RT-Voice PRO

Hearing is understanding

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class ExtensionMethods

  Various extension methods.

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.Audio Namespace Reference

Classes

- class FFTAnalyzer

  FFT analyzer for an audio channel.
- class SpectrumVisualizer

  Simple spectrum visualizer.
- class WavMaster

  WAV utility for recording and audio playback functions in Unity.

4.4 Crosstales.Common.EditorTask Namespace Reference

Classes

- class BaseCompileDefines

  Base for adding and removing the given symbols to PlayerSettings compiler define symbols.
- class BaseInstaller

  Base-class for all installers.
- class BaseSetupResources

  Base-class for moving all resources to 'Editor Default Resources'.
- class NYCheck

  Checks if a 'Happy new year'-message must be displayed.
- class RTFBCheck

  Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".
- class SetupResources

  Moves all resources to 'Editor Default Resources'.

4.5 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class BaseEditorHelper

  Base for various Editor helper functions.

4.6 Crosstales.Common.Model Namespace Reference

4.7 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum Platform {
  Windows = 0, **OSX** = 1, **Linux** = 2, **IOS** = 3,
  Android = 4, **WSA** = 5, **Web** = 6, **Unsupported** = 7 }

  All available platforms.
- enum SampleRate {
  _8000Hz = 8000, **_11025Hz** = 11025, **_22050Hz** = 22050, **_44100Hz** = 44100,
  _48000Hz = 48000 }

  Typical audio sample rates.

4.7.1 Enumeration Type Documentation

4.7.1.1 Platform

```
enum Crosstales.Common.Model.Enum.Platform  [strong]
```

All available platforms.

4.7.1.2 SampleRate

```
enum Crosstales.Common.Model.Enum.SampleRate  [strong]
```

Typical audio sample rates.

4.8 Crosstales.Common.Util Namespace Reference

Classes

- class BaseConstants

  Base for collected constants of very general utility for the asset.
- class BaseHelper

  Base for various helper functions.
- class CTHelper

  Helper to reset the necessary settings.
- class CTHelperEditor
- class CTOWCompileDefines

  Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.
- class CTPCompileDefines

  Adds "CT_PROC" define symbol to PlayerSettings define symbols.
- class CTPlayerPrefs

  Wrapper for the PlayerPrefs.
- class CTPMacOSPostProcessor

  Post processor for macOS.
- class CTProcess

  Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class CTProcessStartInfo

  Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStart↩ Info"-class with the most important properties).
- class CTScreenshot

  Take screen shots inside an application.
- class CTWebClient

  Specialized WebClient.
- class FileHelper

  Various helper functions for the file system.
- class MemoryCacheStream

  Memory cache stream.
- class **NativeMethods**

  Native methods (bridge to Windows).
- class NetworkHelper

  Base for various helper functions for networking.
- class PlatformController

  Enables or disable game objects and scripts for a given platform.
- class RandomColor

  Random color changer.
- class RandomRotator

  Random rotation changer.
- class RandomScaler

  Random scale changer.
- class Singleton

  Base-class for all singletons.
- class SingletonHelper

  Helper-class for singletons.
- class XmlHelper

  Helper-class for XML.

4.9 Crosstales.Internal Namespace Reference

Classes

- class WebGLCopyAndPaste

  Allows copy and paste in WebGL.
- class WebGLCopyAndPasteAPI

4.10 Crosstales.RTVoice Namespace Reference

Classes

- class AudioFileGeneratorCompleteEvent
- class AudioFileGeneratorStartEvent
- class DataStore

  Model for a voice.
- class ErrorEvent
- class GlobalCache

  Global cache for wrappers.
- class LiveSpeaker

  Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").
- class ParalanguageCompleteEvent
- class ParalanguageStartEvent
- class ProviderChangeEvent
- class RTVoiceUWPBridge

  WSA (UWP) TTS bridge.
- class SpeakCompleteEvent
- class Speaker

  Main component of RT-Voice.
- class SpeakStartEvent
- class SpeechTextCompleteEvent
- class SpeechTextStartEvent
- class TextFileSpeakerCompleteEvent
- class TextFileSpeakerStartEvent
- class VoiceProviderExample

  Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
  NOTE: please make sure you understand the Wrapper and its variables
- class VoicesReadyEvent

Functions

- delegate void **VoicesReady** ()
- delegate void **SpeakStart** (Crosstales.RTVoice.Model.Wrapper wrapper)
- delegate void **SpeakComplete** (Crosstales.RTVoice.Model.Wrapper wrapper)
- delegate void **SpeakCurrentWord** (Crosstales.RTVoice.Model.Wrapper wrapper, string[ ] speechTextArray, int wordIndex)
- delegate void **SpeakCurrentWordString** (Crosstales.RTVoice.Model.Wrapper wrapper, string word)
- delegate void **SpeakCurrentPhoneme** (Crosstales.RTVoice.Model.Wrapper wrapper, string phoneme)
- delegate void **SpeakCurrentViseme** (Crosstales.RTVoice.Model.Wrapper wrapper, string viseme)
- delegate void **SpeakAudioGenerationStart** (Crosstales.RTVoice.Model.Wrapper wrapper)

- delegate void **SpeakAudioGenerationComplete** (Crosstales.RTVoice.Model.Wrapper wrapper)
- delegate void **ErrorInfo** (Crosstales.RTVoice.Model.Wrapper wrapper, string info)
- delegate void **ProviderChange** (string provider)
- delegate void **AudioFileGeneratorStart** ()
- delegate void **AudioFileGeneratorComplete** ()
- delegate void **ParalanguageStart** ()
- delegate void **ParalanguageComplete** ()
- delegate void **SpeechTextStart** ()
- delegate void **SpeechTextComplete** ()
- delegate void **TextFileSpeakerStart** ()
- delegate void **TextFileSpeakerComplete** ()

4.11 Crosstales.RTVoice.Addons Namespace Reference

Classes

- class ZInstaller

  Installs the Demos-package.

4.12 Crosstales.RTVoice.Amplitude Namespace Reference

Classes

- class ShowMore

  Shows the details for Amplitude.

4.13 Crosstales.RTVoice.AWSPolly Namespace Reference

Classes

- class AccessSettings

  Set the access settings for AWS Polly.
- class Killer

  Kills AWS Polly at the end of the scene.
- class ShowMore

  Shows the details for AWS Polly.
- class VoiceProviderAWS

  AWS Polly voice provider.
- class VoiceProviderAWSEditor

  Custom editor for the 'VoiceProviderAWS'-class.
- class VoiceProviderAWSGameObject

  Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.
- class VoiceProviderAWSMenu

  Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

Enumerations

- enum Endpoint {
  APNortheast1, **APNortheast2**, **APSouth1**, **APSoutheast1**,
  APSoutheast2, **CACentral1**, **EUCentral1**, **EUWest1**,
  EUWest2, **SAEast1**, **USEast1**, **USEast2**,
  USWest1, **USWest2** }

  All available AWS Polly endpoints.
- enum SampleRate { **_8000Hz**, **_16000Hz**, **_22050Hz**, **_24000Hz** }

  All supported sample rates for AWS Polly.

4.13.1 Enumeration Type Documentation

4.13.1.1 Endpoint

`enum Crosstales.RTVoice.AWSPolly.Endpoint [strong]`

All available AWS Polly endpoints.

4.13.1.2 SampleRate

`enum Crosstales.RTVoice.AWSPolly.SampleRate [strong]`

All supported sample rates for AWS Polly.

4.14 Crosstales.RTVoice.Azure Namespace Reference

Classes

- class AccessSettings

  Set the access settings for Azure.
- class Authentication

  This class demonstrates how to get a valid O-auth token
- class GenericEventArgs

  Generic event args
- class ShowMore

  Shows the details for Azure.
- class Synthesize

  Sample synthesize request
- class VoiceProviderAWSMenu

  Editor component for for adding the prefabs from 'Azure' in the "Tools"-menu.
- class VoiceProviderAzure

  Azure (Bing Speech) voice provider.
- class VoiceProviderAzureEditor

  Custom editor for the 'VoiceProviderAzure'-class.
- class VoiceProviderAzureGameObject

  Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu.

Enumerations

- enum SampleRate { **_16000Hz**, **_24000Hz** }

  All supported sample rates for Azure.
- enum AudioOutputFormat {
  AudioOutputFormat.Raw8Khz8BitMonoMULaw, AudioOutputFormat.Raw16Khz16BitMonoPcm, AudioOutputFormat.Riff8Khz8
  AudioOutputFormat.Riff16Khz16BitMonoPcm,
  AudioOutputFormat.Ssml16Khz16BitMonoSilk, AudioOutputFormat.Raw16Khz16BitMonoTrueSilk, AudioOutputFormat.Ssml16
  AudioOutputFormat.Audio16Khz128KBitRateMonoMp3,
  AudioOutputFormat.Audio16Khz64KBitRateMonoMp3, AudioOutputFormat.Audio16Khz32KBitRateMonoMp3,
  AudioOutputFormat.Audio16Khz16KbpsMonoSiren, AudioOutputFormat.Riff16Khz16KbpsMonoSiren,
  AudioOutputFormat.Raw24Khz16BitMonoTrueSilk, AudioOutputFormat.Raw24Khz16BitMonoPcm, AudioOutputFormat.Riff24K
  AudioOutputFormat.Audio24Khz48KBitRateMonoMp3,
  AudioOutputFormat.Audio24Khz96KBitRateMonoMp3, AudioOutputFormat.Audio24Khz160KBitRateMonoMp3
  }

  Voice output formats.

4.14.1 Enumeration Type Documentation

4.14.1.1 AudioOutputFormat

`enum Crosstales.RTVoice.Azure.AudioOutputFormat [strong]`

Voice output formats.

Enumerator

Raw8Khz8BitMonoMULaw	raw-8khz-8bit-mono-mulaw request output audio format type.
Raw16Khz16BitMonoPcm	raw-16khz-16bit-mono-pcm request output audio format type.
Riff8Khz8BitMonoMULaw	riff-8khz-8bit-mono-mulaw request output audio format type.
Riff16Khz16BitMonoPcm	riff-16khz-16bit-mono-pcm request output audio format type.
Ssml16Khz16BitMonoSilk	ssml-16khz-16bit-mono-silk request output audio format type. It is a SSML with audio segment, with audio compressed by SILK codec
Raw16Khz16BitMonoTrueSilk	raw-16khz-16bit-mono-truesilk request output audio format type. Audio compressed by SILK codec
Ssml16Khz16BitMonoTts	ssml-16khz-16bit-mono-tts request output audio format type. It is a SSML with audio segment, and it needs tts engine to play out
Audio16Khz128KBitRateMonoMp3	audio-16khz-128kbitrate-mono-mp3 request output audio format type.
Audio16Khz64KBitRateMonoMp3	audio-16khz-64kbitrate-mono-mp3 request output audio format type.
Audio16Khz32KBitRateMonoMp3	audio-16khz-32kbitrate-mono-mp3 request output audio format type.
Audio16Khz16KbpsMonoSiren	audio-16khz-16kbps-mono-siren request output audio format type.
Riff16Khz16KbpsMonoSiren	riff-16khz-16kbps-mono-siren request output audio format type.
Raw24Khz16BitMonoTrueSilk	raw-24khz-16bit-mono-truesilk request output audio format type.
Raw24Khz16BitMonoPcm	raw-24khz-16bit-mono-pcm request output audio format type.
Riff24Khz16BitMonoPcm	riff-24khz-16bit-mono-pcm request output audio format type.
Audio24Khz48KBitRateMonoMp3	audio-24khz-48kbitrate-mono-mp3 request output audio format type.
Audio24Khz96KBitRateMonoMp3	audio-24khz-96kbitrate-mono-mp3 request output audio format type.
Audio24Khz160KBitRateMonoMp3	audio-24khz-160kbitrate-mono-mp3 request output audio format type.

4.14.1.2 SampleRate

```
enum Crosstales.RTVoice.Azure.SampleRate  [strong]
```

All supported sample rates for Azure.

4.15 Crosstales.RTVoice.Demo Namespace Reference

Classes

- class Dialog

  Simple dialog system with TTS voices.
- class EventTester

  Simple test script for all UnityEvent/C# callbacks.
- class GUIAudioFilter

  Simple GUI for audio filters.
- class GUIDialog

  Simple GUI for runtime dialogs with all available OS voices.
- class GUIMain

  Main GUI component for all demo scenes.
- class GUIMultiAudioFilter

  Simple GUI for audio filters on multiple objects.
- class GUIScenes

  Main GUI scene manager for all demo scenes.
- class GUISpeech

  Simple GUI for runtime TTS with all available OS voices.
- class NativeAudio

  Simple example with native audio for exact timing.
- class PreGeneratedAudio

  Simple example with pre-generated audio for exact timing.
- class SendMessage

  Simple "SendMessage" example.
- class SequenceCaller

  Simple Sequence caller example.
- class Simple

  Simple TTS example.
- class SimpleNative

  Simple native TTS example.
- class SpeakWrapper

  Wrapper for the dynamic speakers.
- class ZInstaller

  Installs the packages from Common.

4.16 Crosstales.RTVoice.Demo.Util Namespace Reference

Classes

- class CustomProviderController

  Controls the custom provider in demo builds.
- class MaterialChanger

  Changes the material of a renderer while an AudioSource is playing.
- class NativeController

  Enables or disable game objects for native mode.
- class PlatformController

  Enables or disable game objects for a given platform.

4.17 Crosstales.RTVoice.EditorExtension Namespace Reference

Classes

- class AudioFileGeneratorEditor

  Custom editor for the 'SpeechText'-class.
- class ChangeGenderEditor

  Custom editor for the 'ChangeGender'-class.
- class GlobalCacheEditor

  Custom editor for the 'GlobalCache'-class.
- class LoudspeakerEditor

  Custom editor for the 'Loudspeaker'-class.
- class ParalanguageEditor

  Custom editor for the 'Paralanguage'-class.
- class PlatformProviderEditor

  Custom editor for the 'PlatformProvider'-class.
- class SequencerEditor

  Custom editor for the 'Sequencer'-class.
- class SpeakerEditor

  Custom editor for the 'Speaker'-class.
- class SpeechTextEditor

  Custom editor for the 'SpeechText'-class.
- class TextFileSpeakerEditor

  Custom editor for the 'TextFileSpeaker'-class.
- class VoiceInitializerEditor

  Custom editor for the 'VoiceInitalizer'-class.

4.18 Crosstales.RTVoice.EditorIntegration Namespace Reference

Classes

- class AudioFileGeneratorGameObject

  Editor component for the "Hierarchy"-menu.
- class AudioFileGeneratorMenu

  Editor component for the "Tools"-menu.
- class ConfigBase

  Base class for editor windows.
- class ConfigWindow

  Editor window extension.
- class LoudspeakerGameObject

  Editor component for the "Hierarchy"-menu.
- class LoudspeakerMenu

  Editor component for the "Tools"-menu.
- class ParalanguageGameObject

  Editor component for the "Hierarchy"-menu.
- class ParalanguageMenu

  Editor component for the "Tools"-menu.
- class PlatformProviderGameObject

  Editor component for the "Hierarchy"-menu.
- class PlatformProviderMenu

  Editor component for the "Tools"-menu.
- class RTVoiceGameObject

  Editor component for the "Hierarchy"-menu.
- class RTVoiceMenu

  Editor component for the "Tools"-menu.
- class SequencerGameObject

  Editor component for the "Hierarchy"-menu.
- class SequencerMenu

  Editor component for the "Tools"-menu.
- class SpeechTextGameObject

  Editor component for the "Hierarchy"-menu.
- class SpeechTextMenu

  Editor component for the "Tools"-menu.
- class TextFileSpeakerGameObject

  Editor component for the "Hierarchy"-menu.
- class TextFileSpeakerMenu

  Editor component for the "Tools"-menu.
- class VoiceInitializerGameObject

  Editor component for the "Hierarchy"-menu.
- class VoiceInitializerMenu

  Editor component for the "Tools"-menu.

