTTS is a class with static functions.
3. The namespace is "ZPAY.iOSTTExpert". To use functions inside the iOSTTExpert, you need to specify the namespace and iOSTTExpert as class.

[Send Feedback](#) on this topic.

System Requirements

ZPAY IOS Text to Speech

Run-Time System Requirements

iPad versions

iPad2, iPad3, iPad4, iPad Air

iPhone4, iPhone4S, iPhone5, iPhone5C

Unity versions

Unity iOS Basic, Unity iOS Pro

Unity 4.3 and above

Does not work with Android, Mac, BlackBerry, PC.

This plugin is IOS platform specific.

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How do I... ?

ZPAY IOS Text to Speech

How do I set the speech?

Speech is controlled by 6 values: Text to Output, Pitch, Voice, Variance, Volume and Voice Kind, where voice kind is a name.

How do I...?

1. To output text to speech, use [StartTalking\(String\)](#), [StartTalking2\(String, Single, Single, Single\)](#). These two functions are asynchronous. They return events.
2. To stop the Text to Speech, use [StopTalking\(\)](#)
3. To set the Pitch, use [SetPitch\(Single\)](#). To get the pitch, use [GetPitch\(\)](#)
4. To set the Voice kind, use [SetVoice\(String\)](#). To get the current voice, use [GetVoice\(\)](#)
5. To set the Voice speed, use [SetSpeed\(Single\)](#). To get the current voice dictation speed, use [GetSpeed\(\)](#)
6. To set the Voice variance, use [SetVariance\(Single\)](#). To get the current voice variance, use [GetVariance\(\)](#)
7. To set the Voice volume, use [SetVolume\(Single\)](#). To get the current voice volume, use [GetVolume\(\)](#)
8. To get the status, check the [OnChangeVoice\(String\)](#), [OnStopTalking\(String\)](#), [OnStartTalking\(String\)](#) event

TTS Text to Speak Parameter

Text to Speak. This parameter is a string for the Text to speak output. This will be spoken out from the iOS device.

TTS Speed Parameter

TTS Speed value is from 0 to 1.1. The default value is 1.1

TTS Pitch Parameter

TTS Pitch value is from 0 to 125. The default value is 125

TTS Variance Parameter

TTS Pitch value is from 0 to 1.1. The default value is 1.1

TTS Volume Parameter

TTS Volume value is from 0 to 1 The default value is 1

TTS Voice Parameter

TTS Voice values are: "cmu_us_kal" or "cmu_us_kal16" or "cmu_us_rms" or "cmu_us_awb" or "cmu_us_slt"

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Namespaces

Namespace	Description
ZPAY	ZPAY Namespace


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ZPAY Namespace

ZPAY IOS Text to Speech

ZPAY Namespace

Classes

	Class	Description
	iOSTTEExpert	iOS Text to Speech Expert for iOS

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iOSTTExpert Class

ZPAY IOS Text to Speech

iOS Text to Speech Expert for iOS

Inheritance Hierarchy

 [System.Object](#)
ZPAY.iOSTTExpert

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public class iOSTTExpert
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public class iOSTTExpert
```

See Also

[iOSTTExpert Members](#)

[ZPAY Namespace](#)


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iOSTTExpert Members

ZPAY IOS Text to Speech

















The `iOSTTExpert` type exposes the following members.


















Constructors

	Name	Description
	<code>iOSTTExpert</code>	Initializes a new instance of the <code>iOSTTExpert</code> class

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Methods

	Name	Description
	<code>Equals</code>	Determines whether the specified <code>Object</code> is equal to the current <code>Object</code> . (Inherited from <code>Object</code> .)
	<code>Finalize</code>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from <code>Object</code> .)
	<code>GetHashCode</code>	Serves as a hash function for a particular type. (Inherited from <code>Object</code> .)
	<code>GetPitch</code>	Get TTS Voice Pitch
	<code>GetSpeed</code>	Get TTS Voice Dictation Speed
	<code>GetType</code>	Gets the type of the current instance. (Inherited from <code>Object</code> .)
	<code>GetVariance</code>	Get Voice Variance
	<code>GetVoice</code>	Get TTS Voice Name
	<code>GetVolume</code>	Get Volume
	<code>MemberwiseClone</code>	Creates a shallow copy of the current <code>Object</code> . (Inherited from <code>Object</code> .)
	<code>OnChangeVoice</code>	Voice Change event
	<code>OnStartTalking</code>	Start Talking event
	<code>OnStopTalking</code>	Stop Talking event
	<code>OnTalkingComplete</code>	Talking Complete event.
	<code>SetPitch</code>	Set TTS Voice Pitch
	<code>SetSpeed</code>	Set TTS Voice Dictation Speed

 	SetVariance	Set Voice Variance
 	SetVoice	Set Voice
 	SetVolume	Set Volume
 	showAlert	Show iOS Alert
 	StartTalking	Start Talking
 	StartTalking2	Start Talking with detailed parameters
 	StopTalking	Stop TTS Talking
	 ToString	Returns a string that represents the current object. (Inherited from  Object .)

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See Also

[iOSTTExpert Class](#)

[ZPAY Namespace](#)

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iOSTTExpert Constructor

ZPAY IOS Text to Speech

Initializes a new instance of the [iOSTTExpert](#) class

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public iOSTTExpert()
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public function iOSTTExpert()
```

