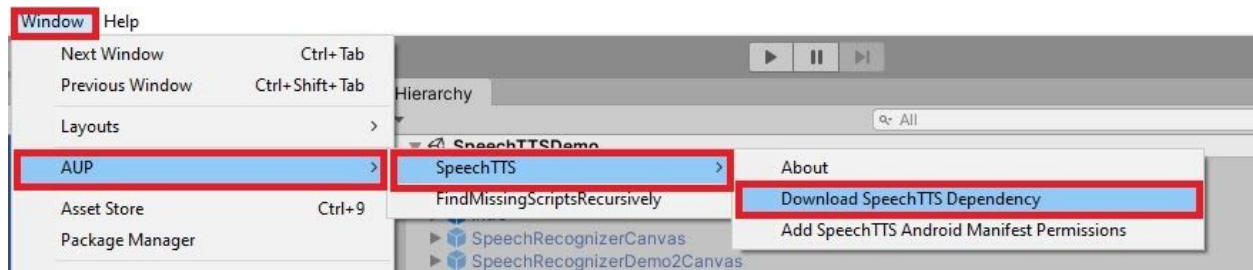


# AUP SpeechTTS Automatic Speech Recognition Oculus Setup

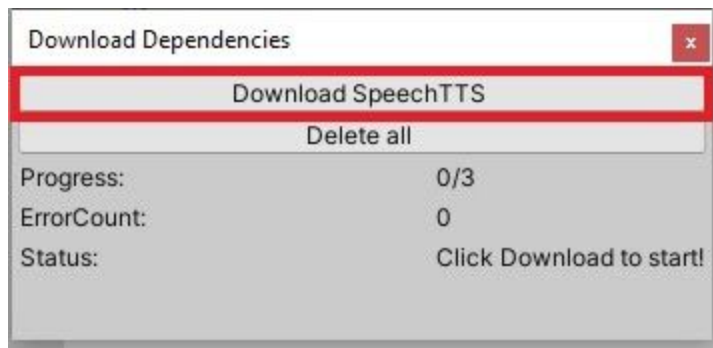
**Step 1:** Download the SPeechTTS Plugin from Asset Store

**Step 2:** Import Speech TTS

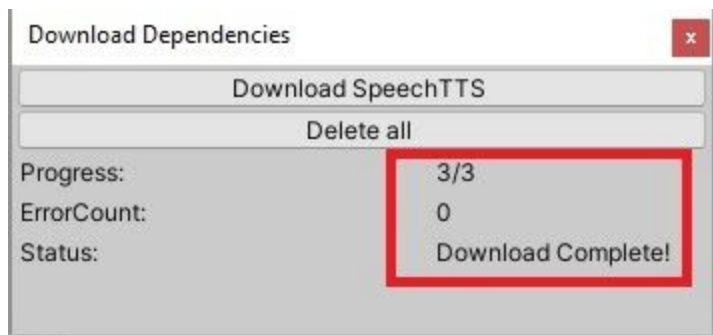
**Step 3:** Go to Windows menu, Select AUP/SpeechTTS/Download SpeechTTS Dependency



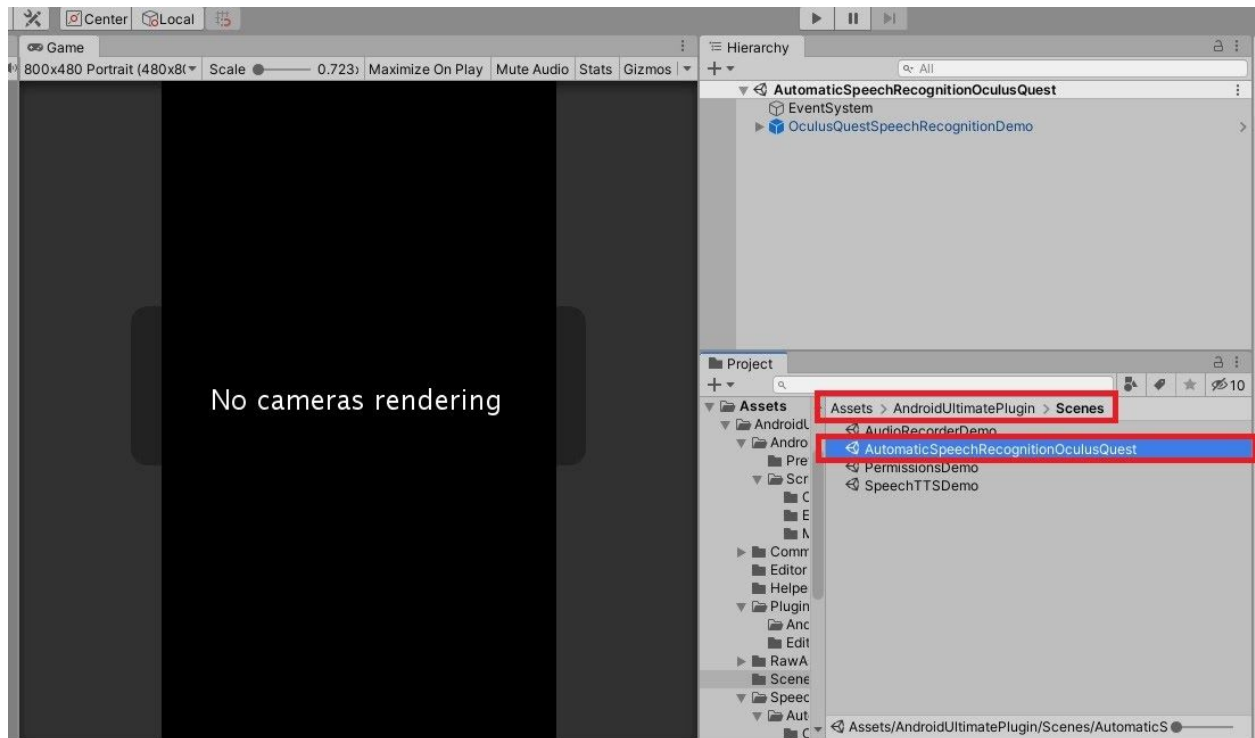
**Step 4:** Click Download SpeechTTS and wait for it to complete the download process