4.19 Crosstales.RTVoice.EditorTask Namespace Reference

Classes

- class AAAConfigLoader

  Loads the configuration at startup.
- class AutoInitialize

  Automatically adds the necessary prefabs to the current scene.
- class CompileDefines

  Adds the given define symbols to PlayerSettings define symbols.
- class Launch

  Show the configuration window on the first launch.
- class SetupResources

  Moves all needed resources to 'Editor Default Resources'.
- class UpdateCheck

  Checks for updates of the asset.

Enumerations

- enum UpdateStatus {
  NOT_CHECKED, **NO_UPDATE**, **UPDATE**, **UPDATE_VERSION**,
  DEPRECATED }

  All possible update stati.

4.19.1 Enumeration Type Documentation

4.19.1.1 UpdateStatus

```
enum Crosstales.RTVoice.EditorTask.UpdateStatus  [strong]
```

All possible update stati.

4.20 Crosstales.RTVoice.EditorUtil Namespace Reference

Classes

- class EditorConfig

  Editor configuration for the asset.
- class EditorConstants

  Collected constants of very general utility for the asset.
- class EditorHelper

  Editor helper class.

4.21 Crosstales.RTVoice.Google Namespace Reference

Classes

- class AccessSettings

  Set the access settings for Google Cloud Speech.
- class ShowMore

  Shows the details for Google Cloud Speech.
- class VoiceProviderGoogle

  Google Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" https://assetstore.unity.com/packages/slug/115170?aid=1011lNGT
- class VoiceProviderGoogleEditor

  Custom editor for the 'VoiceProviderGoogle'-class.
- class VoiceProviderGoogleGameObject

  Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.
- class VoiceProviderGoogleMenu

  Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

4.22 Crosstales.RTVoice.Klattersynth Namespace Reference

Classes

- class ShowMore

  Shows the details for Klattersynth.
- class VoiceProviderKlattersynth

  Klattersynth voice provider. NOTE: This provider needs "Klattersynth" https://assetstore.unity.com/packages/slug/95453?aid=1011lNGT
- class VoiceProviderKlattersynthEditor

  Custom editor for the 'VoiceProviderKlattersynth'-class.
- class VoiceProviderKlattersynthGameObject

  Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.
- class VoiceProviderKlattersynthMenu

  Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

4.23 Crosstales.RTVoice.Loudspeaker Namespace Reference

Classes

- class ZInstaller

  Installs the Demos-package.

4.24 Crosstales.RTVoice.MaryTTS Namespace Reference

Classes

- class AccessSettings

  Set the access settings for MaryTTS.
- class ShowMore

  Shows the details for MaryTTS.
- class VoiceProviderMaryTTS

  MaryTTS voice provider.
- class VoiceProviderMaryTTSEditor

  Custom editor for the 'VoiceProviderMaryTTS'-class.
- class VoiceProviderMaryTTSGameObject

  Editor component for for adding the prefabs from 'MaryTTS' in the "Hierarchy"-menu.
- class VoiceProviderMaryTTSMenu

  Editor component for for adding the prefabs from 'MaryTTS' in the "Tools"-menu.
- class ZInstaller

  Installs the Demos-package.

4.25 Crosstales.RTVoice.MaryTTS.Model Namespace Reference

4.26 Crosstales.RTVoice.MaryTTS.Model.Enum Namespace Reference

Enumerations

- enum MaryTTSType { **RAWMARYXML** = 0, **EMOTIONML** = 1, **SSML** = 2, **TEXT** = 3 }

  The different MaryTTS input types.

4.26.1 Enumeration Type Documentation

4.26.1.1 MaryTTSType

`enum Crosstales.RTVoice.MaryTTS.Model.Enum.MaryTTSType [strong]`

The different MaryTTS input types.

4.27 Crosstales.RTVoice.Model Namespace Reference

Classes

- class Sequence

  Model for a sequence.
- class Voice

  Model for a voice.
- class VoiceAlias

  Alias for multiple voices on different platforms.
- class Wrapper

  Wrapper for "Speak"-function calls.

4.28 Crosstales.RTVoice.Model.Enum Namespace Reference

Enumerations

- enum ESpeakModifiers {
  none = 0, **m1** = 1, **m2** = 2, **m3** = 3,
  m4 = 4, **m5** = 5, **m6** = 6, **f1** = 7,
  f2 = 8, **f3** = 9, **f4** = 10, **croak** = 11,
  whisper = 12 }

  The modifiers for eSpeak voices (m1-m6 = male, f1-f4 = female).
- enum Gender { **MALE** = 0, **FEMALE** = 1, **UNKNOWN** = 2 }

  The genders for voices.
- enum ProviderType {
  Windows = 0, **macOS** = 1, **Android** = 2, **iOS** = 3,
  WSA = 4, **Linux** = 5, **Custom** = 6, **Any** = 7 }

  Available provider types.
- enum SpeakMode { **Speak** = 0, **SpeakNative** = 1 }

  Available Speak-modes.

4.28.1 Enumeration Type Documentation

4.28.1.1 ESpeakModifiers

```
enum Crosstales.RTVoice.Model.Enum.ESpeakModifiers  [strong]
```

The modifiers for eSpeak voices (m1-m6 = male, f1-f4 = female).

4.28.1.2 Gender

```
enum Crosstales.RTVoice.Model.Enum.Gender  [strong]
```

The genders for voices.

4.28.1.3 ProviderType

```
enum Crosstales.RTVoice.Model.Enum.ProviderType  [strong]
```

Available provider types.

4.28.1.4 SpeakMode

```
enum Crosstales.RTVoice.Model.Enum.SpeakMode  [strong]
```

Available Speak-modes.

4.29 Crosstales.RTVoice.PlayMaker Namespace Reference

Classes

- class AudioFileGeneratorEditor

  Custom editor for the AudioFileGenerator-action.
- class BaseRTVEditor

  Base class for RT-Voice custom editors in PlayMaker.
- class GetCulturesEditor

  Custom editor for the GetCultures-action.
- class GetVoicesEditor

  Custom editor for the GetVoices-action.
- class ParalanguageEditor

  Custom editor for the Paralanguage-action.
- class SilenceEditor

  Custom editor for the Silence-action.
- class SpeakEditor

  Custom editor for the Speak-action.
- class SpeakUIEditor

  Custom editor for the SpeakUI-action.
- class SpeechTextEditor

  Custom editor for the SpeechText-action.
- class TextFileSpeakerEditor

  Custom editor for the TextFileSpeaker-action.

4.30 Crosstales.RTVoice.Provider Namespace Reference

Classes

- class BaseCustomVoiceProvider

  Base class for custom voice providers (TTS-systems).
- class BaseVoiceProvider

  Base class for voice providers.
- interface IVoiceProvider

  Interface for all voice providers.
- class MainVoiceProvider

  Main class for voice providers.
- class **NativeMethods**

  Native methods (bridge to iOS).
- class VoiceProviderAndroid

  Android voice provider.

- class VoiceProviderIOS

  iOS voice provider.
- class VoiceProviderLinux

  Linux voice provider. NOTE: needs eSpeak to work: `http://espeak.sourceforge.net/`
- class VoiceProviderMacOS

  MacOS voice provider.
- class VoiceProviderWindows

  Windows voice provider.
- class VoiceProviderWSA

  WSA (UWP) voice provider.

Functions

- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)

4.31 Crosstales.RTVoice.SALSA Namespace Reference

Classes

- class Bots

  This is a class for conversations between two SALSA-Bots.
- class ShowMore

  Shows the details for SALSA.
- class SpeakSimple

  Speaks a given text with RT-Voice and SALSA.

4.32 Crosstales.RTVoice.SAPI Namespace Reference

Classes

- class VoiceProviderSAPI

  Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the Wrapper and its variables
- class VoiceProviderSAPIEditor

  Custom editor for the 'VoiceProviderSAPI'-class.
- class VoiceProviderSAPIGameObject

  Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.
- class VoiceProviderSAPIMenu

  Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.
- class ZInstaller

  Installs the Demos-package.

4.33 Crosstales.RTVoice.Tool Namespace Reference

Classes

- class AudioFileGenerator

  Process files with configured speeches.
- class ChangeGender

  Change the gender of all voices (useful for eSpeak).
- class Loudspeaker

  Loudspeaker for an AudioSource.
- class Paralanguage

  Para-language simulator with audio files.
- class PlatformProvider

  Allows to configure voice providers per platform.
- class PlatformProviderTuple
- class Sequencer

  Simple sequencer for dialogues.
- class SpeechText

  Allows to speak and store generated audio.
- class TextFileSpeaker

  Allows to speak text files.
- class VoiceInitializer

  Allows to initialize voices (useful on Android).

4.34 Crosstales.RTVoice.UI Namespace Reference

Classes

- class SpeakUIBase

  Base-class for all speakable UI elements.
- class SpeakUIInputField

  Speaks an InputField.
- class SpeakUIText

  Speaks a Text.
- class SpeakUITextVoice

  Speaks the name of a voice with the actual voice.
- class SpeakUITMPInputField

  Speaks a TextMesh Pro input field.
- class SpeakUITMPText

  Speaks a TextMesh Pro text.

4.35 Crosstales.RTVoice.Util Namespace Reference

Classes

- class Config

  Configuration for the asset.
- class Constants

  Collected constants of very general utility for the asset.
- class Context

  Context for the asset.
- class Helper

  Various helper functions.
- class SetupProject

  Setup the project to use RT-Voice.

4.36 Crosstales.RTVoice.VolumetricAudio Namespace Reference

Classes

- class ShowMore

  Shows the details for Volumetric Audio.

4.37 Crosstales.RTVoice.WebGL Namespace Reference

Classes

- class ShowMore

  Shows the details for WebGL Speech Synthesis.
- class VoiceProviderWebGL

  WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" https://assetstore.unity.com/packages/slug/81861?aid=1011lNGT
- class VoiceProviderWebGLEditor

  Custom editor for the 'VoiceProviderWebGL'-class.
- class VoiceProviderWebGLGameObject

  Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.
- class VoiceProviderWebGLMenu

  Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

4.38 Crosstales.UI Namespace Reference

Classes

- class CompileDefines

  Adds the given define symbols to PlayerSettings define symbols.
- class Social

  Crosstales social media links.
- class StaticManager

  Static Button Manager.
- class UIDrag

  Allow to Drag the Windows around.
- class UIFocus

  Change the Focus on from a Window.
- class UIHint

  Controls a UI group (hint).
- class UIResize

  Resize a UI element.
- class UIWindowManager

  Change the state of all Window panels.
- class WindowManager

  Manager for a Window.

4.39 Crosstales.UI.Audio Namespace Reference

Classes

- class AudioFilterController

  Controller for audio filters.
- class AudioSourceController

  Controller for AudioSources.

4.40 Crosstales.UI.Util Namespace Reference

Classes

- class FPSDisplay

  Simple FPS-Counter.
- class ScrollRectHandler

  Changes the sensitivity of ScrollRects under various platforms.

4.41 HutongGames Namespace Reference

4.42 HutongGames.PlayMaker Namespace Reference

4.43 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class AudioFileGenerator

  AudioFileGenerator-action for PlayMaker.
- class BaseRTVAction

  Base class for RT-Voice actions in PlayMaker.
- class GetCultures

  GetCultures-action for PlayMaker.
- class GetVoices

  GetVoices-action for PlayMaker.
- class Paralanguage

  Paralanguage-action for PlayMaker.
- class Silence

  Silence-action for PlayMaker.
- class Speak

  Speak-action for PlayMaker.
- class SpeakBase

  Base for Speak-actions in PlayMaker.
- class SpeakUI

  Speak-action for UI-components in PlayMaker.
- class SpeechText

  SpeechText-action for PlayMaker.
- class TextFileSpeaker

  TextFileSpeaker-action for PlayMaker.

Chapter 5

Class Documentation

5.1 Crosstales.RTVoice.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

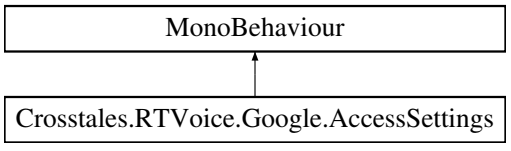
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Task/AAAConfigLoader.cs

5.2 Crosstales.RTVoice.Google.AccessSettings Class Reference

Set the access settings for Google Cloud Speech.

Inheritance diagram for Crosstales.RTVoice.Google.AccessSettings:



Public Member Functions

- void **OnAPIKeyEntered** (string key)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

Public Attributes

- GameObject **SettingsPanel**
- InputField **APIKey**
- Button **OkButton**

5.2.1 Detailed Description

Set the access settings for Google Cloud Speech.

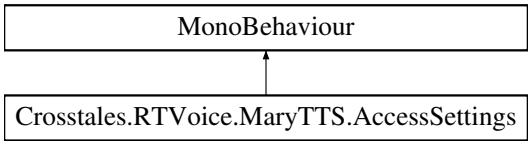
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Demo/Scripts/AccessSettings.cs

5.3 Crosstales.RTVoice.MaryTTS.AccessSettings Class Reference

Set the access settings for MaryTTS.

Inheritance diagram for Crosstales.RTVoice.MaryTTS.AccessSettings:



Public Member Functions

- void **OnURLEntered** (string url)
- void **OnPortEntered** (string port)
- void **OnUserEntered** (string user)
- void **OnPasswordEntered** (string password)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

Public Attributes

- VoiceProviderMaryTTS **Provider**
- GameObject **SettingsPanel**
- InputField **URL**
- InputField **Port**
- InputField **Username**
- InputField **Password**
- Button **OkButton**

5.3.1 Detailed Description

Set the access settings for MaryTTS.

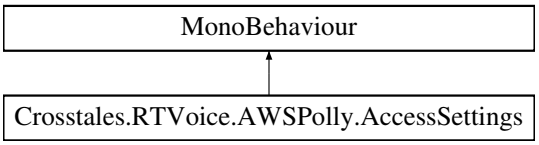
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↩ Demo/Scripts/AccessSettings.cs

5.4 Crosstales.RTVoice.AWSPolly.AccessSettings Class Reference

Set the access settings for AWS Polly.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.AccessSettings:



Public Member Functions

- void **OnAPIKeyEntered** (string key)
- void **OnEndpointDropdownChanged** (int index)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

Public Attributes

- VoiceProviderAWS **Provider**
- GameObject **SettingsPanel**
- InputField **APIKey**
- Dropdown **EndpointDropdown**
- Button **OkButton**

5.4.1 Detailed Description

Set the access settings for AWS Polly.

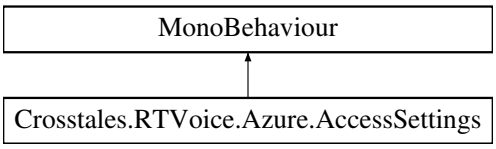
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AW↩ S Polly/Demo/Scripts/AccessSettings.cs

5.5 Crosstales.RTVoice.Azure.AccessSettings Class Reference

Set the access settings for Azure.

Inheritance diagram for Crosstales.RTVoice.Azure.AccessSettings:



Public Member Functions

- void **OnEndpointEntered** (string ep)
- void **OnRequestEntered** (string req)
- void **OnAPIKeyEntered** (string key)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

Public Attributes

- VoiceProviderAzure **Provider**
- GameObject **SettingsPanel**
- InputField **Endpoint**
- InputField **Request**
- InputField **APIKey**
- Button **OkButton**

5.5.1 Detailed Description

Set the access settings for Azure.

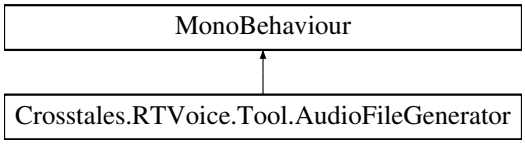
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↩ Demo/Scripts/AccessSettings.cs

5.6 Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference

Process files with configured speeches.

