

4.1.2 Voice broadcast

Refer to the following code to create a new AipSpeech:

```
from aip import AipSpeech
```

```
""" YOUR APPID AK SK """
```

```
APP_ID = 'Your App ID'
```

```
API_KEY = 'Your Api Key'
```

```
SECRET_KEY = 'Your Secret Key'
```

```
client = AipSpeech(APP_ID, API_KEY, SECRET_KEY)
```

```
result = client.synthesis('HelloYahboom', 'zh', 1, {'vol': 5,})
```

If the recognition is correct, the speech binary is returned. If the recognition is incorrect, the dict is returned

```
if not isinstance(result, dict):
```

```
with open('audio.mp3', 'wb') as f:
```

```
    f.write(result)
```

Parameter	Type	Description	Is it necessary
text	String	Synthesized text, using UTF-8 encoding, length of text must be less than 1024 bytes	Yes
cuid	String	User unique identification, used to distinguish users, Fill in the machine MAC address or IMEI code, the length is less than 60	No
spd	String	Speech rate, value 0-9, the default is 5	No
pit	String	Pitch, value 0-9, the default is 5	No
vol	String	Volume, value 0-15, the default is 5	No
per	String	Timbre, 0 is female voice, 1 is male voice, 3 is emotion synthesis-Partial male, 4 is emotion synthesis-Partial female, the default is ordinary female voice	No

Return sample:

```
// Successfully returned binary file stream
```

```
// Return failed
```

```
{
```

```

    "err_no":500,
    "err_msg":"notsupport.",
    "sn":"abcdefgh",
    "idx":1
}

```

Code path:

/home/pi/Yahboom_Project/4.AI Voice course/ 01.Voice broadcast.ipynb

```

import time
import pygame
from aip import AipSpeech

# The following key should be replaced with your own key
""" Voice Technology APPID AK SK """
SpeechAPP_ID = '17852430'
SpeechAPI_KEY = 'eGeO4iQGAjHCrzBTYd1uvTtf'
SpeechSECRET_KEY = 'Cn1EVsUngZDbRLv4OxAFrDHSo8PsvFVP'

# Connect Client
Speechclient = AipSpeech(SpeechAPP_ID, SpeechAPI_KEY, SpeechSECRET_KEY)

# Voice broadcast initialization
pygame.mixer.init()

# Speech synthesis
result = Speechclient.synthesis("Please enter the text in here", 'zh', 1, {'spd': 2, 'vol': 2, 'per': 1})

# Write a file and broadcast
if not isinstance(result, dict):
    with open('./01.mp3', 'wb') as f:
        f.write(result)
    pygame.mixer.init()
    pygame.mixer.music.load('./01.mp3')
    pygame.mixer.music.play()
    time.sleep(2)

```