Thank you for purchasing our Ariel Voice Generation asset.

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

If you have any question, contact us at : **contact@xandimmersion.com**

Note : The Ariel Voice Generation software is under the Asset Store End User License Agreement. Ariel Voice Generation asset uses the function SavWav that is an open source Third-Party component made by Calvin Rien. Permission is given for anyone to use this software for any purpose, including commercial applications (Cf : SavWav.cs license agreement notice)

Editor Window - Generation

You will find the asset window under Window/ArielVoiceGeneration. It will open a new editor window.
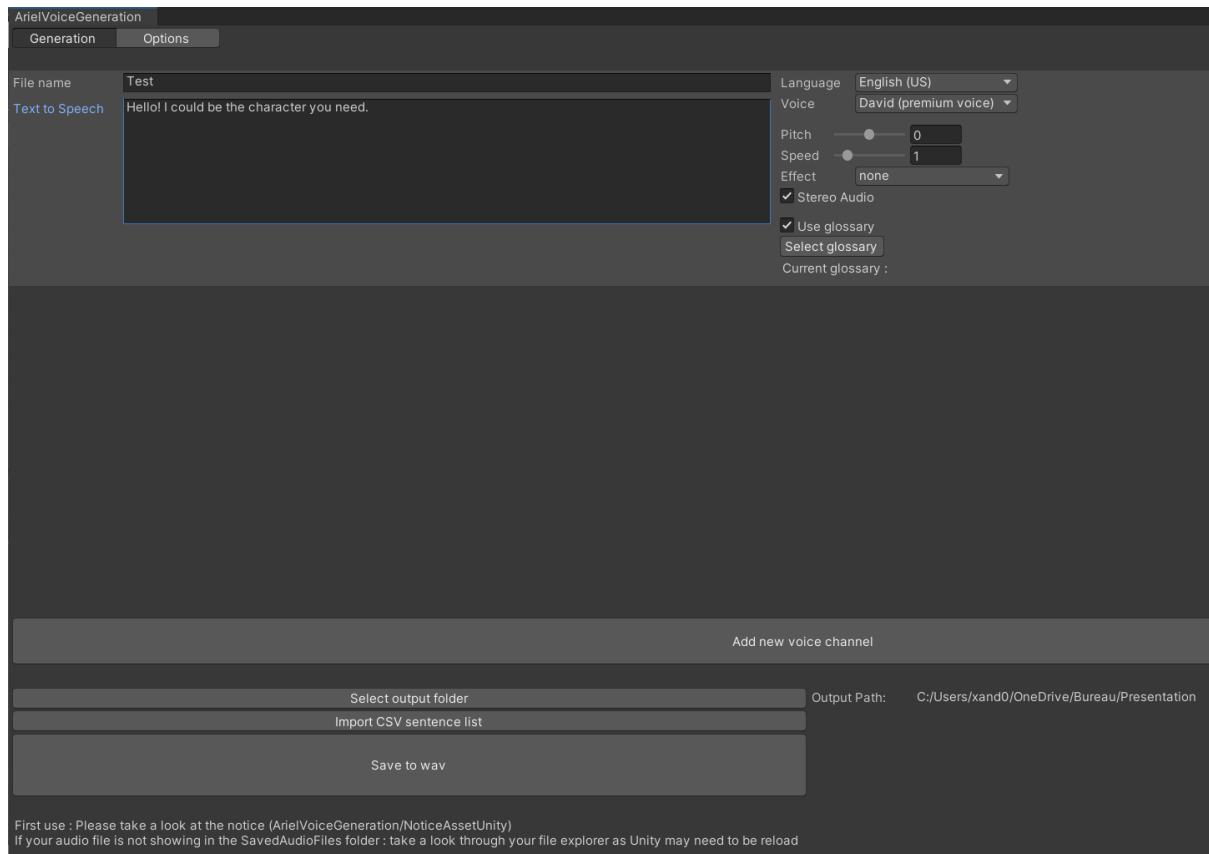
File name : The name your audio file will have. *Ex : Ada_1.*

Text to Speech : Enter your text here to generate a .wav audio file. *Ex: Hello, who are you?*

Select Language : Select a speaker language from the different countries.

Select Voice : Select the speaker you want for your audio file.