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)













































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iOSTTExpert Methods

ZPAY IOS Text to Speech

The `iOSTTExpert` type exposes the following members.

Methods

	Name	Description
	 <code>Equals</code>	Determines whether the specified  <code>Object</code> is equal to the current  <code>Object</code> . (Inherited from  <code>Object</code> .)
	 <code>Finalize</code>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from  <code>Object</code> .)
	 <code>GetHashCode</code>	Serves as a hash function for a particular type. (Inherited from  <code>Object</code> .)
	 <code>GetPitch</code>	Get TTS Voice Pitch
	 <code>GetSpeed</code>	Get TTS Voice Dictation Speed
	 <code>GetType</code>	Gets the type of the current instance. (Inherited from  <code>Object</code> .)
	 <code>GetVariance</code>	Get Voice Variance
	 <code>GetVoice</code>	Get TTS Voice Name
	 <code>GetVolume</code>	Get Volume
	 <code>MemberwiseClone</code>	Creates a shallow copy of the current  <code>Object</code> . (Inherited from  <code>Object</code> .)
	<code>OnChangeVoice</code>	Voice Change event
	<code>OnStartTalking</code>	Start Talking event
	<code>OnStopTalking</code>	Stop Talking event
	<code>OnTalkingComplete</code>	Talking Complete event.
	 <code>SetPitch</code>	Set TTS Voice Pitch
	 <code>SetSpeed</code>	Set TTS Voice Dictation Speed
	 <code>SetVariance</code>	Set Voice Variance
	 <code>SetVoice</code>	Set Voice
	 <code>SetVolume</code>	Set Volume
	 <code>showAlert</code>	Show iOS Alert

	StartTalking	Start Talking
	StartTalking2	Start Talking with detailed parameters
	StopTalking	Stop TTS Talking
	 ToString	Returns a string that represents the current object. (Inherited from  Object .)

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See Also

[iOSTTExpert Class](#)

[ZPAY Namespace](#)

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iOSTTExpert.GetPitch Method

ZPAY IOS Text to Speech

Get TTS Voice Pitch

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static float GetPitch()
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function GetPitch() : float
```

Return Value

Type:  [Single](#)

Returns the TTS pitch

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.GetSpeed Method

ZPAY IOS Text to Speech

Get TTS Voice Dictation Speed

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static float GetSpeed()
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function GetSpeed() : float
```

Return Value

Type:  [Single](#)

Return the speed

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.GetVariance Method

ZPAY IOS Text to
Speech

Get Voice Variance

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static float GetVariance()
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function GetVariance() : float
```

Return Value

Type:  [Single](#)

Return the TTS Voice Variance

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.GetVoice Method

ZPAY IOS Text to Speech

Get TTS Voice Name

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static string GetVoice()
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function GetVoice() : String
```

Return Value

Type:  [String](#)

Return the TTS Voice name

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.GetVolume Method

ZPAY IOS Text to Speech

Get Volume

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static float GetVolume()
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function GetVolume() : float
```

Field Value

Type:  [Single](#)

The float values are from 0 to 1

Return Value

Type:  [Single](#)

Get the Volume

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.OnChangeVoice Method

ZPAY IOS Text to Speech

Voice Change event

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public void OnChangeVoice(  
    string data  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public function OnChangeVoice(  
    data : String  
)
```

Parameters

data

Type:  [System.String](#)

Empty string returned from iOS Plugin

Remarks

This event is triggered when TTS voice has changed.