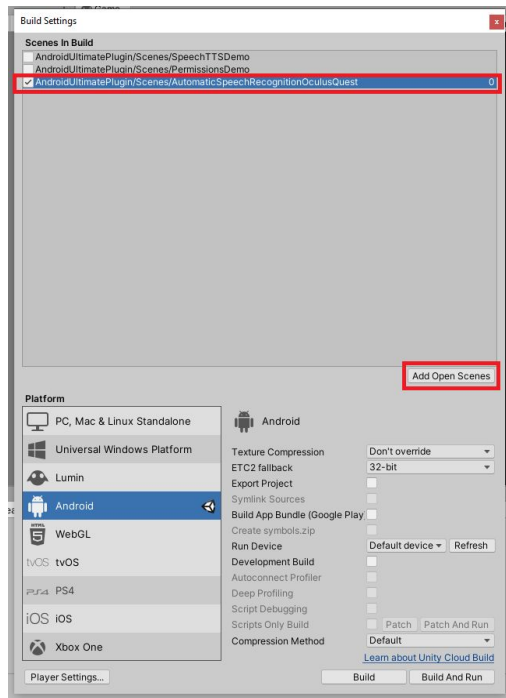
**Step 5:** Once the download is complete you will see this status, make sure that everything is downloaded and there's no error count



**Step 6:** Look for SpeechTTS Demo Scene and open it



**Step 7:** add the AutomaticSpeechRecognitionOculusQuest demo scene to your build settings



**Step 8:** download and Import Oculus Integration from asset store

**Step 9:** if you ask to upgrade and restart follow it and do it

**Step 10:** go to project settings look for XR Plugin-in Management install it

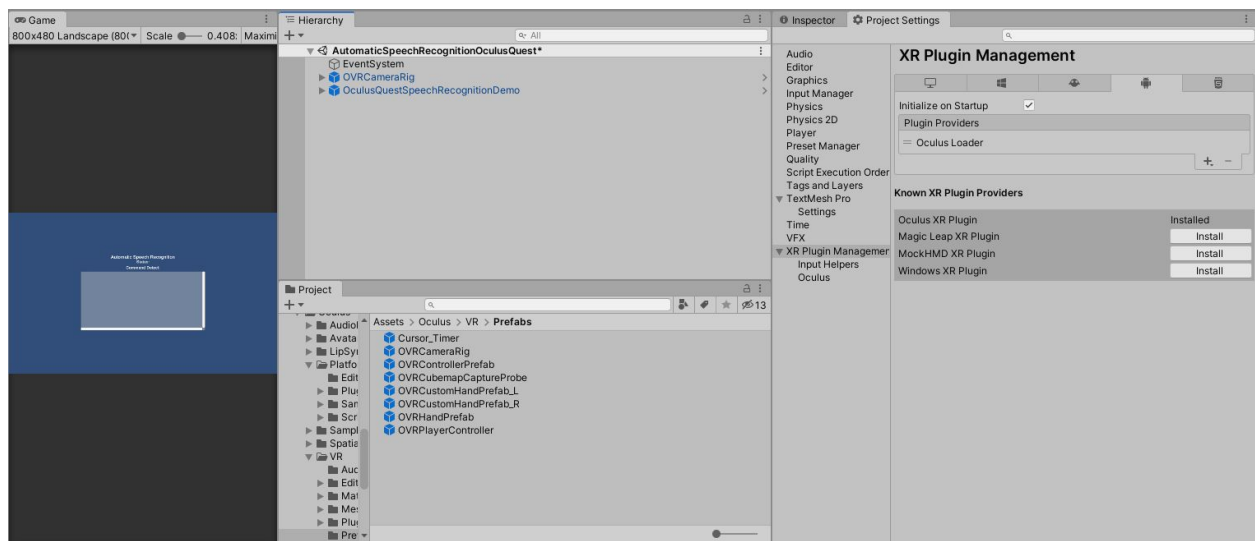
**Step 11:** from XR Plugin-in Management tick the oculus it will install it wait for it

