

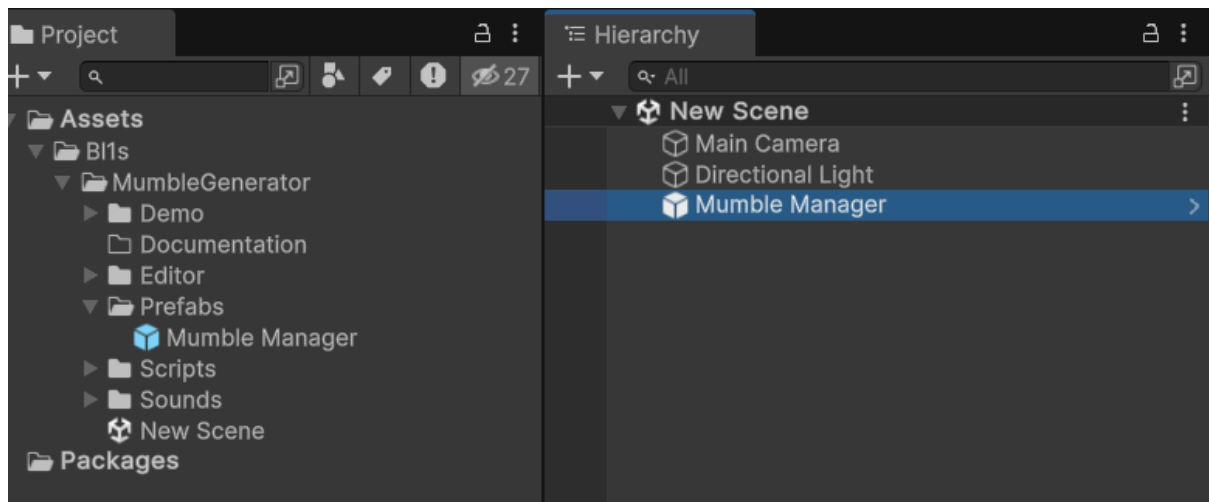


Mumble Generator – Setup Guide

This guide will walk you through setting up the Mumble Generator in your Unity project. It's quick, easy, and you'll have expressive mumblings in no time!



Step 1: Add the Mumble Manager



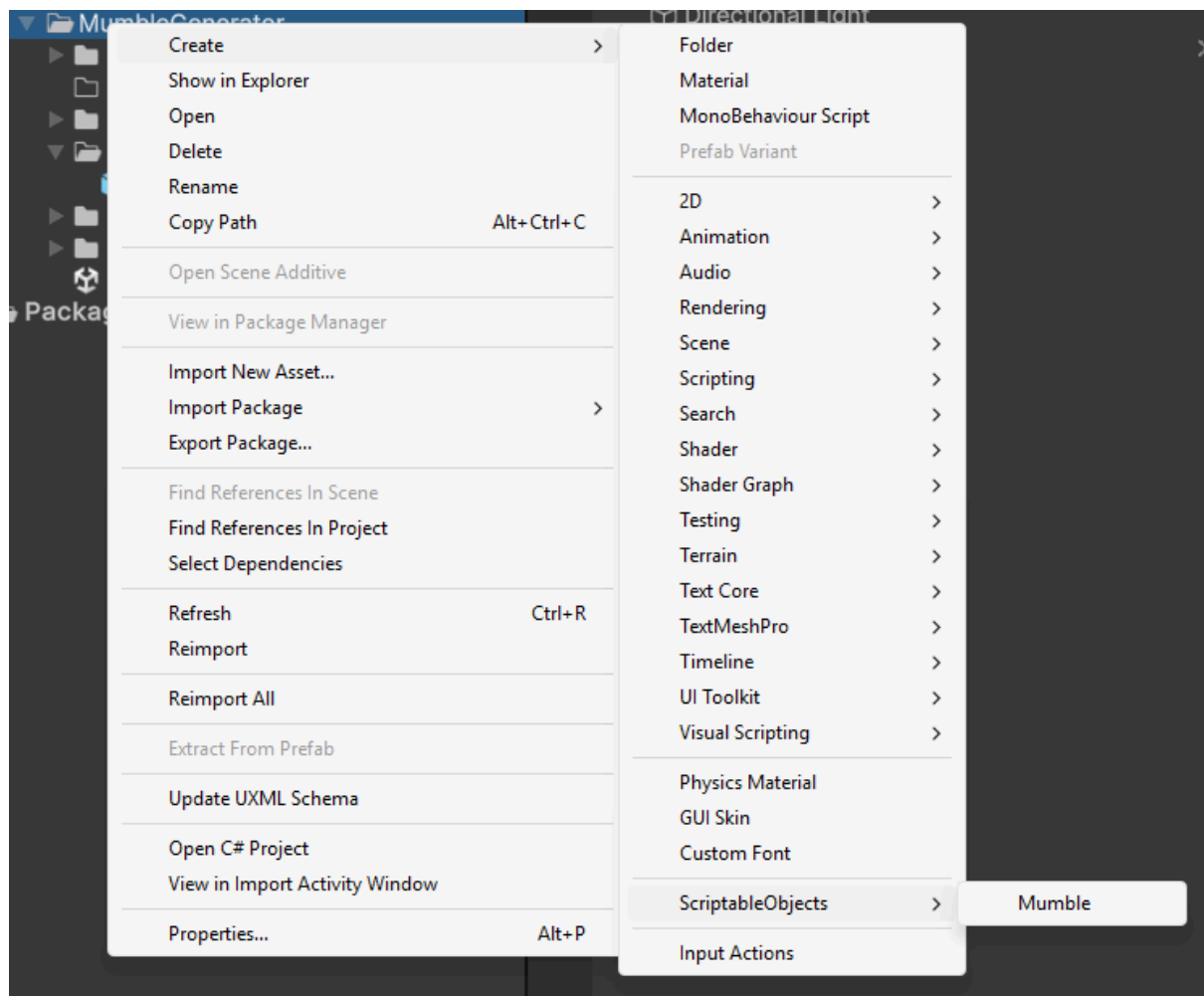
Drag the **MumbleManager prefab** into your scene.