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.OnStartTalking Method

ZPAY IOS Text to Speech

Start Talking event

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public void OnStartTalking(  
    string data  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public function OnStartTalking(  
    data : String  
)
```

Parameters

data

Type:  [System.String](#)

Empty string returned from iOS Plugin

Remarks

This event is triggered when TTS talking has started

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.OnStopTalking Method

ZPAY IOS Text to Speech

Stop Talking event

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public void OnStopTalking(  
    string data  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public function OnStopTalking(  
    data : String  
)
```

Parameters

data

Type:  [System.String](#)

Empty string returned from iOS Plugin

Remarks

This event is triggered when TTS talking has stopped.

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.OnTalkingComplete Method

ZPAY IOS Text to Speech

Talking Complete event.

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public void OnTalkingComplete(  
    string data  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public function OnTalkingComplete(  
    data : String  
)
```

Parameters

data

Type:  [System.String](#)

Empty string returned from iOS Plugin

Remarks

This event is triggered when TTS talking is completed.

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.SetPitch Method

ZPAY IOS Text to Speech

Set TTS Voice Pitch

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static void SetPitch(  
    float _pitch  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function SetPitch(  
    _pitch : float  
)
```

Parameters

_pitch

Type:  [System.Single](#)

Set the TTS voice pitch

Field Value

Type:

Default Value:125 min:0 max:125

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.SetSpeed Method

ZPAY IOS Text to Speech

Set TTS Voice Dictation Speed

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static void SetSpeed(  
    float _speed  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function SetSpeed(  
    _speed : float  
)
```

Parameters

_speed

Type:  [System.Single](#)
Speed

Field Value

Type:

Default Value:1.1 Min:0 Max:1.1

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.SetVariance Method

ZPAY IOS Text to Speech

Set Voice Variance

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static void SetVariance(  
    float _variance  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function SetVariance(  
    _variance : float  
)
```

Parameters

_variance

Type:  [System.Single](#)

Volume Parameter

Remarks

Default Value:11 Min:0 Max:11

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.SetVoice Method

ZPAY IOS Text to Speech

Set Voice

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static void SetVoice(  
    string voicename  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function SetVoice(  
    voicename : String  
)
```

Parameters

voicename

Type:  [System.String](#)

Set the TTS voice name

Remarks

Parameters are: "cmu_us_kal" or "cmu_us_kal16" or "cmu_us_rms" or "cmu_us_awb" or "cmu_us_slt"

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.SetVolume Method

ZPAY IOS Text to Speech

Set Volume

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static void SetVolume(  
    float _volume  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function SetVolume(  
    _volume : float  
)
```

Parameters

_volume

Type:  [System.Single](#)

Set the volume

Field Value

Type:

The float values are from 0 to 1

Remarks

Default Value:1 min:0 max:1

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.showAlert Method

ZPAY IOS Text to
Speech

Show iOS Alert

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static void showAlert(  
    string msg  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function showAlert(  
    msg : String  
)
```

Parameters

msg

Type:  [System.String](#)

Message to Popup

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.StartTalking Method

ZPAY IOS Text to Speech

Start Talking

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static void StartTalking(  
    string str  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function StartTalking(  
    str : String  
)
```

Parameters

str

Type:  [System.String](#)

Text to talk

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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iOSTTExpert.StartTalking2 Method

ZPAY IOS Text to Speech

Start Talking with detailed parameters

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static void StartTalking2(  
    string str,  
    float _pitch,  
    float _variance,  
    float _speed  
)
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function StartTalking2(  
    str : String,  
    _pitch : float,  
    _variance : float,  
    _speed : float  
)
```

Parameters

str

Type:  [System.String](#)
Text to talk

_pitch

Type:  [System.Single](#)
TTS Speech

_variance

Type:  [System.Single](#)
TTS Voice Variance

_speed

Type:  [System.Single](#)
TTS Voice Speech

Remarks

Default Value for speed is 1.1. Min:0 Max: 1.1 Pitch: Default Value:125 min:0 max:125. Variance: Default Value:11 Min:0 Max:11.

See Also

[iOSTTExpert Class](#)

iOSTTExpert Members
ZPAY Namespace

[Send Feedback](#) on this topic.

iOSTTExpert.StopTalking Method

ZPAY IOS Text to Speech

Stop TTS Talking

Namespace: [ZPAY](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C# VB C++ F#

[Copy to Clipboard](#) [Print](#)

```
public static void StopTalking()
```

JScript

[Copy to Clipboard](#) [Print](#)

```
public static function StopTalking()
```

See Also

[iOSTTExpert Class](#)

[iOSTTExpert Members](#)

[ZPAY Namespace](#)

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