



X&IMMERSION

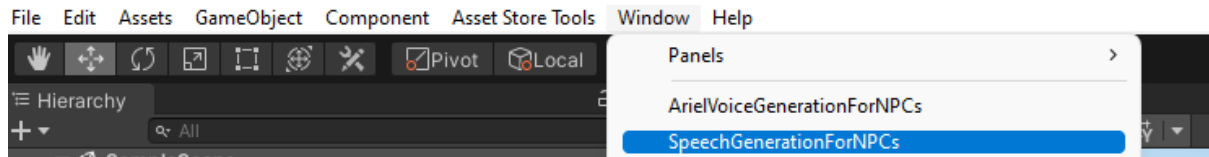
Thank you for purchasing our Speech Generation asset.

This document will show you how to use the asset in Unity.

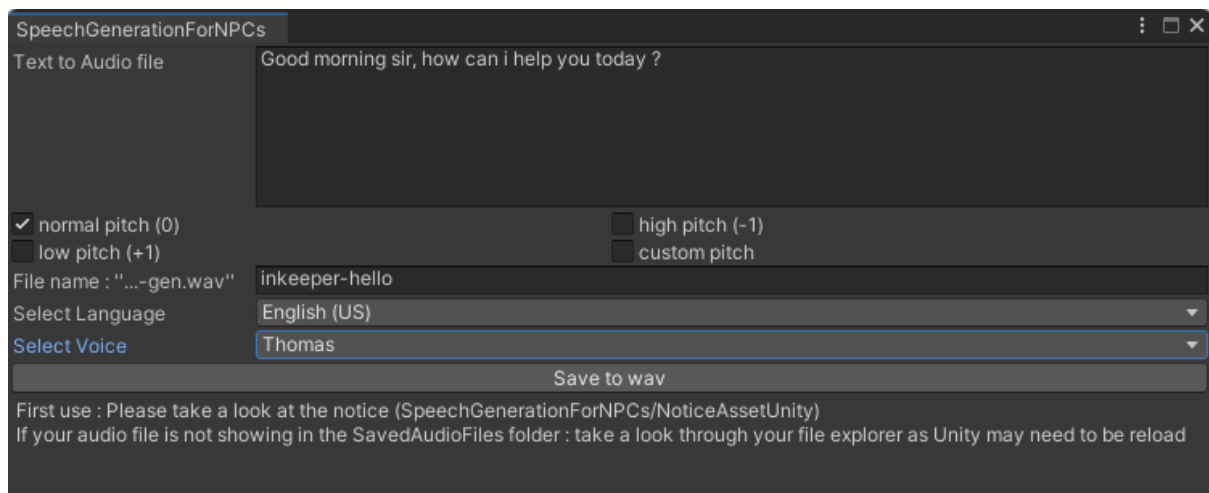
Contact us at : contact@xandimmersion.com

- Editor Window

You will find the asset window under Window/SpeechGenerationForNPCs



It will open a new editor window :



Text to Audio file :

The script that you will type here will be generated to a .wav audio file in the folder “SpeechGenerationForNPCs/SavedAudioFiles”.

Pitch (normal/high/low/custom) :

Change this parameter if you want the generated voice to be higher or lower-pitched. If you want a normal voice just select “normal pitch”

File name :

The name your audio file will have : myname-gen.wav .

Select Language :

Our asset is able to generate an audio file from a great number of speakers from different countries.

Select Voice :

Select the speaker you want for your audio file.

Finally, click on the “Save to wav” button to generate your text to an audio file. The audio file will be saved inside the “SavedAudioFiles” folder.