This object is responsible for parsing your texts into sounds.



You only need one MumbleManager in your scene.

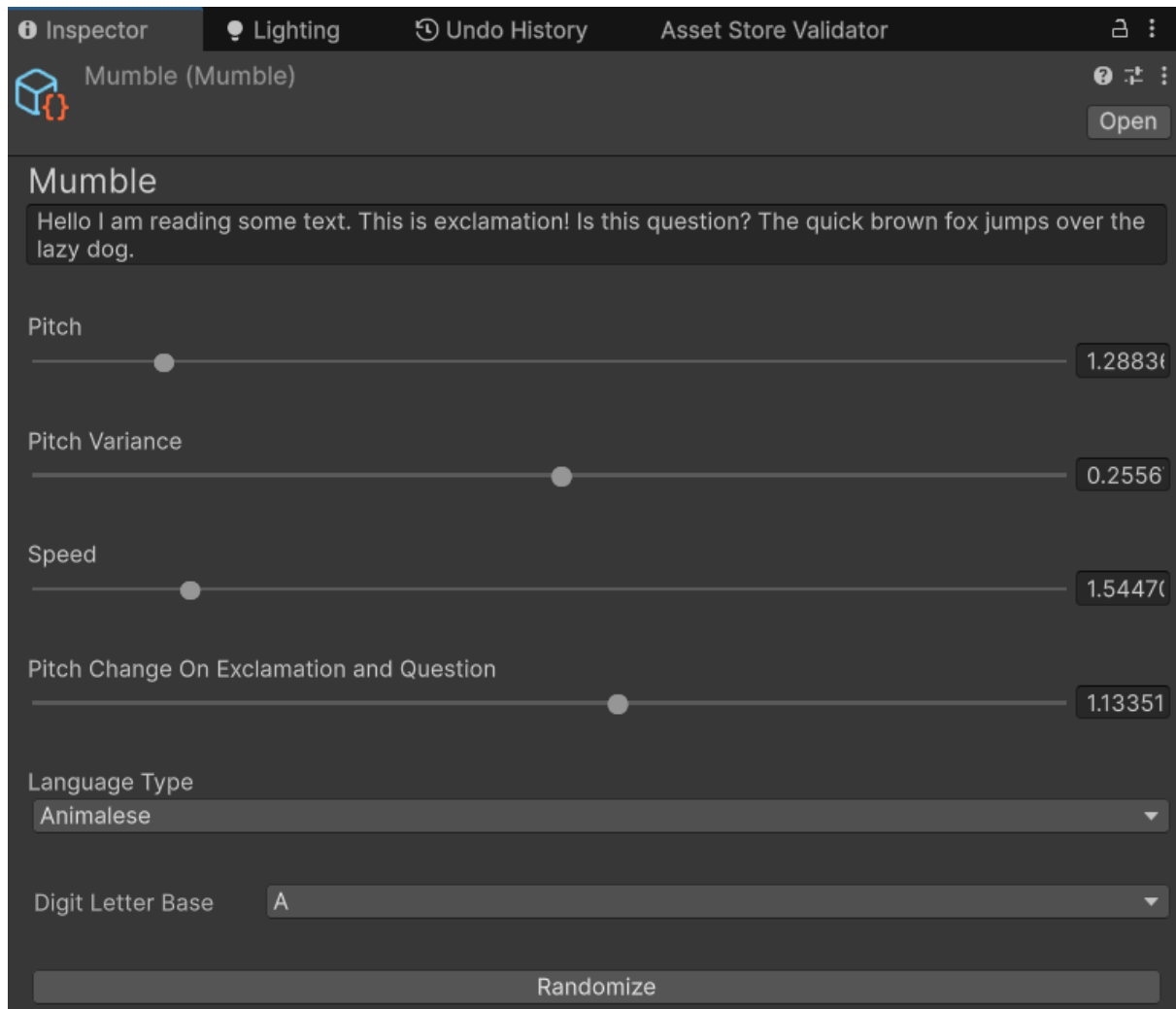
Step 2: Create a Mumble Scriptable Object