Inheritance diagram for Crosstales.RTVoice.Tool.AudioFileGenerator:



Public Member Functions

- void Generate ()

  Generate the audio files from the text files.

Public Attributes

- AudioFileGeneratorStartEvent **OnStarted**
- AudioFileGeneratorCompleteEvent **OnCompleted**

Properties

- TextAsset[ ] TextFiles `[get, set]`

  Text files to generate.
- bool FileInsideAssets `[get, set]`

  Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.
- Crosstales.Common.Model.Enum.SampleRate SampleRate `[get, set]`

  Set the sample rate of the WAV files. Note: this works only under Windows standalone.
- int Channels `[get, set]`

  Set the channels of the WAV files. Note: this works only under Windows standalone.
- bool CreateCopy `[get, set]`

  Creates a copy of the downsampled WAV file and leaves the original intact. Note: this works only under Windows standalone.
- bool isNormalize `[get, set]`

  Normalize the volume of the WAV files. Note: this works only under Windows standalone.
- bool GenerateOnStart `[get, set]`

  Enable generating of the texts on start.

Events

- AudioFileGeneratorStart OnAudioFileGeneratorStart

  An event triggered whenever a AudioFileGenerator 'Generate' is started.
- AudioFileGeneratorComplete OnAudioFileGeneratorComplete

  An event triggered whenever a AudioFileGenerator 'Generate' is completed.

5.6.1 Detailed Description

Process files with configured speeches.

5.6.2 Member Function Documentation

5.6.2.1 Generate()

```
void Crosstales.RTVoice.Tool.AudioFileGenerator.Generate ( )
```

Generate the audio files from the text files.

5.6.3 Property Documentation

5.6.3.1 Channels

```
int Crosstales.RTVoice.Tool.AudioFileGenerator.Channels  [get], [set]
```

Set the channels of the WAV files. Note: this works only under Windows standalone.

5.6.3.2 CreateCopy

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.CreateCopy  [get], [set]
```

Creates a copy of the downsampled WAV file and leaves the original intact. Note: this works only under Windows standalone.

5.6.3.3 FileInsideAssets

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.FileInsideAssets  [get], [set]
```

Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

5.6.3.4 GenerateOnStart

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.GenerateOnStart  [get], [set]
```

Enable generating of the texts on start.

5.6.3.5 isNormalize

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.isNormalize  [get], [set]
```

Normalize the volume of the WAV files. Note: this works only under Windows standalone.

5.6.3.6 SampleRate

```
Crosstales.Common.Model.Enum.SampleRate Crosstales.RTVoice.Tool.AudioFileGenerator.SampleRate
[get], [set]
```

Set the sample rate of the WAV files. Note: this works only under Windows standalone.

5.6.3.7 TextFiles

```
TextAsset [] Crosstales.RTVoice.Tool.AudioFileGenerator.TextFiles  [get], [set]
```

Text files to generate.

5.6.4 Event Documentation

5.6.4.1 OnAudioFileGeneratorComplete

```
AudioFileGeneratorComplete Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGenerator↩
Complete
```

An event triggered whenever a AudioFileGenerator 'Generate' is completed.

5.6.4.2 OnAudioFileGeneratorStart

```
AudioFileGeneratorStart Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGeneratorStart
```

An event triggered whenever a AudioFileGenerator 'Generate' is started.

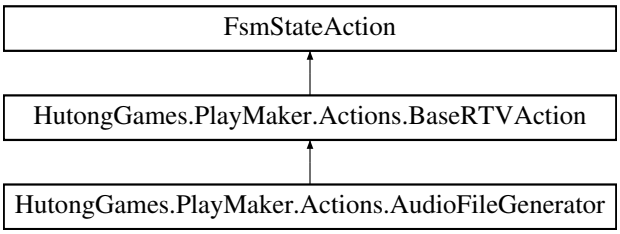
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/AudioFile↩ Generator/Scripts/AudioFileGenerator.cs

5.7 HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference

AudioFileGenerator-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.AudioFileGenerator:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- Crosstales.RTVoice.Tool.AudioFileGenerator Obj

  Add a AudioFileGenerator (default: first object in scene).

5.7.1 Detailed Description

AudioFileGenerator-action for PlayMaker.

5.7.2 Member Data Documentation

5.7.2.1 Obj

```
Crosstales.RTVoice.Tool.AudioFileGenerator HutongGames.PlayMaker.Actions.AudioFileGenerator.↩
Obj
```

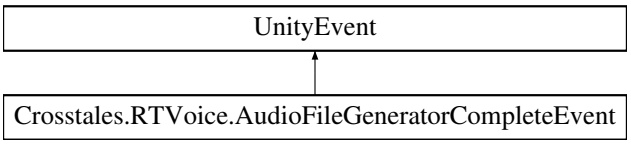
Add a AudioFileGenerator (default: first object in scene).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Play↩ Maker/Scripts/AudioFileGenerator.cs

5.8 Crosstales.RTVoice.AudioFileGeneratorCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.AudioFileGeneratorCompleteEvent:



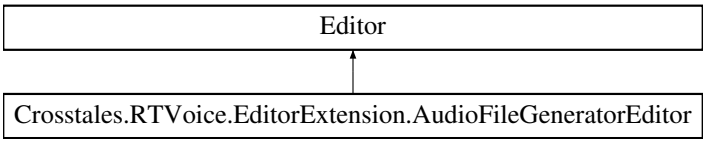
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.9 Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.9.1 Detailed Description

Custom editor for the 'SpeechText'-class.

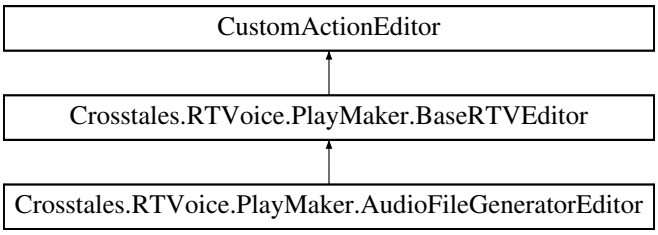
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/AudioFile↩ Generator/Scripts/Editor/AudioFileGeneratorEditor.cs

5.10 Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference

Custom editor for the AudioFileGenerator-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor:



Additional Inherited Members

5.10.1 Detailed Description

Custom editor for the AudioFileGenerator-action.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Editor/AudioFileGeneratorEditor.cs

5.11 Crosstales.RTVoice.EditorIntegration.AudioFileGeneratorGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.11.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/AudioFileGenerator/Scripts/Editor/AudioFileGeneratorGameObject.cs

5.12 Crosstales.RTVoice.EditorIntegration.AudioFileGeneratorMenu Class Reference

Editor component for the "Tools"-menu.

5.12.1 Detailed Description

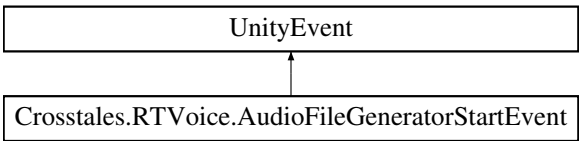
Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/AudioFile↩ Generator/Scripts/Editor/AudioFileGeneratorMenu.cs

5.13 Crosstales.RTVoice.AudioFileGeneratorStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.AudioFileGeneratorStartEvent:



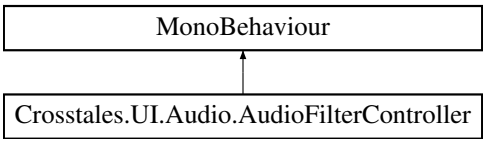
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.14 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



Public Member Functions

- void FindAllAudioFilters ()

  Finds all audio filters in the scene.
- void ResetAudioFilters ()

  Resets all audio filters.
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

- bool FindAllAudioFiltersOnStart = true

  Searches for all audio filters in the whole scene (default: true).
- AudioReverbFilter[ ] **ReverbFilters**
- AudioChorusFilter[ ] **ChorusFilters**
- AudioEchoFilter[ ] **EchoFilters**
- AudioDistortionFilter[ ] **DistortionFilters**
- AudioLowPassFilter[ ] **LowPassFilters**
- AudioHighPassFilter[ ] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter**
- bool **EchoFilter**
- bool **DistortionFilter**
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter**
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter**
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.14.1 Detailed Description

Controller for audio filters.

5.14.2 Member Function Documentation

5.14.2.1 FindAllAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.FindAllAudioFilters ( )
```

Finds all audio filters in the scene.

5.14.2.2 ResetAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.ResetAudioFilters ( )
```

Resets all audio filters.

5.14.3 Member Data Documentation

5.14.3.1 FindAllAudioFiltersOnStart

```
bool Crosstales.UI.Audio.AudioFilterController.FindAllAudioFiltersOnStart = true
```

Searches for all audio filters in the whole scene (default: true).

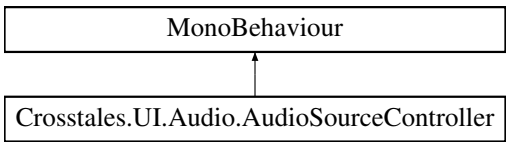
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↩ Audio/AudioFilterController.cs

5.15 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



Public Member Functions

- void FindAllAudioSources ()

  Finds all audio sources in the scene.
- void ResetAllAudioSources ()

  Resets all audio sources.
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool FindAllAudioSourcesOnStart = true

  Searches for all AudioSource in the whole scene (default: true).
- AudioSource[ ] AudioSources

  Active controlled AudioSources.
- bool ResetAudioSourcesOnStart = true

  Resets all active AudioSources (default: true).
- bool Mute

  Mute on/off (default: false).
- bool Loop

  Loop on/off (default: false).
- float Volume = 1f

  Volume of the audio (default: 1)
- float Pitch = 1f

  Pitch of the audio (default: 1).
- float StereoPan

  Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.15.1 Detailed Description

Controller for AudioSources.

5.15.2 Member Function Documentation

5.15.2.1 FindAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.FindAllAudioSources ( )
```

Finds all audio sources in the scene.

5.15.2.2 ResetAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.ResetAllAudioSources ( )
```

Resets all audio sources.

5.15.3 Member Data Documentation

5.15.3.1 AudioSources

```
AudioSource [] Crosstales.UI.Audio.AudioSourceController.AudioSources
```

Active controlled AudioSources.

5.15.3.2 FindAllAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.FindAllAudioSourcesOnStart = true
```

Searches for all AudioSource in the whole scene (default: true).

5.15.3.3 Loop

```
bool Crosstales.UI.Audio.AudioSourceController.Loop
```

Loop on/off (default: false).

5.15.3.4 Mute

```
bool Crosstales.UI.Audio.AudioSourceController.Mute
```

Mute on/off (default: false).

5.15.3.5 Pitch

```
float Crosstales.UI.Audio.AudioSourceController.Pitch = 1f
```

Pitch of the audio (default: 1).

5.15.3.6 ResetAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.ResetAudioSourcesOnStart = true
```

Resets all active AudioSources (default: true).

5.15.3.7 StereoPan

```
float Crosstales.UI.Audio.AudioSourceController.StereoPan
```

Stereo pan of the audio (default: 0).

5.15.3.8 Volume

```
float Crosstales.UI.Audio.AudioSourceController.Volume = 1f
```

Volume of the audio (default: 1)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↩ Audio/AudioSourceController.cs

5.16 Crosstales.RTVoice.Azure.Authentication Class Reference

This class demonstrates how to get a valid O-auth token

Public Member Functions

- async System.Threading.Tasks.Task< string > Authenticate (string issueTokenUri, string key)

  The Authenticate method needs to be called separately since it runs asynchronously and cannot be in the constructor, nor should it block the main Unity thread.
- string **GetAccessToken** ()

5.16.1 Detailed Description

This class demonstrates how to get a valid O-auth token

5.16.2 Member Function Documentation

5.16.2.1 Authenticate()

```
async System.Threading.Tasks.Task<string> Crosstales.RTVoice.Azure.Authentication.Authenticate
(
            string issueTokenUri,
            string key )
```

The Authenticate method needs to be called separately since it runs asynchronously and cannot be in the constructor, nor should it block the main Unity thread.

Parameters

issueTokenUri	
key	

Returns

Authentication task

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↩ Scripts/TTSClient.cs

5.17 Crosstales.RTVoice.EditorTask.AutoInitialize Class Reference

Automatically adds the necessary prefabs to the current scene.

5.17.1 Detailed Description

Automatically adds the necessary prefabs to the current scene.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Task/AutoInitialize.cs

5.18 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:

Static Public Member Functions

- static void AddSymbolsToAllTargets (params string[ ] symbols)

  Adds the given symbols to the compiler defines.
- static void RemoveSymbolsFromAllTargets (params string[ ] symbols)

  Removes the given symbols from the compiler defines.

Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[ ] symbols)
- static void **removeSymbolsFromAllTargets** (params string[ ] symbols)

5.18.1 Detailed Description

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

5.18.2 Member Function Documentation

5.18.2.1 AddSymbolsToAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.AddSymbolsToAllTargets (
            params string[] symbols )  [static]
```

Adds the given symbols to the compiler defines.

Parameters

symbols	Symbols to add to the compiler defines

5.18.2.2 RemoveSymbolsFromAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.RemoveSymbolsFromAllTargets (
            params string[] symbols )  [static]
```

Removes the given symbols from the compiler defines.

Parameters

symbols	Symbols to remove from the compiler defines

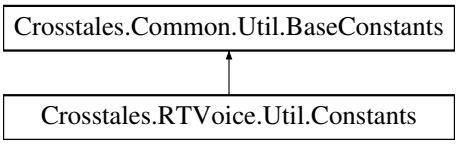
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Editor/↩ Task/BaseCompileDefines.cs

5.19 Crosstales.Common.Util.BaseConstants Class Reference

Base for collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string ASSET_AUTHOR = "crosstales LLC"

  Author of the asset.
- const string ASSET_AUTHOR_URL = "https://www.crosstales.com"

  URL of the asset author.
- const string ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"

  URL of the crosstales assets in UAS.
- const string ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"

  URL of the crosstales Discord-channel.
- const string ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"

  URL of the crosstales Facebook-profile.
- const string ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"

URL of the crosstales Twitter-profile.

- const string ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"

  URL of the crosstales Youtube-profile.
- const string ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"

  URL of the crosstales LinkedIn-profile.
- const string ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=1011lNGT"

  URL of the 3rd party asset "PlayMaker".
- const string ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.unity.com/packages/slug/17125?aid=1011l↩NGT"

  URL of the 3rd party asset "Volumetric Audio".
- const string ASSET_3P_ROCKTOMATE = "https://assetstore.unity.com/packages/slug/156311?aid=1011l↩NGT"

  URL of the 3rd party asset "RockTomate".
- const string ASSET_3P_RTFB = "https://assetstore.unity.com/packages/slug/113006?aid=1011lNGT"

  URL of the 3rd party asset "Runtime File Browser".
- const string ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011lNGT"

  URL of the "Badword Filter" asset.
- const string ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011lNGT"

  URL of the "DJ" asset.
- const string ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011lNGT"

  URL of the "File Browser" asset.
- const string ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011lNGT"

  URL of the "Online Check" asset.
- const string ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011lNGT"

  URL of the "Radio" asset.
- const string ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011lNGT"

  URL of the "RT-Voice" asset.
- const string ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011lNGT"

  URL of the "Turbo Backup" asset.
- const string ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011lNGT"

  URL of the "Turbo Builder" asset.
- const string ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011lNGT"

  URL of the "Turbo Switch" asset.
- const string ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011lNGT"

  URL of the "True Random" asset.
- const int FACTOR_KB = 1024

  Factor for kilo bytes.
- const int FACTOR_MB = FACTOR_KB ∗ 1024

  Factor for mega bytes.
- const int FACTOR_GB = FACTOR_MB ∗ 1024

  Factor for giga bytes.
- const float FLOAT_32768 = 32768f

  Float value of 32768.
- const float FLOAT_TOLERANCE = 0.0001f

  Float tolerance.
- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"

  ToString for two decimal places.
- const string FORMAT_NO_DECIMAL_PLACES = "0"

  ToString for no decimal places.
- const string FORMAT_PERCENT = "0%"

  ToString for percent.