**Step 12:** on oculus it should be Stereo Rendering Mode Multi Pass

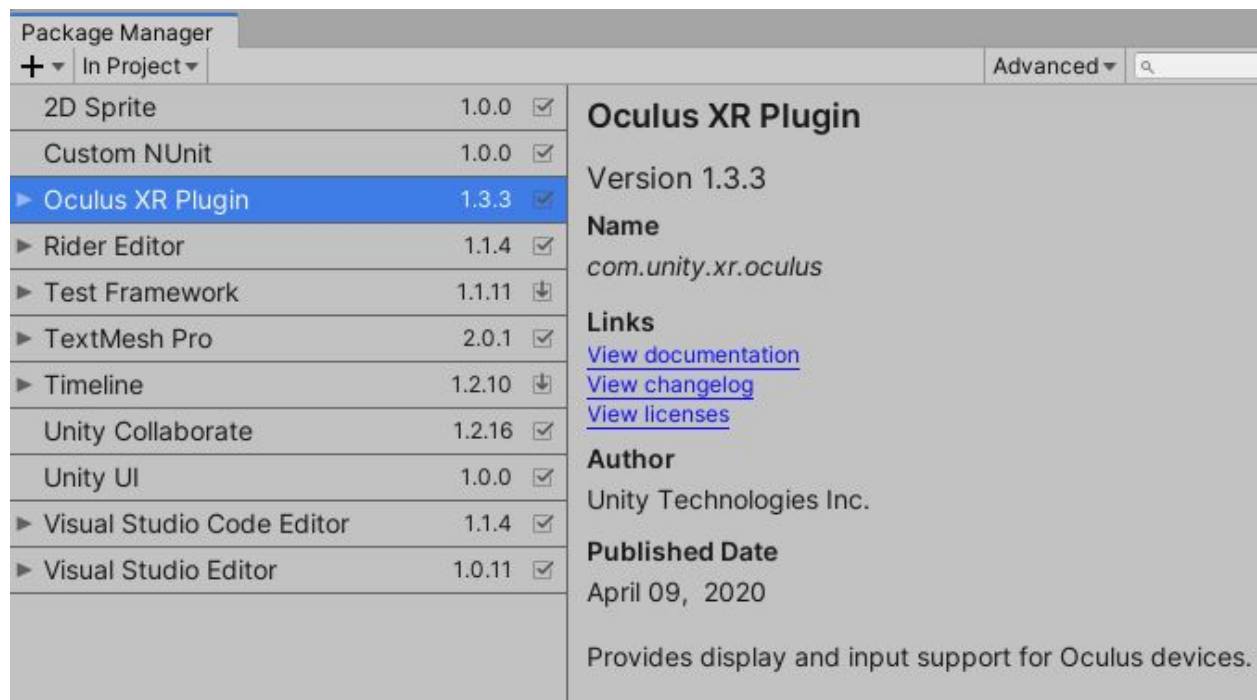
**Step 13:** V2 Signing (Quest) is tick or checked

**Step 14:** go to Window look for Package Manager and remove or uninstall XR Plug-in Management it's colliding with other XR plugin

**Step 15:** go back to project hierarchy go to Assets/Oculus/VR/Prefabs look for OVRCamera Rig drop it on Automatic Speech Recognition Oculus Quest Demo scene



**Step 16: Check your Package Manager you should only have Oculus XR Plugin, if you also have the XR Plugin Management it will collide with Oculus XR Plugin**



**Step 17:** build the apk and install it on your oculus quest

**Step 18:** Test it

## More Info

### Basic Setup

[https://docs.google.com/document/d/1UOF1h5Q\\_wh-Wp9g6g5z7wgea03v5jklz3Pr0LJJDXaY/e/dit?usp=sharing](https://docs.google.com/document/d/1UOF1h5Q_wh-Wp9g6g5z7wgea03v5jklz3Pr0LJJDXaY/e/dit?usp=sharing)

This test demo is  
in Landscape 800x480  
Canvas ui must be  
Pos X = 0, Pos Y = 0, Pos Z = 517  
Width = 800, Height = 400

The purpose of this demo is just to demonstrate the simple usage of Automatic Speech Recognition after this it's all depends on you,

**Note:** Inspect, understand all the codes and how they are connected, what is the requirements , dependencies before changing or doing anything.

### **Automatic Speech Recognition Required Libraries**

you must have this under Assets/Plugins/Android or else your project will crashed and won't work

automaticspeechrecognition-release.aar

kaldi-android-5.2.aar

models-release.aar

### **Required Permissions on Android Manifest**

```
<uses-permission android:name="android.permission.RECORD_AUDIO" />
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.READ_INTERNAL_STORAGE" />
```

Note: when you run the apk on your oculus quest you must accept all the permissions or else it will not work or it will just crashed

### **Working Demo APK download and install it on your Oculus Quest**

<https://drive.google.com/file/d/1ZdXbiowshl8HKFAHTKhECOr6FJqOSQmb/view?usp=sharing>