1. Right-click in the **Project window**.
2. Go to **Create** → **ScriptableObjects** → **Mumble**
3. This will create a new ScriptableObject where you can define how your mumble voice should sound.

Step 3: Customize Your Mumble Voice

Select your Mumble ScriptableObject and tweak the following settings in the Inspector:



Text

Enter the dialogue text you want to convert into mumbling.

Pitch

Base pitch of the voice. Higher = squeakier, Lower = deeper.

Pitch Variance

Applies slight random pitch changes to each sound for more natural, less robotic speech.

Speed

Controls how fast the sounds play.
Higher speeds skip some sounds.

Pitch Change on Exclamation / Question

Adds pitch variation near punctuation marks: ? and ! to mimic emotional intonation.

Language Type

Choose between two voice styles:

- **Animalese** – Each letter plays a unique voice clip.
- **Simple** – A single clip used repeatedly.

Animalese Options

- **Digit Letter** – Choose which letter sound is used when reading numbers.

Simple Options

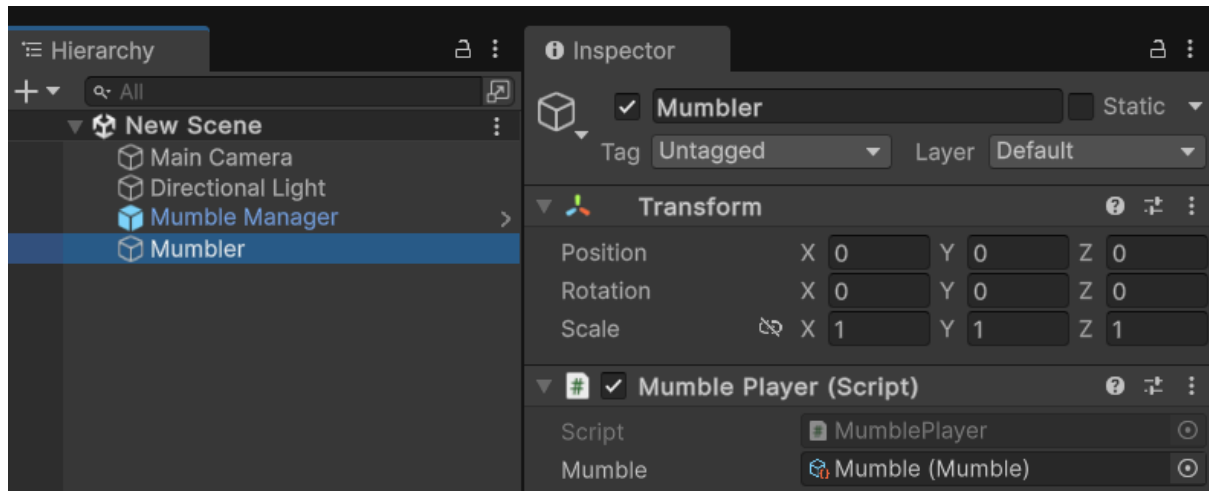
- **Base Letter** – Choose the letter sound used for all speech.
- **Custom Clip** – Assign your own AudioClip for a completely custom mumble sound.

Randomize Button

Click to automatically randomize all values for a quick, unique voice profile.

▶ Step 4: Add the Mumble Player

To actually play the mumble sounds during gameplay, you'll need to set up a **MumblePlayer**.



1. Add MumblePlayer Script

Attach the **MumblePlayer** script to any GameObject in your scene. This can be a UI element, a character, a dialogue box, or a dedicated audio handler.

2. Assign a Mumble ScriptableObject

In the **Inspector**, assign the **Mumble ScriptableObject** you created earlier to the **Mumble** field on the **MumblePlayer**.

3. Trigger the Sound

Call the **PlayMumble()** method on the **MumblePlayer** component to play the mumble audio.

Example (C#):

```
No asset usages
public class MumbleTrigger : MonoBehaviour
{
    [Event function]
    void Start()
    {
        GetComponent<Mumbler>().PlayMumble();
    }
}
```

You can trigger this on dialogue start, button clicks, or any custom event.