- const bool **DEFAULT_DEBUG** = false
- const string PATH_DELIMITER_WINDOWS = @"\"

  Path delimiter for Windows.
- const string PATH_DELIMITER_UNIX = "/"

  Path delimiter for Unix.
- static System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** => _regexLineEndings ?? (↩ _regexLineEndings = new System.Text.RegularExpressions.Regex(@"[\u000A\u000B\u000C\u000↩ D\u2028\u2029\u0085]+"))
- static System.Text.RegularExpressions.Regex **REGEX_EMAIL** => _regexEmail ?? (_regexEmail = new System.Text.RegularExpressions.Regex(@"^(?("")(""".+?""@)|(([0-9a-zA-Z]((\.(?!\.))|[-!#\$%&'*\+/=\?\^`\{\}\|∼\w])*)(?<=[0-9a-zA-Z])@))(?(\[)(\[(\d{1,3}\.){3}\d{1,3}\])|(([0-9a-zA-Z][-\w]*[0-9a-zA-Z]\.)+[a-zA-Z]{2,6}))$"))
- static System.Text.RegularExpressions.Regex **REGEX_CREDITCARD** => _regexCreditCard ?? (_regex↩ CreditCard = new System.Text.RegularExpressions.Regex(@"^((\d{4}[-]?){3}\d{4})$"))
- static System.Text.RegularExpressions.Regex **REGEX_URL_WEB** => _regexUrlWeb ?? (_regexUrl↩ Web = new System.Text.RegularExpressions.Regex(@"^(ht|f)tp(s?)\:\/\/[0-9a-zA-Z]([-.\w]*[0-9a-zA-Z])*(:(0-9)*)*(\/?)([a-zA-Z0-9\-\.\?\,\'\/\\\+&%\$#_]*)?$"))
- static System.Text.RegularExpressions.Regex **REGEX_IP_ADDRESS** => _regexIPAddress ?? (_regexI↩ PAddress = new System.Text.RegularExpressions.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}$"))
- static System.Text.RegularExpressions.Regex **REGEX_INVALID_CHARS** => _regexInvalidChars ?? (_↩ regexInvalidChars = new System.Text.RegularExpressions.Regex(@"[^\w\.@-]"))
- static System.Text.RegularExpressions.Regex **REGEX_ALPHANUMERIC** => _regexAlpha ?? (_regex↩ Alpha = new System.Text.RegularExpressions.Regex(@"([A-Za-z0-9_]+)"))
- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_SPACES** => _regexCleanSpace ?? (_↩ regexCleanSpace = new System.Text.RegularExpressions.Regex(@"\s+"))
- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_TAGS** => _regexCleanTags ?? (_regex↩ CleanTags = new System.Text.RegularExpressions.Regex(@"<.*?>"))
- static System.Text.RegularExpressions.Regex **REGEX_DRIVE_LETTERS** => _regexDriveLetters ?? (_↩ regexDriveLetters = new System.Text.RegularExpressions.Regex(@"^[a-zA-Z]:"))
- static System.Text.RegularExpressions.Regex **REGEX_FILE** => _regexFile ?? (_regexFile = new System.↩ Text.RegularExpressions.Regex(@"^.*\.[\w]+$"))
- const string **ALPHABET_LATIN_UPPERCASE** = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
- const string **ALPHABET_LATIN_LOWERCASE** = "abcdefghijklmnopqrstuvwxyz"
- const string **ALPHABET_EXT_UPPERCASE** = "ÀÂÄÆÇÈÉÊËÎÏÔŒÙÛÜ"
- const string **ALPHABET_EXT_LOWERCASE** = "àâäæçèéêëîïôœùûü"
- static readonly string **ALPHABET_LATIN** = $"{ALPHABET_LATIN_UPPERCASE}{ALPHABET_EXT_UP↩ PERCASE}{ALPHABET_LATIN_LOWERCASE}{ALPHABET_EXT_LOWERCASE}"
- const string **NUMBERS** = "0123456789"
- static readonly string **SIGNS** = $"{ALPHABET_LATIN}{NUMBERS}"
- static bool DEV_DEBUG = false

  Development debug logging for the asset.
- static string **TEXT_TOSTRING_START** = " {"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = "', "
- static string **TEXT_TOSTRING_DELIMITER_END** = "'"
- const string **PREFIX_HTTP** = "http://"
- const string **PREFIX_HTTPS** = "https://"
- static int PROCESS_KILL_TIME = 5000

  Kill processes after 5000 milliseconds.
- static string CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe"

  Path to the cmd under Windows.
- static bool SHOW_BWF_BANNER = true

  Show the BWF banner.
- static bool SHOW_DJ_BANNER = true

  Show the DJ banner.

- static bool SHOW_FB_BANNER = true

  Show the FB banner.
- static bool SHOW_OC_BANNER = true

  Show the OC banner.
- static bool SHOW_RADIO_BANNER = true

  Show the Radio banner.
- static bool SHOW_RTV_BANNER = true

  Show the RTV banner.
- static bool SHOW_TB_BANNER = true

  Show the TB banner.
- static bool SHOW_TPB_BANNER = true

  Show the TPB banner.
- static bool SHOW_TPS_BANNER = true

  Show the TPS banner.
- static bool SHOW_TR_BANNER = true

  Show the TR banner.
- static string APPLICATION_PATH => Crosstales.Common.Util.FileHelper.ValidatePath(Application.data↩ Path.Substring(0, Application.dataPath.LastIndexOf('/') + 1))

  Application path.

Properties

- static string PREFIX_FILE `[get]`

  URL prefix for files.

5.19.1 Detailed Description

Base for collected constants of very general utility for the asset.

5.19.2 Member Data Documentation

5.19.2.1 APPLICATION_PATH

```
string Crosstales.Common.Util.BaseConstants.APPLICATION_PATH => Crosstales.Common.Util.FileHelper.ValidatePath
dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))  [static]
```

Application path.

5.19.2.2 ASSET_3P_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.↩
unity.com/packages/slug/368?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "PlayMaker".

5.19.2.3 ASSET_3P_ROCKTOMATE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_ROCKTOMATE = "https://assetstore.↩
unity.com/packages/slug/156311?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "RockTomate".

5.19.2.4 ASSET_3P_RTFB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_RTFB = "https://assetstore.unity.↩
com/packages/slug/113006?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "Runtime File Browser".

5.19.2.5 ASSET_3P_VOLUMETRIC_AUDIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.↩
unity.com/packages/slug/17125?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "Volumetric Audio".

5.19.2.6 ASSET_AUTHOR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC"  [static]
```

Author of the asset.

5.19.2.7 ASSET_AUTHOR_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR_URL = "https://www.crosstales.↩
com"  [static]
```

URL of the asset author.

5.19.2.8 ASSET_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.↩
com/packages/slug/26255?aid=1011lNGT"  [static]
```

URL of the "Badword Filter" asset.

5.19.2.9 ASSET_CT_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.↩
com/lists/crosstales-42213?aid=1011lNGT"  [static]
```

URL of the crosstales assets in UAS.

5.19.2.10 ASSET_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.↩
com/packages/slug/41993?aid=1011lNGT"  [static]
```

URL of the "DJ" asset.

5.19.2.11 ASSET_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.↩
com/packages/slug/98713?aid=1011lNGT"  [static]
```

URL of the "File Browser" asset.

5.19.2.12 ASSET_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.↩
com/packages/slug/74688?aid=1011lNGT"  [static]
```

URL of the "Online Check" asset.

5.19.2.13 ASSET_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↩
com/packages/slug/32034?aid=1011lNGT"  [static]
```

URL of the "Radio" asset.

5.19.2.14 ASSET_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↩
com/packages/slug/41068?aid=1011lNGT"  [static]
```

URL of the "RT-Voice" asset.

5.19.2.15 ASSET_SOCIAL_DISCORD

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.↩
gg/ZbZ2sh4" [static]
```

URL of the crosstales Discord-channel.

5.19.2.16 ASSET_SOCIAL_FACEBOOK

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.↩
facebook.com/crosstales/" [static]
```

URL of the crosstales Facebook-profile.

5.19.2.17 ASSET_SOCIAL_LINKEDIN

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.↩
linkedin.com/company/crosstales" [static]
```

URL of the crosstales LinkedIn-profile.

5.19.2.18 ASSET_SOCIAL_TWITTER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.↩
com/crosstales" [static]
```

URL of the crosstales Twitter-profile.

5.19.2.19 ASSET_SOCIAL_YOUTUBE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.↩
com/c/Crosstales" [static]
```

URL of the crosstales Youtube-profile.

5.19.2.20 ASSET_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↩
com/packages/slug/98711?aid=1011lNGT" [static]
```

URL of the "Turbo Backup" asset.

5.19.2.21 ASSET_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↩
com/packages/slug/98714?aid=1011lNGT"  [static]
```

URL of the "Turbo Builder" asset.

5.19.2.22 ASSET_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↩
com/packages/slug/60040?aid=1011lNGT"  [static]
```

URL of the "Turbo Switch" asset.

5.19.2.23 ASSET_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.↩
com/packages/slug/61617?aid=1011lNGT"  [static]
```

URL of the "True Random" asset.

5.19.2.24 CMD_WINDOWS_PATH

```
string Crosstales.Common.Util.BaseConstants.CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe"
[static]
```

Path to the cmd under Windows.

5.19.2.25 DEV_DEBUG

```
bool Crosstales.Common.Util.BaseConstants.DEV_DEBUG = false  [static]
```

Development debug logging for the asset.

5.19.2.26 FACTOR_GB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024  [static]
```

Factor for giga bytes.

5.19.2.27 FACTOR_KB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024  [static]
```

Factor for kilo bytes.

5.19.2.28 FACTOR_MB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024  [static]
```

Factor for mega bytes.

5.19.2.29 FLOAT_32768

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f  [static]
```

Float value of 32768.

5.19.2.30 FLOAT_TOLERANCE

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_TOLERANCE = 0.0001f  [static]
```

Float tolerance.

5.19.2.31 FORMAT_NO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0"  [static]
```

ToString for no decimal places.

5.19.2.32 FORMAT_PERCENT

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%"  [static]
```

ToString for percent.

5.19.2.33 FORMAT_TWO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00"  [static]
```

ToString for two decimal places.

5.19.2.34 PATH_DELIMITER_UNIX

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/"  [static]
```

Path delimiter for Unix.

5.19.2.35 PATH_DELIMITER_WINDOWS

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\"  [static]
```

Path delimiter for Windows.

5.19.2.36 PROCESS_KILL_TIME

```
int Crosstales.Common.Util.BaseConstants.PROCESS_KILL_TIME = 5000  [static]
```

Kill processes after 5000 milliseconds.

5.19.2.37 SHOW_BWF_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_BWF_BANNER = true  [static]
```

Show the BWF banner.

5.19.2.38 SHOW_DJ_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_DJ_BANNER = true  [static]
```

Show the DJ banner.

5.19.2.39 SHOW_FB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_FB_BANNER = true  [static]
```

Show the FB banner.

5.19.2.40 SHOW_OC_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_OC_BANNER = true  [static]
```

Show the OC banner.

5.19.2.41 SHOW_RADIO_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RADIO_BANNER = true  [static]
```

Show the Radio banner.

5.19.2.42 SHOW_RTV_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RTV_BANNER = true  [static]
```

Show the RTV banner.

5.19.2.43 SHOW_TB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TB_BANNER = true  [static]
```

Show the TB banner.

5.19.2.44 SHOW_TPB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPB_BANNER = true  [static]
```

Show the TPB banner.

5.19.2.45 SHOW_TPS_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPS_BANNER = true  [static]
```

Show the TPS banner.

5.19.2.46 SHOW_TR_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TR_BANNER = true  [static]
```

Show the TR banner.

5.19.3 Property Documentation

5.19.3.1 PREFIX_FILE

```
string Crosstales.Common.Util.BaseConstants.PREFIX_FILE  [static], [get]
```

URL prefix for files.

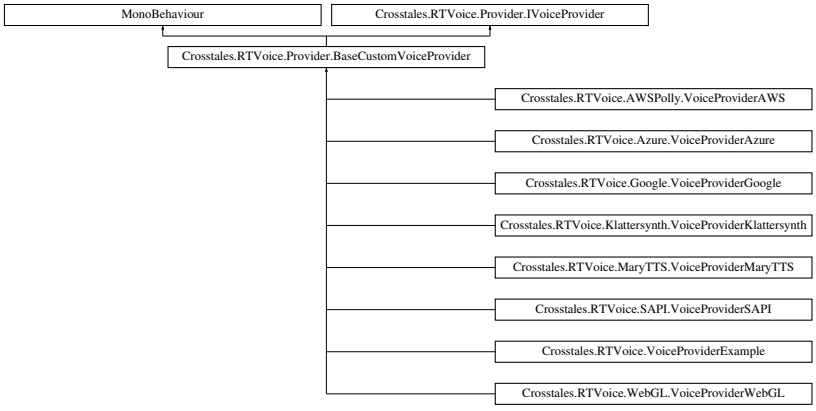
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs

5.20 Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference

Base class for custom voice providers (TTS-systems).

Inheritance diagram for Crosstales.RTVoice.Provider.BaseCustomVoiceProvider:



Public Member Functions

- virtual void Silence ()

  Silence all active TTS-providers.
- virtual void Silence (string uid)

  Silence the current TTS-provider (native mode).
- abstract IEnumerator SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- abstract IEnumerator Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- abstract IEnumerator Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- virtual IEnumerator SpeakWithClip (Crosstales.RTVoice.Model.Wrapper wrapper, AudioClip clip)

  The provider speaks a text with a given AudioClip.
- abstract void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- abstract void SpeakNativeInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode & Editor only).
- abstract void GenerateInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file with the current provider (Editor only).