Pitch : Change this parameter if you want the generated voice to be higher or lower-pitched. If you want a normal voice just select "0".

Speed : Change this parameter if you want the generated voice to be faster or slower. If you want a normal voice just select "1".

Effect : Choose an audio effect from the drop-down list to apply to the voice. Example: bad reception.

Use glossary : Add a glossary function from a csv file to rewrite words. See the options and glossary section below for more information. Check this box to use the selected glossary.

Select glossary : The path to read the glossary csv file. See the options and glossary section below for more information.

Add new voice channel : Adds a new empty voice channel to the channel list.

Remove channel : Removes the voice channel from the channel list. The channel total number can go below 1 channel.

Select output folder : The output path of your audiofile. You will find your audio there.

Import CSV sentence list : With the "Import CSV sentence list" button, you can import a CSV document with sentences to Ariel and the tool will automatically create a voice channel for each sentence.

*The CSV document format must be the following :*

```
hey, how are you?
hello my friend, long time no see!
excuse me ma'am, what time is it?
stop him!
you'll never catch me.
```

Important: Each sentence is separated by a line break.

Save to wav : Finally, click on the "**Save to wav**" button to generate and save an audio file from your text. Saving will generate an audio file for each channel on the list.

Options
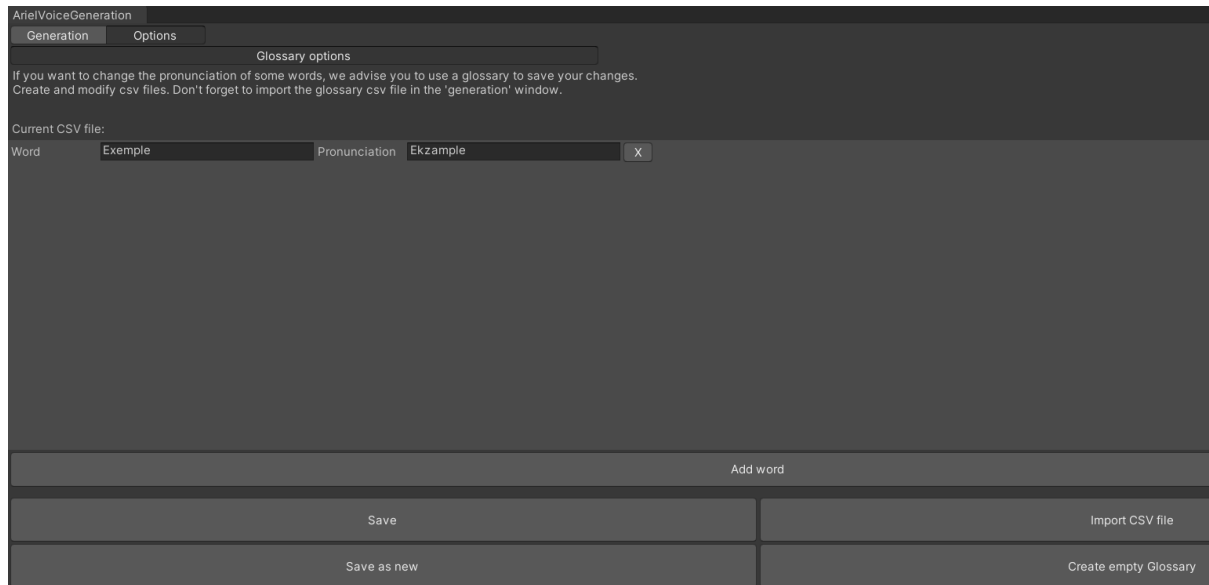
Glossary options : The glossary function allows you to create a custom word list with custom pronunciations for your characters. *Ex : Technical → Teknikal.*

A glossary file is composed of two columns, the first one being the word to replace and the second one being the word to replace it with.

The glossary document format must be the following :

```
word,pronunciation
video,veedeo
technical,teknikal
dangerous,dangeroos
```

Important : When creating a glossary outside of Unity, the two first words of the glossary must be "word,pronunciation".

You can find all related options to the glossary in the options tab.

Glossary tab options :

Save : Save the glossary under the current name. Overrides all existing glossaries with the same name.

Save as new : Save the glossary with a new custom name.

Import CSV file : Import an existing glossary (CSV file only).

Create empty Glossary : Clears the current glossary template in the editor window.