

[This document describes how to setup and use the "Android Ultimate TTS" plugin. This document is not intended to describe the purpose of this tool. Please read the description on the asset store for what this tool does.](#)

This asset brings android native text to speech capabilities to your games. It uses Google Text to Speech engine at the backend. It works on all android 5.0 lollipop and above devices and doesn't need an internet connection to work. Although Google Text to Speech engine comes pre-installed on all android systems, if you don't have it installed you must install it through the android settings. Furthermore, to use this plugin to do speech synthesis on languages that are not installed on your android system, you will have to download the language data from your system settings. Which can be found in Settings > Accessibility > Text to Speech Output > Language. To use this tool in your projects simply drag and drop the TextToSpeech.es script file from the Assets > AndroidJJUltimateTTS folder on to an active gameObject. TextToSpeech.es is the main script that contains all the methods leveraging the functionality of the plugin. All of the methods are fully documented in the class itself. You can either open up the class and read the summary tags above each of the methods to understand what they do or type in the method and hover over it so that the IDE's intellisense tells you about the function. Let's take an example of how to speak something with this plugin. Following are the steps to do so:

- 1) Drag and drop the “[TextToSpeech.cs](#)” from “[Assets > Android\\_UltimateTTS](#)” folder on to an active gameobject.
- 2) Before using any other functions of the plugin. Initialize the Text To Speech (TTS) engine once by calling `TextToSpeech.instance.Initialize();`
- 3) Set the TTS engine parameters (language, volume, pitch, speech rate) as follows:  
`TextToSpeech.instance.SetLanguage(TextToSpeech.Locale.ENGLISH_US);`  
`TextToSpeech.instance.SetVolume(0.5f);`  
`TextToSpeech.instance.SetPitch(0.75f);`  
`TextToSpeech.instance.SetSpeed(1f);`
- 4) Speak an example sentence as follows:  
`TextToSpeech.instance.Speak("This is the text that will be spoken!.");`

# POINTS TO KEEP IN MIND

- ++ THIS IS AN ANDROID ONLY PLUGIN. IT WILL ONLY WORK ON ANDROID BUILDS. USING IT ON A NON-ANDROID PLATFORM MIGHT CAUSE ERRORS.
- ++ This asset requires Android API level 21 (5.0 Lollipop) or above set on your android build settings to function. Go to file > Build Settings > Player Settings(Android) > Minimum API Level and change it to "Android 5.0 Lollipop (API level 21)" or above.
- ++ This asset doesn't include the language data necessary for different languages. It uses the data already present on your android device. Please check the "[IsLanguageAvailable](#)" and "[IsCustomLanguageAvailable](#)" methods to check if a language data is available on your android device. You can download language data for different languages from your phone settings.
- ++ The TextToSpeech.cs script contains an enum "Locale" that contains some of the most common languages that you can use to set using the "[SetLanguage](#)" method. If you don't see your language option in the locale then no worries, you can set a language from a custom locale using "[SetLanguageFromCustomLocale](#)" method. Read the method documentation to learn more.
- ++ You must initialize the plugin before using any of its functionality. Use the "[TextToSpeech.instance.Initialize](#)" method to do so.

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To understand how to use this plugin, you can open the demo scene included in Assets > Android\_Ultimate\_TTS > Demo which you can build and run on an android device to see the tool in action.

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Please refer to the "language-subtag-registry.txt" file to find the language and country codes for setting cust languages that are not found in the Locale enum.

If you get any problems or have queries you can contact me at:

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OR

<https://connect.unity.com/u/594e404f32b306001c1b2711>