Public Attributes

- virtual System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > **Voices** => cachedVoices

Protected Member Functions

- virtual void **Start** ()
- virtual void **OnDestroy** ()
- virtual string **getOutputFile** (string uid, bool isPersistentData=false)
- virtual IEnumerator **playAudioFile** (Crosstales.RTVoice.Model.Wrapper wrapper, AudioClip ac, bool is↩ Native=false)
- virtual IEnumerator **playAudioFile** (Crosstales.RTVoice.Model.Wrapper wrapper, string url, string outputFile, AudioType type=AudioType.WAV, bool isNative=false, bool isLocalFile=true, System.Collections.Generic.↩ Dictionary< string, string > headers=null)
- virtual void **copyAudioFile** (Crosstales.RTVoice.Model.Wrapper wrapper, string outputFile, bool isLocal↩ File=true, byte[] data=null)
- virtual void **processAudioFile** (Crosstales.RTVoice.Model.Wrapper wrapper, string outputFile, bool is↩ LocalFile=true, byte[] data=null)
- virtual string **getVoiceName** (Crosstales.RTVoice.Model.Wrapper wrapper)
- void **onVoicesReady** ()
- void **onSpeakStart** (Crosstales.RTVoice.Model.Wrapper wrapper)
- void **onSpeakComplete** (Crosstales.RTVoice.Model.Wrapper wrapper)
- void **onSpeakCurrentWord** (Crosstales.RTVoice.Model.Wrapper wrapper, string[] speechTextArray, int wordIndex)
- void **onSpeakCurrentWord** (Crosstales.RTVoice.Model.Wrapper wrapper, string word)
- void **onSpeakCurrentPhoneme** (Crosstales.RTVoice.Model.Wrapper wrapper, string phoneme)
- void **onSpeakCurrentViseme** (Crosstales.RTVoice.Model.Wrapper wrapper, string viseme)
- void **onSpeakAudioGenerationStart** (Crosstales.RTVoice.Model.Wrapper wrapper)
- void **onSpeakAudioGenerationComplete** (Crosstales.RTVoice.Model.Wrapper wrapper)
- void **onErrorInfo** (Crosstales.RTVoice.Model.Wrapper wrapper, string info)

Static Protected Member Functions

- static string **getValidXML** (string xml)

Protected Attributes

- System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > **cachedVoices** = new System.↩ Collections.Generic.List<Crosstales.RTVoice.Model.Voice>()
- bool **silence**

Properties

- bool **isActive** `[get, set]`
- abstract string **AudioFileExtension** `[get]`
- abstract AudioType **AudioFileType** `[get]`
- abstract string **DefaultVoiceName** `[get]`
- abstract bool **isWorkingInEditor** `[get]`
- abstract bool **isWorkingInPlaymode** `[get]`
- abstract int **MaxTextLength** `[get]`
- abstract bool **isSpeakNativeSupported** `[get]`
- abstract bool **isSpeakSupported** `[get]`
- abstract bool **isPlatformSupported** `[get]`
- abstract bool **isSSMLSupported** `[get]`
- abstract bool **isOnlineService** `[get]`
- abstract bool **hasCoRoutines** `[get]`
- abstract bool **isIL2CPPSupported** `[get]`
- abstract bool **hasVoicesInEditor** `[get]`
- System.Collections.Generic.List< string > **Cultures** `[get]`
- abstract int **MaxSimultaneousSpeeches** `[get]`

Events

- VoicesReady OnVoicesReady

  An event triggered whenever the voices of a provider are ready.
- SpeakStart OnSpeakStart

  An event triggered whenever a speak is started.
- SpeakComplete OnSpeakComplete

  An event triggered whenever a speak is completed.
- SpeakCurrentWord OnSpeakCurrentWord

  An event triggered whenever a new word is spoken (native, Windows and iOS only).
- SpeakCurrentWordString OnSpeakCurrentWordString

  An event triggered whenever a new word is spoken (native, Windows and iOS only).
- SpeakCurrentPhoneme OnSpeakCurrentPhoneme

  An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- SpeakCurrentViseme OnSpeakCurrentViseme

  An event triggered whenever a new viseme is spoken (native mode, Windows only).
- SpeakAudioGenerationStart OnSpeakAudioGenerationStart

  An event triggered whenever a speak audio generation is started.
- SpeakAudioGenerationComplete OnSpeakAudioGenerationComplete

  An event triggered whenever a speak audio generation is completed.
- ErrorInfo OnErrorInfo

  An event triggered whenever an error occurs.

5.20.1 Detailed Description

Base class for custom voice providers (TTS-systems).

5.20.2 Member Function Documentation

5.20.2.1 Generate()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [pure virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS, Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure. Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Google.VoiceProviderGoogle, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.20.2.2 GenerateInEditor()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.GenerateInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [pure virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.Google Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, and Crosstales.RTVoice.Klattersyn

5.20.2.3 Load()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Load (
            bool forceReload = false )  [pure virtual]
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS, Crosstales.RTVoice.Azure.VoiceP Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Google.VoiceP and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.20.2.4 Silence() [1/2]

```
virtual void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Silence ( )  [virtual]
```

Silence all active TTS-providers.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Reimplemented in Crosstales.RTVoice.SAPI.VoiceProviderSAPI, and Crosstales.RTVoice.WebGL.VoiceProviderWebGL.

5.20.2.5 Silence() [2/2]

```
virtual void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Silence (
            string uid )  [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

uid	UID of the speaker

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Reimplemented in Crosstales.RTVoice.SAPI.VoiceProviderSAPI.

5.20.2.6 Speak()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [pure virtual]
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Google.VoiceProv Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.20.2.7 SpeakNative()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [pure virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Google.VoiceProv Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.20.2.8 SpeakNativeInEditor()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.SpeakNativeInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [pure virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.Google
Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, and Crosstales.RTVoice.Klattersyn

5.20.2.9 SpeakWithClip()

```
virtual IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.SpeakWithClip (
            Crosstales.RTVoice.Model.Wrapper wrapper,
            AudioClip clip ) [virtual]
```

The provider speaks a text with a given AudioClip.

Parameters

wrapper	Wrapper containing the data.
clip	AudioClip with the speech audio.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.20.3 Event Documentation

5.20.3.1 OnErrorInfo

```
ErrorInfo Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnErrorInfo
```

An event triggered whenever an error occurs.

5.20.3.2 OnSpeakAudioGenerationComplete

```
SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeak↩
AudioGenerationComplete
```

An event triggered whenever a speak audio generation is completed.

5.20.3.3 OnSpeakAudioGenerationStart

```
SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudio↩
GenerationStart
```

An event triggered whenever a speak audio generation is started.

5.20.3.4 OnSpeakComplete

```
SpeakComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakComplete
```

An event triggered whenever a speak is completed.

5.20.3.5 OnSpeakCurrentPhoneme

```
SpeakCurrentPhoneme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentPhoneme
```

An event triggered whenever a new phoneme is spoken (native mode, Windows only).

5.20.3.6 OnSpeakCurrentViseme

```
SpeakCurrentViseme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentViseme
```

An event triggered whenever a new viseme is spoken (native mode, Windows only).

5.20.3.7 OnSpeakCurrentWord

```
SpeakCurrentWord Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentWord
```

An event triggered whenever a new word is spoken (native, Windows and iOS only).

5.20.3.8 OnSpeakCurrentWordString

```
SpeakCurrentWordString Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrent↩
WordString
```

An event triggered whenever a new word is spoken (native, Windows and iOS only).

5.20.3.9 OnSpeakStart

```
SpeakStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakStart
```

An event triggered whenever a speak is started.

5.20.3.10 OnVoicesReady

```
VoicesReady Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnVoicesReady
```

An event triggered whenever the voices of a provider are ready.

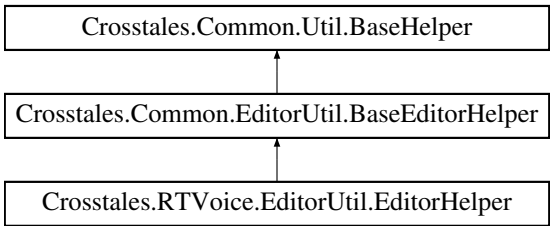
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/Base↩ CustomVoiceProvider.cs

5.21 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void RestartUnity (string executeMethod="")

  Restart Unity.
- static void SeparatorUI (int space=12)

  Shows a separator-UI.
- static void ReadOnlyTextField (string label, string text)

  Generates a read-only text field with a label.
- static void RefreshAssetDatabase (ImportAssetOptions options=ImportAssetOptions.Default)

  Refreshes the asset database.
- static bool isValidBuildTarget (BuildTarget target)

  Returns the true if the BuildTarget is installed in Unity.
- static BuildTarget GetBuildTargetForBuildName (string build)

  Returns the BuildTarget for a build name, like 'win64'.
- static string GetBuildNameFromBuildTarget (BuildTarget build)

  Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > FindAssetsByType< T > ()

  Returns assets for a certain type.
- static T CreateAsset< T > (string name, bool showSaveFileBrowser=true)

  Create and return a new asset in a smart location based on the current selection and then select it.
- static void InstantiatePrefab (string prefabName, string path)

  Instantiates a prefab.

Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")
- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")
- static Texture2D **Social_Youtube** => loadImage(ref social_Youtube, "social_Youtube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_Volumetric↩ Audio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")
- static Texture2D **Asset_RTFB** => loadImage(ref asset_RTFB, "asset_RTFB.png")

Additional Inherited Members

5.21.1 Detailed Description

Base for various Editor helper functions.

5.21.2 Member Function Documentation

5.21.2.1 CreateAsset< T >()

```
static T Crosstales.Common.EditorUtil.BaseEditorHelper.CreateAsset< T > (
            string name,
            bool showSaveFileBrowser = true )  [static]
```

Create and return a new asset in a smart location based on the current selection and then select it.

Parameters

name	Name of the new asset. Do not include the .asset extension.
showSaveFileBrowser	Shows the save file browser to select a destination for the asset (default: true, optional).

Returns

The new asset.

Type Constraints

T **:** ***ScriptableObject***

5.21.2.2 FindAssetsByType< T >()

```
static System.Collections.Generic.List<T> Crosstales.Common.EditorUtil.BaseEditorHelper.Find↩
AssetsByType< T > ( )  [static]
```

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T **:** ***Object***

5.21.2.3 GetBuildNameFromBuildTarget()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.GetBuildNameFromBuildTarget (
            BuildTarget build )  [static]
```

Returns the build name for a BuildTarget.

Parameters

build	BuildTarget for a build name

Returns

The build name for a BuildTarget.

5.21.2.4 GetBuildTargetForBuildName()

```
static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.GetBuildTargetForBuildName (
            string build )  [static]
```

Returns the BuildTarget for a build name, like 'win64'.

Parameters

build	Build name, like 'win64'

Returns

The BuildTarget for a build name.

5.21.2.5 InstantiatePrefab()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InstantiatePrefab (
            string prefabName,
            string path )  [static]
```

Instantiates a prefab.

Parameters

prefabName	Name of the prefab.
path	Path to the prefab.

5.21.2.6 isValidBuildTarget()

```
static bool Crosstales.Common.EditorUtil.BaseEditorHelper.isValidBuildTarget (
            BuildTarget target )  [static]
```

Returns the true if the BuildTarget is installed in Unity.

Parameters

target	BuildTarget to test

Returns

True if the BuildTarget is installed in Unity.

5.21.2.7 ReadOnlyTextField()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.ReadOnlyTextField (
            string label,
            string text ) [static]
```

Generates a read-only text field with a label.

5.21.2.8 RefreshAssetDatabase()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase (
            ImportAssetOptions options = ImportAssetOptions.Default ) [static]
```

Refreshes the asset database.

Parameters

options	Asset import options (default: ImportAssetOptions.Default, optional).

5.21.2.9 RestartUnity()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RestartUnity (
            string executeMethod = "" ) [static]
```

Restart Unity.

Parameters

executeMethod	Executed method after the restart (optional)

5.21.2.10 SeparatorUI()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.SeparatorUI (
            int space = 12 ) [static]
```

Shows a separator-UI.

Parameters

space	Space in pixels between the component and the separator line (default: 12, optional).

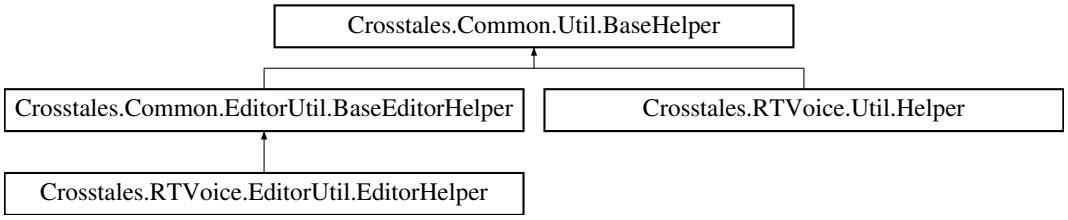
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Editor/↩ Util/BaseEditorHelper.cs

5.22 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string CreateString (string generateChars, int stringLength)

  Creates a string of characters with a given length.
- static System.Collections.Generic.List< string > SplitStringToLines (string text, bool ignoreCommented↩ Lines=true, int skipHeaderLines=0, int skipFooterLines=0)

  Split the given text to lines and return it as list.
- static string FormatBytesToHRF (long bytes, bool useSI=false)

  Format byte-value to Human-Readable-Form.
- static string FormatSecondsToHRF (double seconds)

  Format seconds to Human-Readable-Form.
- static Color HSVToRGB (float h, float s, float v, float a=1f)

  Generate nice HSV colors. Based on `https://gist.github.com/rje/6206099`
- static string GenerateLoremIpsum (int length, int minSentences=1, int maxSentences=int.MaxValue, int min↩ Words=1, int maxWords=15)

  Generates a "Lorem Ipsum" based on various parameters.
- static string LanguageToISO639 (SystemLanguage language)

  Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.
- static SystemLanguage ISO639ToLanguage (string isoCode)

  Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.
- static object InvokeMethod (string className, string methodName, params object[ ] parameters)

  Invokes a public static method on a full qualified class.
- static string GetArgument (string name)

  Returns an argument for a name from the url or command line.
- static string[ ] GetArguments ()

  Returns all arguments from the url or command line.

Static Public Attributes

- static bool **ApplicationIsPlaying** = Application.isPlaying
- static bool isEditorMode => isEditor && !ApplicationIsPlaying

  Checks if we are in Editor mode.
- static bool isStandalonePlatform => isWindowsPlatform || isMacOSPlatform || isLinuxPlatform

  Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool isWebPlatform => isWebGLPlatform

  Checks if the current platform is Web (WebPlayer or WebGL).
- static bool isWindowsBasedPlatform => isWindowsPlatform || isWSAPlatform || isXboxOnePlatform

  Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool isWSABasedPlatform => isWSAPlatform || isXboxOnePlatform

  Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool isAppleBasedPlatform => isMacOSPlatform || isIOSPlatform || isTvOSPlatform

  Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool isIOSBasedPlatform => isIOSPlatform || isTvOSPlatform

  Checks if the current platform is iOS-based (iOS or tvOS).
- static bool isMobilePlatform => isAndroidPlatform || isIOSBasedPlatform

  Checks if the current platform is mobile (Android and iOS).
- static bool isEditor => isWindowsEditor || isMacOSEditor || isLinuxEditor

  Checks if we are inside the Editor.

Static Protected Attributes

- static readonly System.Random **_rnd** = new System.Random()

Properties

- static System.Globalization.CultureInfo BaseCulture `[get]`

  The current culture of the application.
- static bool isIL2CPP `[get]`

  Checks if the current build target uses IL2CPP.
- static Crosstales.Common.Model.Enum.Platform? CurrentPlatform `[get]`

  Returns the current platform.
- static int AndroidAPILevel `[get]`

  Returns the Android API level of the current device (Android only)".
- static bool isWindowsPlatform `[get]`

  Checks if the current platform is Windows.
- static bool isMacOSPlatform `[get]`

  Checks if the current platform is OSX.
- static bool isLinuxPlatform `[get]`

  Checks if the current platform is Linux.
- static bool isAndroidPlatform `[get]`

  Checks if the current platform is Android.
- static bool isIOSPlatform `[get]`

  Checks if the current platform is iOS.
- static bool isTvOSPlatform `[get]`

  Checks if the current platform is tvOS.
- static bool isWSAPlatform `[get]`

  Checks if the current platform is WSA.

- static bool isXboxOnePlatform [get]

  Checks if the current platform is XboxOne.
- static bool isPS4Platform [get]

  Checks if the current platform is PS4.
- static bool isWebGLPlatform [get]

  Checks if the current platform is WebGL.
- static bool isWindowsEditor [get]

  Checks if we are inside the Windows Editor.
- static bool isMacOSEditor [get]

  Checks if we are inside the macOS Editor.
- static bool isLinuxEditor [get]

  Checks if we are inside the Linux Editor.

5.22.1 Detailed Description

Base for various helper functions.

5.22.2 Member Function Documentation

5.22.2.1 CreateString()

```
static string Crosstales.Common.Util.BaseHelper.CreateString (
            string generateChars,
            int stringLength )  [static]
```

Creates a string of characters with a given length.

Parameters

generateChars	Characters to generate the string (if more than one character is used, the generated string will be a randomized result of all characters)
stringLength	Length of the generated string

Returns

Generated string

5.22.2.2 FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (
            long bytes,
            bool useSI = false )  [static]
```

Format byte-value to Human-Readable-Form.

Parameters

bytes	Value in bytes
use↩ SI	Use SI-system (optional, default: false)

Returns

Formatted byte-value in Human-Readable-Form.

5.22.2.3 FormatSecondsToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatSecondsToHRF (
            double seconds )  [static]
```

Format seconds to Human-Readable-Form.

Parameters

seconds	Value in seconds

Returns

Formatted seconds in Human-Readable-Form.

5.22.2.4 GenerateLoremIpsum()

```
static string Crosstales.Common.Util.BaseHelper.GenerateLoremIpsum (
            int length,
            int minSentences = 1,
            int maxSentences = int.MaxValue,
            int minWords = 1,
            int maxWords = 15 )  [static]
```

Generates a "Lorem Ipsum" based on various parameters.

Parameters

length	Length of the text
minSentences	Minimum number of sentences for the text (optional, default: 1)
maxSentences	Maximal number of sentences for the text (optional, default: int.MaxValue)
minWords	Minimum number of words per sentence (optional, default: 1)
maxWords	Maximal number of words per sentence (optional, default: 15)

Returns

"Lorem Ipsum" based on the given parameters.

5.22.2.5 GetArgument()

```
static string Crosstales.Common.Util.BaseHelper.GetArgument (
            string name ) [static]
```

Returns an argument for a name from the url or command line.

Parameters

name	Name for the argument

Returns

Argument for a name from the url or command line.

5.22.2.6 GetArguments()

```
static string [] Crosstales.Common.Util.BaseHelper.GetArguments ( ) [static]
```

Returns all arguments from the url or command line.

Returns

Arguments from the url or command line.

5.22.2.7 HSVToRGB()

```
static Color Crosstales.Common.Util.BaseHelper.HSVToRGB (
            float h,
            float s,
            float v,
            float a = 1f ) [static]
```

Generate nice HSV colors. Based on https://gist.github.com/rje/6206099

Parameters

h	Hue
s	Saturation
v	Value
a	Alpha (optional)

Returns

True if the current platform is supported.

5.22.2.8 InvokeMethod()

```
static object Crosstales.Common.Util.BaseHelper.InvokeMethod (
            string className,
            string methodName,
            params object[] parameters )  [static]
```

Invokes a public static method on a full qualified class.

Parameters

className	Full qualified name of the class
methodName	Public static method of the class to execute
parameters	Parameters for the method (optional)

5.22.2.9 ISO639ToLanguage()

```
static SystemLanguage Crosstales.Common.Util.BaseHelper.ISO639ToLanguage (
            string isoCode )  [static]
```

Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.

Parameters

isoCode	ISO639-1 code to convert.

Returns

"SystemLanguage for the given ISO639-1 code.

5.22.2.10 LanguageToISO639()

```
static string Crosstales.Common.Util.BaseHelper.LanguageToISO639 (
            SystemLanguage language )  [static]
```

Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.

Parameters

language	SystemLanguage to convert.

Returns

"ISO639-1 code for the given SystemLanguage.

5.22.2.11 SplitStringToLines()

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.SplitString↩
ToLines (
            string text,
            bool ignoreCommentedLines = true,
            int skipHeaderLines = 0,
            int skipFooterLines = 0 )  [static]
```

Split the given text to lines and return it as list.

Parameters

text	Complete text fragment
ignoreCommentedLines	Ignore commente lines (optional, default: true)
skipHeaderLines	Number of skipped header lines (optional, default: 0)
skipFooterLines	Number of skipped footer lines (optional, default: 0)

Returns

Splitted lines as array

5.22.3 Member Data Documentation

5.22.3.1 isAppleBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform => isMacOSPlatform || isIOSPlatform
|| isTvOSPlatform  [static]
```

Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).

Returns

True if the current platform is Apple-based (macOS standalone, iOS or tvOS).

5.22.3.2 isEditor

```
bool Crosstales.Common.Util.BaseHelper.isEditor => isWindowsEditor || isMacOSEditor || isLinuxEditor
[static]
```

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.22.3.3 isEditorMode

```
bool Crosstales.Common.Util.BaseHelper.isEditorMode => isEditor && !ApplicationIsPlaying  [static]
```

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.22.3.4 isIOSBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSBasedPlatform => isIOSPlatform || isTvOSPlatform
[static]
```

Checks if the current platform is iOS-based (iOS or tvOS).

Returns

True if the current platform is iOS-based (iOS or tvOS).

5.22.3.5 isMobilePlatform

```
bool Crosstales.Common.Util.BaseHelper.isMobilePlatform => isAndroidPlatform || isIOSBasedPlatform
[static]
```

Checks if the current platform is mobile (Android and iOS).

Returns

True if the current platform is mobile (Android and iOS).

5.22.3.6 isStandalonePlatform

```
bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform => isWindowsPlatform || isMacOSPlatform
|| isLinuxPlatform  [static]
```

Checks if the current platform is standalone (Windows, macOS or Linux).

Returns

True if the current platform is standalone (Windows, macOS or Linux).

5.22.3.7 isWebPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebPlatform => isWebGLPlatform  [static]
```

Checks if the current platform is Web (WebPlayer or WebGL).

Returns

True if the current platform is Web (WebPlayer or WebGL).

5.22.3.8 isWindowsBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform => isWindowsPlatform || isWSAPlatform
|| isXboxOnePlatform  [static]
```

Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

Returns

True if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

5.22.3.9 isWSABasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSABasedPlatform => isWSAPlatform || isXboxOnePlatform
[static]
```

Checks if the current platform is WSA-based (WSA or XboxOne).

Returns

True if the current platform is WSA-based (WSA or XboxOne).

5.22.4 Property Documentation

5.22.4.1 AndroidAPILevel

```
int Crosstales.Common.Util.BaseHelper.AndroidAPILevel  [static], [get]
```

Returns the Android API level of the current device (Android only)".

Returns

The Android API level of the current device.

5.22.4.2 BaseCulture

```
System.Globalization.CultureInfo Crosstales.Common.Util.BaseHelper.BaseCulture  [static], [get]
```

The current culture of the application.

Returns

Culture of the application.

5.22.4.3 CurrentPlatform

```
Crosstales.Common.Model.Enum.Platform?  Crosstales.Common.Util.BaseHelper.CurrentPlatform
[static], [get]
```

Returns the current platform.

Returns

The current platform.

5.22.4.4 isAndroidPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAndroidPlatform  [static], [get]
```

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.22.4.5 isIL2CPP

```
bool Crosstales.Common.Util.BaseHelper.isIL2CPP  [static], [get]
```

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.22.4.6 isIOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSPlatform  [static], [get]
```

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.22.4.7 isLinuxEditor

```
bool Crosstales.Common.Util.BaseHelper.isLinuxEditor  [static], [get]
```

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.22.4.8 isLinuxPlatform

```
bool Crosstales.Common.Util.BaseHelper.isLinuxPlatform  [static], [get]
```

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.22.4.9 isMacOSEditor

```
bool Crosstales.Common.Util.BaseHelper.isMacOSEditor [static], [get]
```

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.22.4.10 isMacOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isMacOSPlatform [static], [get]
```

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.22.4.11 isPS4Platform

```
bool Crosstales.Common.Util.BaseHelper.isPS4Platform [static], [get]
```

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.22.4.12 isTvOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isTvOSPlatform [static], [get]
```

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.22.4.13 isWebGLPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebGLPlatform [static], [get]
```

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.22.4.14 isWindowsEditor

```
bool Crosstales.Common.Util.BaseHelper.isWindowsEditor [static], [get]
```

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.22.4.15 isWindowsPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsPlatform [static], [get]
```

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.22.4.16 isWSAPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSAPlatform [static], [get]
```

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.22.4.17 isXboxOnePlatform

```
bool Crosstales.Common.Util.BaseHelper.isXboxOnePlatform  [static], [get]
```

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

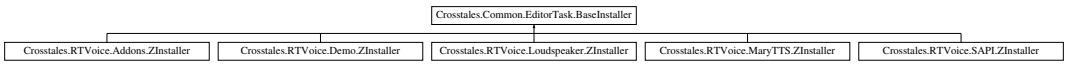
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

5.23 Crosstales.Common.EditorTask.BaseInstaller Class Reference

Base-class for all installers.

Inheritance diagram for Crosstales.Common.EditorTask.BaseInstaller:



Static Public Member Functions

- static void **InstallUI** (string assetPath)

Static Protected Member Functions

- static string **getBasePath** (string assetPath)
- static void **installPackage** (string installerPath, string package, string compiledefine=null, bool delete=false)

5.23.1 Detailed Description

Base-class for all installers.

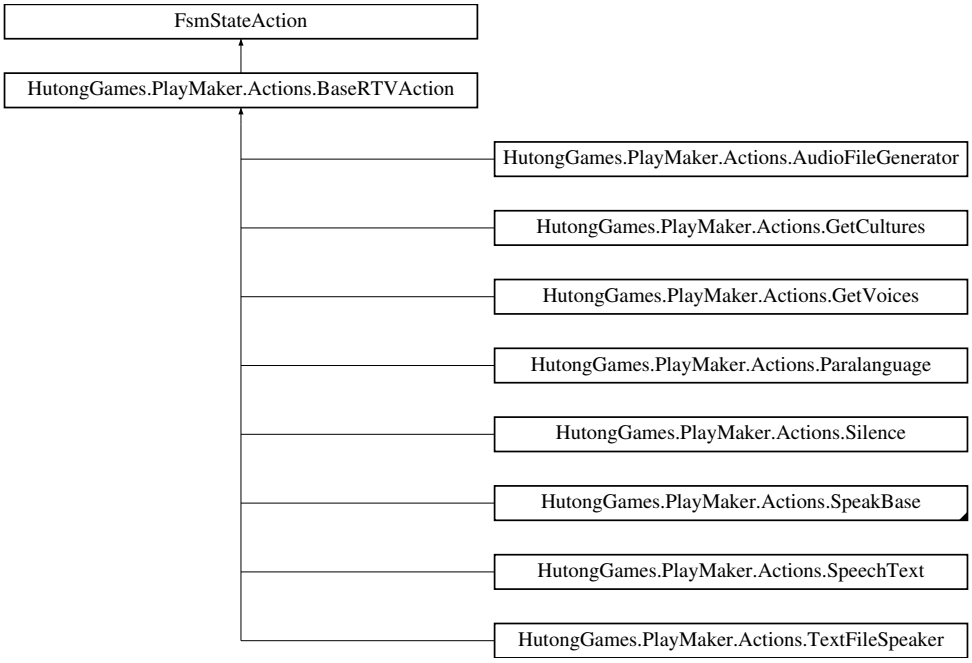
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/BaseInstaller.cs

5.24 HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference

Base class for RT-Voice actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRTVAction:



Public Attributes

- FsmEvent **sendEvent**

5.24.1 Detailed Description

Base class for RT-Voice actions in PlayMaker.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/BaseRTVAction.cs

5.25 Crosstales.RTVoice.PlayMaker.BaseRTVEditor Class Reference

Base class for RT-Voice custom editors in PlayMaker.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.BaseRTVEditor:

Public Member Functions

- override bool **OnGUI** ()

5.25.1 Detailed Description

Base class for RT-Voice custom editors in PlayMaker.

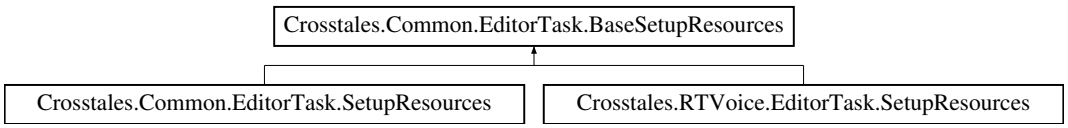
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Play↩ Maker/Scripts/Editor/BaseRTVEditor.cs

5.26 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base-class for moving all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

- static void **setupResources** (string source, string sourceFolder, string target, string targetFolder, string metafile)

5.26.1 Detailed Description

Base-class for moving all resources to 'Editor Default Resources'.

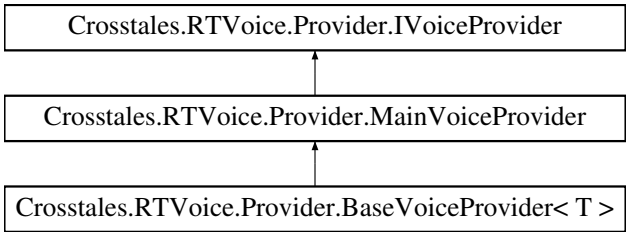
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Editor/↩ Task/BaseSetupResources.cs

5.27 Crosstales.RTVoice.Provider.BaseVoiceProvider< T > Class Template Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider< T >:



Static Public Attributes

- static T Instance => instance == null ? instance = new T() : instance

  Returns the singleton instance of this class.

Static Protected Attributes

- static T **instance**

Additional Inherited Members

5.27.1 Detailed Description

Base class for voice providers.

Type Constraints

T* : *new()

5.27.2 Member Data Documentation

5.27.2.1 Instance

```
T Crosstales.RTVoice.Provider.BaseVoiceProvider< T >.Instance => instance == null ?  instance
= new T() :  instance  [static]
```

Returns the singleton instance of this class.

Returns

Singleton instance of this class.

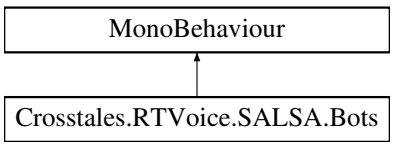
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/Base↩ VoiceProvider.cs

5.28 Crosstales.RTVoice.SALSA.Bots Class Reference

This is a class for conversations between two SALSA-Bots.

Inheritance diagram for Crosstales.RTVoice.SALSA.Bots:



Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- string[ ] **ConversationsA**
- string[ ] **ConversationsB**

5.28.1 Detailed Description

This is a class for conversations between two SALSA-Bots.

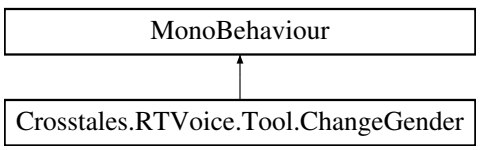
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SALSA/↩ Scripts/Bots.cs

5.29 Crosstales.RTVoice.Tool.ChangeGender Class Reference

Change the gender of all voices (useful for eSpeak).

Inheritance diagram for Crosstales.RTVoice.Tool.ChangeGender:



Public Member Functions

- void **GenderChanged** (int index)
- void **Change** ()

Public Attributes

- Crosstales.RTVoice.Model.Enum.Gender NewGender

  The new gender for all voices.
- bool ESpeakOnly = true

  Change voices only when eSpeak is used (default: true).

5.29.1 Detailed Description

Change the gender of all voices (useful for eSpeak).

5.29.2 Member Data Documentation

5.29.2.1 ESpeakOnly

```
bool Crosstales.RTVoice.Tool.ChangeGender.ESpeakOnly = true
```

Change voices only when eSpeak is used (default: true).

5.29.2.2 NewGender

```
Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Tool.ChangeGender.NewGender
```

The new gender for all voices.

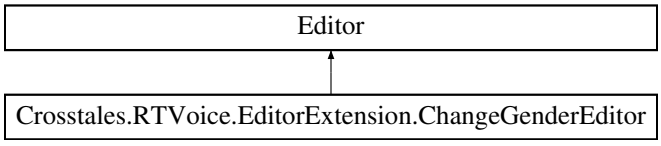
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/ChangeGender/Scripts/ChangeGender.cs

5.30 Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference

Custom editor for the 'ChangeGender'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ChangeGenderEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.30.1 Detailed Description

Custom editor for the 'ChangeGender'-class.

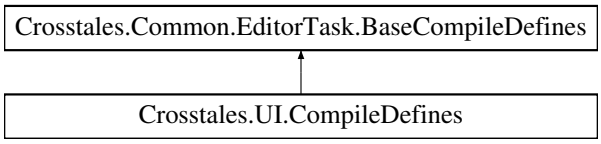
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Change↩ Gender/Scripts/Editor/ChangeGenderEditor.cs

5.31 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



Additional Inherited Members

5.31.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

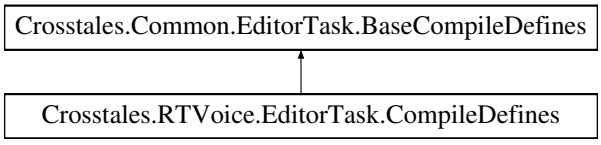
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↩ Editor/CompileDefines.cs

5.32 Crosstales.RTVoice.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.RTVoice.EditorTask.CompileDefines:



Additional Inherited Members

5.32.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Task/CompileDefines.cs

5.33 Crosstales.RTVoice.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void Reset ()

  Resets all changeable variables to their default value.
- static void Load ()

  Loads all changeable variables.
- static void Save ()

  Saves all changeable variables.

Static Public Attributes

- static string ASSET_PATH = "/Plugins/crosstales/RTVoice/"

  Path to the asset inside the Unity project.
- static bool DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG

  Enable or disable debug logging for the asset.
- static bool AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE_AUTOMATIC_DELE↩ TE

  Automatically delete the generated audio files.
- static bool ENFORCE_STANDALONE_TTS = Constants.DEFAULT_ENFORCE_STANDALONE_TTS

  Enforce standalone TTS (for development).
- static string TTS_MACOS = Constants.DEFAULT_TTS_MACOS

  Location of the TTS-system under MacOS.
- static bool isLoaded

  Is the configuration loaded?

Properties

- static string AUDIOFILE_PATH `[get, set]`

  Path to the generated audio files.

5.33.1 Detailed Description

Configuration for the asset.

5.33.2 Member Function Documentation

5.33.2.1 Load()

```
static void Crosstales.RTVoice.Util.Config.Load ( )  [static]
```

Loads all changeable variables.

5.33.2.2 Reset()

```
static void Crosstales.RTVoice.Util.Config.Reset ( )  [static]
```

Resets all changeable variables to their default value.

5.33.2.3 Save()

```
static void Crosstales.RTVoice.Util.Config.Save ( )  [static]
```

Saves all changeable variables.

5.33.3 Member Data Documentation

5.33.3.1 ASSET_PATH

```
string Crosstales.RTVoice.Util.Config.ASSET_PATH = "/Plugins/crosstales/RTVoice/"  [static]
```

Path to the asset inside the Unity project.

5.33.3.2 AUDIOFILE_AUTOMATIC_DELETE

```
bool Crosstales.RTVoice.Util.Config.AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE↩
_AUTOMATIC_DELETE  [static]
```

Automatically delete the generated audio files.

5.33.3.3 DEBUG

```
bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG
[static]
```

Enable or disable debug logging for the asset.

5.33.3.4 ENFORCE_STANDALONE_TTS

```
bool Crosstales.RTVoice.Util.Config.ENFORCE_STANDALONE_TTS = Constants.DEFAULT_ENFORCE_STAND↩
ALONE_TTS  [static]
```

Enforce standalone TTS (for development).

5.33.3.5 isLoaded

```
bool Crosstales.RTVoice.Util.Config.isLoaded  [static]
```

Is the configuration loaded?

5.33.3.6 TTS_MACOS

```
string Crosstales.RTVoice.Util.Config.TTS_MACOS = Constants.DEFAULT_TTS_MACOS  [static]
```

Location of the TTS-system under MacOS.

5.33.4 Property Documentation

5.33.4.1 AUDIOFILE_PATH

```
string Crosstales.RTVoice.Util.Config.AUDIOFILE_PATH  [static], [get], [set]
```

Path to the generated audio files.

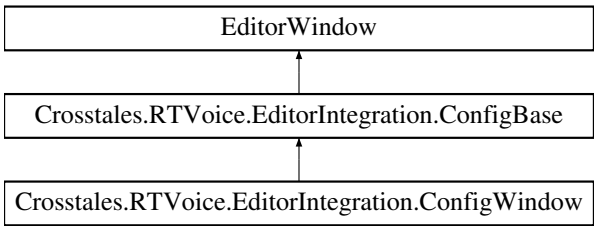
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Config.cs

5.34 Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigBase:



Protected Member Functions

- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()

Static Protected Member Functions

- static void **save** ()

5.34.1 Detailed Description

Base class for editor windows.

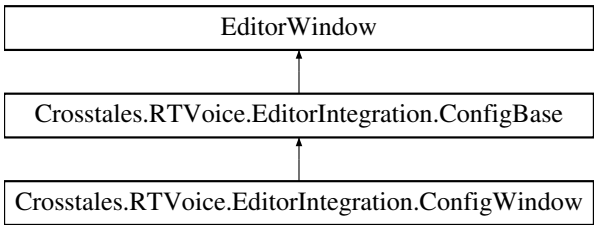
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Integration/ConfigBase.cs

5.35 Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigWindow:



Public Member Functions

- delegate void **StopPlayback** ()

Static Public Member Functions

- static void **ShowWindow** ()
- static void **ShowWindow** (int tab)

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

5.35.1 Detailed Description

Editor window extension.

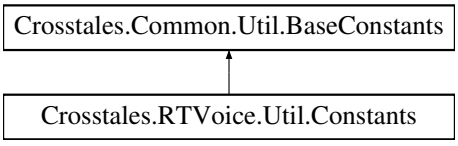
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Integration/ConfigWindow.cs

5.36 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.RTVoice.Util.Constants:



Static Public Attributes

- const string ASSET_NAME = "RT-Voice PRO"

  Name of the asset.
- const string ASSET_NAME_SHORT = "RTV PRO"

  Short name of the asset.
- const string ASSET_VERSION = "2023.2.0"

  Version of the asset.
- const int ASSET_BUILD = 20230630

  Build number of the asset.
- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2015, 4, 29)

  Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2023, 6, 30)

  Change date of the asset (YYYY, MM, DD).
- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/41068?aid=1011lNGT"

  URL of the PRO asset in UAS.
- const string ASSET_3P_URL = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=1011lNGT"

  URL of the 3rd party assets in UAS.
- const string ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/rtvoice_versions.txt"

  URL for update-checks of the asset
- const string ASSET_CONTACT = "rtvoice@crosstales.com"

  Contact to the owner of the asset.
- const string ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf"

  URL of the asset manual.
- const string ASSET_API_URL = "https://www.crosstales.com/en/assets/rtvoice/api/"

  URL of the asset API.
- const string ASSET_FORUM_URL = "https://forum.unity.com/threads/rt-voice-run-time-text-to-speech-solution.340046/"

  URL of the asset forum.
- const string ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/rtvoice/"

  URL of the asset in crosstales.
- const string ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDLY7g8?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"

  URL of the promotion video of the asset (Youtube).
- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJyVgCmX3wU?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"

  URL of the tutorial video of the asset (Youtube).
- const string ASSET_3P_ADVENTURE_CREATOR = "https://assetstore.unity.com/packages/slug/11896?aid=1011lNGT"

  URL of the 3rd party asset "Adventure Creator".
- const string ASSET_3P_CINEMA_DIRECTOR = "https://assetstore.unity.com/packages/slug/19779?aid=1011lNGT"

  URL of the 3rd party asset "Cinema Director".
- const string ASSET_3P_DIALOGUE_SYSTEM = "https://assetstore.unity.com/packages/slug/11672?aid=1011lNGT"

  URL of the 3rd party asset "Dialogue System".
- const string ASSET_3P_LOCALIZED_DIALOGS = "https://assetstore.unity.com/packages/slug/5020?aid=1011lNGT"

  URL of the 3rd party asset "Localized Dialogs".
- const string ASSET_3P_LIPSYNC = "https://assetstore.unity.com/packages/slug/32117?aid=1011lNGT"

URL of the 3rd party asset "LipSync Pro".

- const string ASSET_3P_NANINOVEL = "https://assetstore.unity.com/packages/slug/135453?aid=1011lNGT"

  URL of the 3rd party asset "Naninovel".
- const string ASSET_3P_NPC_CHAT = "https://assetstore.unity.com/packages/slug/9723?aid=1011lNGT"

  URL of the 3rd party asset "NPC Chat".
- const string ASSET_3P_QUEST_SYSTEM = "https://assetstore.unity.com/packages/slug/63460?aid=1011l↩NGT"

  URL of the 3rd party asset "Quest System Pro".
- const string ASSET_3P_SALSA = "https://assetstore.unity.com/packages/slug/148442?aid=1011lNGT"

  URL of the 3rd party asset "SALSA".
- const string ASSET_3P_SLATE = "https://assetstore.unity.com/packages/slug/56558?aid=1011lNGT"

  URL of the 3rd party asset "SLATE".
- const string ASSET_3P_AMPLITUDE = "https://assetstore.unity.com/packages/slug/111277?aid=1011lNGT"

  URL of the 3rd party asset "THE Dialogue Engine".
- const string ASSET_3P_KLATTERSYNTH = "https://assetstore.unity.com/packages/slug/95453?aid=1011l↩NGT"

  URL of the 3rd party asset "uSequencer".
- const string ASSET_3P_WEBGL = "https://assetstore.unity.com/packages/slug/81861?aid=1011lNGT"

  URL of the 3rd party asset "WebGL Speech Synthesis".
- const string ASSET_3P_GOOGLE = "https://assetstore.unity.com/packages/slug/115170?aid=1011lNGT"

  URL of the 3rd party asset "Google Cloud Text To Speech".
- const string **KEY_PREFIX** = "RTVOICE_CFG_"
- const string **KEY_ASSET_PATH** = KEY_PREFIX + "ASSET_PATH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_AUDIOFILE_PATH** = KEY_PREFIX + "AUDIOFILE_PATH"
- const string **KEY_AUDIOFILE_AUTOMATIC_DELETE** = KEY_PREFIX + "AUDIOFILE_AUTOMATIC_D↩ELETE"
- const string **KEY_ENFORCE_STANDALONE_TTS** = KEY_PREFIX + "ENFORCE_STANDALONE_TTS"
- static readonly string **DEFAULT_AUDIOFILE_PATH** = Crosstales.Common.Util.FileHelper.ValidatePath(Application.↩temporaryCachePath)
- const bool **DEFAULT_AUDIOFILE_AUTOMATIC_DELETE** = true
- const bool **DEFAULT_ENFORCE_STANDALONE_TTS** = true
- const string **DEFAULT_TTS_MACOS** = "say"
- const int **DEFAULT_CACHE_SIZE_CLIPS** = 256
- const int **DEFAULT_MAX_CACHE_SIZE_CLIPS** = 1024
- const int **DEFAULT_TTS_KILL_TIME** = 7000
- const string RTVOICE_SCENE_OBJECT_NAME = "RTVoice"

  RTVoice prefab scene name.
- const string GLOBALCACHE_SCENE_OBJECT_NAME = "GlobalCache"

  GlobalCache prefab scene name.
- static string WINDOWS_TTS_SUBPATH = "RTVoiceTTSWrapper.exe"

  Sub-path to the TTS-wrapper under Windows.
- static string WINDOWS_TTS_x86_SUBPATH = "RTVoiceTTSWrapper_x86.exe"

  Sub-path to the TTS-wrapper (32bit) under Windows.
- static string ESPEAK_FEMALE_MODIFIER = "+f3"

  Female modifier for eSpeak.
- static string AUDIOFILE_PREFIX = "rtvoice_"

  Audio file prefix to identify the files.
- static float SPEAK_CALL_SPEED = 0.5f

  Defines the speed of 'Speak'-calls in seconds.
- static string VOICE_AGE_ADULT = "adult"

  Voice age for adults.

- static string VOICE_AGE_CHILD = "child"

  Voice age for children.
- static string VOICE_AGE_ELDERLY = "elderly"

  Voice age for elderly people.
- static string VOICE_AGE_UNKNOWN = "unknown"

  Unknown voice age.

Additional Inherited Members

5.36.1 Detailed Description

Collected constants of very general utility for the asset.

5.36.2 Member Data Documentation

5.36.2.1 ASSET_3P_ADVENTURE_CREATOR

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://assetstore.↩
unity.com/packages/slug/11896?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "Adventure Creator".

5.36.2.2 ASSET_3P_AMPLITUDE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_AMPLITUDE = "https://assetstore.↩
unity.com/packages/slug/111277?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "THE Dialogue Engine".

5.36.2.3 ASSET_3P_CINEMA_DIRECTOR

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR = "https://assetstore.↩
unity.com/packages/slug/19779?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "Cinema Director".

5.36.2.4 ASSET_3P_DIALOGUE_SYSTEM

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_SYSTEM = "https://assetstore.↩
unity.com/packages/slug/11672?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "Dialogue System".

5.36.2.5 ASSET_3P_GOOGLE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_GOOGLE = "https://assetstore.unity.↩
com/packages/slug/115170?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "Google Cloud Text To Speech".

5.36.2.6 ASSET_3P_KLATTERSYNTH

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_KLATTERSYNTH = "https://assetstore.↩
unity.com/packages/slug/95453?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "uSequencer".

5.36.2.7 ASSET_3P_LIPSYNC

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://assetstore.unity.↩
com/packages/slug/32117?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "LipSync Pro".

5.36.2.8 ASSET_3P_LOCALIZED_DIALOGS

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://assetstore.↩
unity.com/packages/slug/5020?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "Localized Dialogs".

5.36.2.9 ASSET_3P_NANINOVEL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NANINOVEL = "https://assetstore.↩
unity.com/packages/slug/135453?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "Naninovel".

5.36.2.10 ASSET_3P_NPC_CHAT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://assetstore.↩
unity.com/packages/slug/9723?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "NPC Chat".

5.36.2.11 ASSET_3P_QUEST_SYSTEM

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://assetstore.↩
unity.com/packages/slug/63460?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "Quest System Pro".

5.36.2.12 ASSET_3P_SALSA

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://assetstore.unity.↩
com/packages/slug/148442?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "SALSA".

5.36.2.13 ASSET_3P_SLATE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://assetstore.unity.↩
com/packages/slug/56558?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "SLATE".

5.36.2.14 ASSET_3P_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://assetstore.unity.↩
com/lists/rt-voice-friends-42209?aid=1011lNGT"  [static]
```

URL of the 3rd party assets in UAS.

5.36.2.15 ASSET_3P_WEBGL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_WEBGL = "https://assetstore.unity.↩
com/packages/slug/81861?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "WebGL Speech Synthesis".

5.36.2.16 ASSET_API_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "https://www.crosstales.↩
com/en/assets/rtvoice/api/"  [static]
```

URL of the asset API.

5.36.2.17 ASSET_BUILD

```
const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 20230630  [static]
```

Build number of the asset.

5.36.2.18 ASSET_CHANGED

```
readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.Date↩
Time(2023, 6, 30)  [static]
```

Change date of the asset (YYYY, MM, DD).

5.36.2.19 ASSET_CONTACT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_CONTACT = "rtvoice@crosstales.com"  [static]
```

Contact to the owner of the asset.

5.36.2.20 ASSET_CREATED

```
readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CREATED = new System.Date↩
Time(2015, 4, 29)  [static]
```

Create date of the asset (YYYY, MM, DD).

5.36.2.21 ASSET_FORUM_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/rt-voice-run
340046/"  [static]
```

URL of the asset forum.

5.36.2.22 ASSET_MANUAL_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.↩
com/media/data/assets/rtvoice/RTVoice-doc.pdf"  [static]
```

URL of the asset manual.

5.36.2.23 ASSET_NAME

```
const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RT-Voice PRO"  [static]
```

Name of the asset.

5.36.2.24 ASSET_NAME_SHORT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_NAME_SHORT = "RTV PRO"  [static]
```

Short name of the asset.

5.36.2.25 ASSET_PRO_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.↩
com/packages/slug/41068?aid=1011lNGT"  [static]
```

URL of the PRO asset in UAS.

5.36.2.26 ASSET_UPDATE_CHECK_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.↩
com/media/assets/rtvoice_versions.txt"  [static]
```

URL for update-checks of the asset

5.36.2.27 ASSET_VERSION

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2023.2.0"  [static]
```

Version of the asset.

5.36.2.28 ASSET_VIDEO_PROMO

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDL↩
Y7g8?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

URL of the promotion video of the asset (Youtube).

5.36.2.29 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJy↩
VgCmX3wU?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

URL of the tutorial video of the asset (Youtube).

5.36.2.30 ASSET_WEB_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.↩
com/en/portfolio/rtvoice/"  [static]
```

URL of the asset in crosstales.

5.36.2.31 AUDIOFILE_PREFIX

```
string Crosstales.RTVoice.Util.Constants.AUDIOFILE_PREFIX = "rtvoice_"  [static]
```

Audio file prefix to identify the files.

5.36.2.32 ESPEAK_FEMALE_MODIFIER

```
string Crosstales.RTVoice.Util.Constants.ESPEAK_FEMALE_MODIFIER = "+f3"  [static]
```

Female modifier for eSpeak.

5.36.2.33 GLOBALCACHE_SCENE_OBJECT_NAME

```
const string Crosstales.RTVoice.Util.Constants.GLOBALCACHE_SCENE_OBJECT_NAME = "GlobalCache"
[static]
```

GlobalCache prefab scene name.

5.36.2.34 RTVOICE_SCENE_OBJECT_NAME

```
const string Crosstales.RTVoice.Util.Constants.RTVOICE_SCENE_OBJECT_NAME = "RTVoice"  [static]
```

RTVoice prefab scene name.

5.36.2.35 SPEAK_CALL_SPEED

```
float Crosstales.RTVoice.Util.Constants.SPEAK_CALL_SPEED = 0.5f  [static]
```

Defines the speed of 'Speak'-calls in seconds.

5.36.2.36 VOICE_AGE_ADULT

```
string Crosstales.RTVoice.Util.Constants.VOICE_AGE_ADULT = "adult"  [static]
```

Voice age for adults.

5.36.2.37 VOICE_AGE_CHILD

```
string Crosstales.RTVoice.Util.Constants.VOICE_AGE_CHILD = "child"  [static]
```

Voice age for children.

5.36.2.38 VOICE_AGE_ELDERLY

```
string Crosstales.RTVoice.Util.Constants.VOICE_AGE_ELDERLY = "elderly"  [static]
```

Voice age for elderly people.

5.36.2.39 VOICE_AGE_UNKNOWN

```
string Crosstales.RTVoice.Util.Constants.VOICE_AGE_UNKNOWN = "unknown"  [static]
```

Unknown voice age.

5.36.2.40 WINDOWS_TTS_SUBPATH

```
string Crosstales.RTVoice.Util.Constants.WINDOWS_TTS_SUBPATH = "RTVoiceTTSWrapper.exe"  [static]
```

Sub-path to the TTS-wrapper under Windows.

5.36.2.41 WINDOWS_TTS_x86_SUBPATH

```
string Crosstales.RTVoice.Util.Constants.WINDOWS_TTS_x86_SUBPATH = "RTVoiceTTSWrapper_x86.exe"
[static]
```

Sub-path to the TTS-wrapper (32bit) under Windows.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Constants.cs

5.37 Crosstales.RTVoice.Util.Context Class Reference

Context for the asset.

Static Public Attributes

- static int NumberOfSpeeches = 0
  The total number of speeches.
- static int NumberOfAudioFiles = 0
  The total number of generated audio files.
- static int NumberOfCharacters = 0
  The total number of characters spoken.
- static float TotalSpeechLength = 0
  The total speech length in seconds.
- static int NumberOfCachedSpeeches = 0
  The total number of cached speeches.
- static int NumberOfNonCachedSpeeches = 0
  The total number of non-cached speeches.

Properties

- static float CacheEfficiency [get]
  The current cache efficiency.

5.37.1 Detailed Description

Context for the asset.

5.37.2 Member Data Documentation

5.37.2.1 NumberOfAudioFiles

```
int Crosstales.RTVoice.Util.Context.NumberOfAudioFiles = 0  [static]
```

The total number of generated audio files.

5.37.2.2 NumberOfCachedSpeeches

```
int Crosstales.RTVoice.Util.Context.NumberOfCachedSpeeches = 0  [static]
```

The total number of cached speeches.

5.37.2.3 NumberOfCharacters

```
int Crosstales.RTVoice.Util.Context.NumberOfCharacters = 0  [static]
```

The total number of characters spoken.

5.37.2.4 NumberOfNonCachedSpeeches

```
int Crosstales.RTVoice.Util.Context.NumberOfNonCachedSpeeches = 0  [static]
```

The total number of non-cached speeches.

>

5.37.2.5 NumberOfSpeeches

```
int Crosstales.RTVoice.Util.Context.NumberOfSpeeches = 0  [static]
```

The total number of speeches.

5.37.2.6 TotalSpeechLength

```
float Crosstales.RTVoice.Util.Context.TotalSpeechLength = 0  [static]
```

The total speech length in seconds.

5.37.3 Property Documentation

5.37.3.1 CacheEfficiency

```
float Crosstales.RTVoice.Util.Context.CacheEfficiency  [static], [get]
```

The current cache efficiency.

>

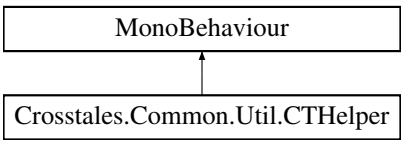
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Context.cs

5.38 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



Properties

- static CTHelper **Instance** `[get]`

5.38.1 Detailed Description

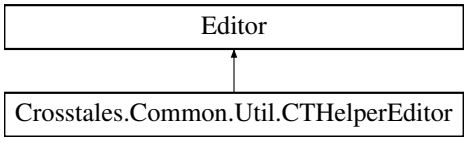
Helper to reset the necessary settings.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CT↩ Helper.cs

5.39 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:



Public Member Functions

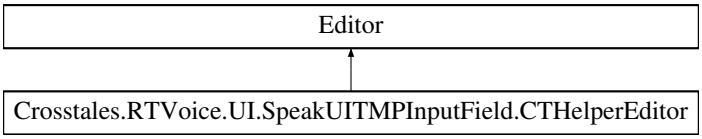
- override void **OnInspectorGUI** ()

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CT↩ Helper.cs

5.40 Crosstales.RTVoice.UI.SpeakUITMPInputField.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUITMPInputField.CTHelperEditor:



Public Member Functions

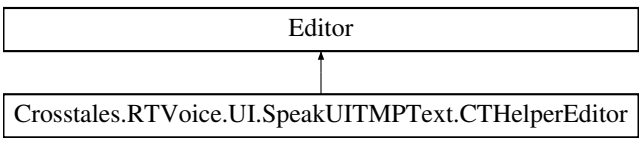
- override void **OnInspectorGUI** ()

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/Speak↩ UITMPInputField.cs

5.41 Crosstales.RTVoice.UI.SpeakUITMPText.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUITMPText.CTHelperEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

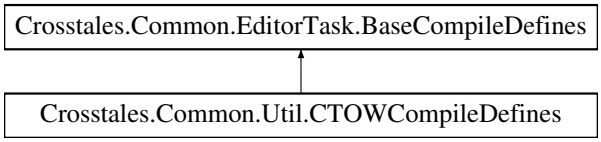
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/Speak↩ UITMPText.cs

5.42 Crosstales.Common.Util.CTOWCompileDefines Class Reference

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTOWCompileDefines:



Additional Inherited Members

5.42.1 Detailed Description

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

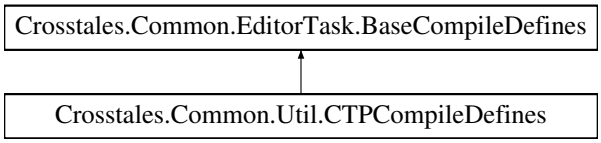
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/CTOpen↩ Window/Editor/CTOWCompileDefines.cs

5.43 Crosstales.Common.Util.CTPCompileDefines Class Reference

Adds "CT_PROC" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTPCompileDefines:



Additional Inherited Members

5.43.1 Detailed Description

Adds "CT_PROC" define symbol to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↩ Scripts/Editor/CTPCompileDefines.cs

5.44 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool HasKey (string key)

  Exists the key?
- static void DeleteAll ()

  Deletes all keys.
- static void DeleteKey (string key)

  Delete the key.
- static void Save ()

  Saves all modifications.
- static string GetString (string key)

  Allows to get a string from a key.
- static float GetFloat (string key)

  Allows to get a float from a key.
- static int GetInt (string key)

  Allows to get an int from a key.
- static bool GetBool (string key)

  Allows to get a bool from a key.
- static System.DateTime GetDate (string key)

  Allows to get a DateTime from a key.
- static Vector2 GetVector2 (string key)

  Allows to get a Vector2 from a key.
- static Vector3 GetVector3 (string key)

  Allows to get a Vector3 from a key.
- static Vector4 GetVector4 (string key)

  Allows to get a Vector4 from a key.
- static Quaternion GetQuaternion (string key)

  Allows to get a Quaternion from a key.
- static Color GetColor (string key)

  Allows to get a Color from a key.
- static SystemLanguage GetLanguage (string key)

  Allows to get a SystemLanguage from a key.
- static void SetString (string key, string value)

Allows to set a string for a key.

- static void SetFloat (string key, float value)

  Allows to set a float for a key.
- static void SetInt (string key, int value)

  Allows to set an int for a key.
- static void SetBool (string key, bool value)

  Allows to set a bool for a key.
- static void SetDate (string key, System.DateTime value)

  Allows to set a DateTime for a key.
- static void SetVector2 (string key, Vector2 value)

  Allows to set a Vector2 for a key.
- static void SetVector3 (string key, Vector3 value)

  Allows to set a Vector3 for a key.
- static void SetVector4 (string key, Vector4 value)

  Allows to set a Vector4 for a key.
- static void SetQuaternion (string key, Quaternion value)

  Allows to set a Quaternion for a key.
- static void SetColor (string key, Color value)

  Allows to set a Color for a key.
- static void SetLanguage (string key, SystemLanguage language)

  Allows to set a SystemLanguage for a key.

5.44.1 Detailed Description

Wrapper for the PlayerPrefs.

5.44.2 Member Function Documentation

5.44.2.1 DeleteAll()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteAll ( )  [static]
```

Deletes all keys.

5.44.2.2 DeleteKey()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteKey (
            string key )  [static]
```

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.

5.44.2.3 GetBool()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.GetBool (
            string key )  [static]
```

Allows to get a bool from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.4 GetColor()

```
static Color Crosstales.Common.Util.CTPlayerPrefs.GetColor (
            string key )  [static]
```

Allows to get a Color from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.5 GetDate()

```
static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate (
            string key )  [static]
```

Allows to get a DateTime from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.6 GetFloat()

```
static float Crosstales.Common.Util.CTPlayerPrefs.GetFloat (
            string key )  [static]
```

Allows to get a float from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.7 GetInt()

```
static int Crosstales.Common.Util.CTPlayerPrefs.GetInt (
            string key )  [static]
```

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.8 GetLanguage()

```
static SystemLanguage Crosstales.Common.Util.CTPlayerPrefs.GetLanguage (
            string key )  [static]
```

Allows to get a SystemLanguage from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.9 GetQuaternion()

```
static Quaternion Crosstales.Common.Util.CTPlayerPrefs.GetQuaternion (
            string key )  [static]
```

Allows to get a Quaternion from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.10 GetString()

```
static string Crosstales.Common.Util.CTPlayerPrefs.GetString (
            string key )  [static]
```

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.11 GetVector2()

```
static Vector2 Crosstales.Common.Util.CTPlayerPrefs.GetVector2 (
            string key )  [static]
```

Allows to get a Vector2 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.12 GetVector3()

```
static Vector3 Crosstales.Common.Util.CTPlayerPrefs.GetVector3 (
            string key )  [static]
```

Allows to get a Vector3 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.13 GetVector4()

```
static Vector4 Crosstales.Common.Util.CTPlayerPrefs.GetVector4 (
            string key )  [static]
```

Allows to get a Vector4 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.14 HasKey()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.HasKey (
            string key )  [static]
```

Exists the key?

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.44.2.15 Save()

```
static void Crosstales.Common.Util.CTPlayerPrefs.Save ( )  [static]
```

Saves all modifications.

5.44.2.16 SetBool()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetBool (
            string key,
            bool value )  [static]
```

Allows to set a bool for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.44.2.17 SetColor()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetColor (
            string key,
            Color value )  [static]
```

Allows to set a Color for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.44.2.18 SetDate()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetDate (
            string key,
            System.DateTime value )  [static]
```

Allows to set a DateTime for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.44.2.19 SetFloat()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetFloat (
            string key,
            float value )  [static]
```

Allows to set a float for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.44.2.20 SetInt()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetInt (
            string key,
            int value )  [static]
```

Allows to set an int for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.44.2.21 SetLanguage()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetLanguage (
```

```
            string key,
            SystemLanguage language )  [static]
```

Allows to set a SystemLanguage for a key.

Parameters

key	Key for the PlayerPrefs.
language	Value for the PlayerPrefs.

5.44.2.22 SetQuaternion()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetQuaternion (
            string key,
            Quaternion value )  [static]
```

Allows to set a Quaternion for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.44.2.23 SetString()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetString (
            string key,
            string value )  [static]
```

Allows to set a string for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.44.2.24 SetVector2()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector2 (
            string key,
            Vector2 value )  [static]
```

Allows to set a Vector2 for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.44.2.25 SetVector3()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector3 (
            string key,
            Vector3 value )  [static]
```

Allows to set a Vector3 for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.44.2.26 SetVector4()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector4 (
            string key,
            Vector4 value )  [static]
```

Allows to set a Vector4 for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CT↩ PlayerPrefs.cs

5.45 Crosstales.Common.Util.CTPMacOSPostProcessor Class Reference

Post processor for macOS.

Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

5.45.1 Detailed Description

Post processor for macOS.

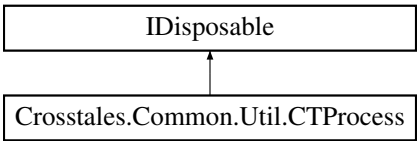
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↩ Scripts/Editor/CTPMacOSPostProcessor.cs

5.46 Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:



Public Member Functions

- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void Start (CTProcessStartInfo info)

  Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void Start ()

  Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void Kill ()

  Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **Dispose** ()
- void Start ()

  Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void Kill ()

  Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **Dispose** ()

Public Attributes

- uint ExitCode => _exitCode

  Gets the value that the associated process specified when it terminated.

Properties

- System.IntPtr Handle `[get]`

  Gets the native handle of the associated process.
- int Id `[get]`

  Gets the unique identifier for the associated process.
- CTProcessStartInfo StartInfo `[get, set]`

  Gets or sets the properties to pass to the Start() method of the Process.
- bool HasExited `[get]`

  Gets a value indicating whether the associated process has been terminated.
- System.DateTime StartTime `[get]`

  Gets the time that the associated process was started.
- System.DateTime ExitTime `[get]`

  Gets the time that the associated process exited.
- System.IO.StreamReader StandardOutput `[get]`

  Gets a stream used to read the textual output of the application.
- System.IO.StreamReader StandardError `[get]`

  Gets a stream used to read the error output of the application.
- bool isBusy `[get]`

  Gets a value indicating whether the associated process has been busy.

Events

- System.EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.46.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

5.46.2 Member Function Documentation

5.46.2.1 Kill() `[1/2]`

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.46.2.2 Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.46.2.3 Start() [1/3]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.46.2.4 Start() [2/3]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.46.2.5 Start() [3/3]

```
void Crosstales.Common.Util.CTProcess.Start (
            CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.46.3 Member Data Documentation

5.46.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode => _exitCode
```

Gets the value that the associated process specified when it terminated.

5.46.4 Property Documentation

5.46.4.1 ExitTime

```
System.DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]
```

Gets the time that the associated process exited.

5.46.4.2 Handle

```
System.IntPtr Crosstales.Common.Util.CTProcess.Handle [get]
```

Gets the native handle of the associated process.

5.46.4.3 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited [get]
```

Gets a value indicating whether the associated process has been terminated.

5.46.4.4 Id

```
int Crosstales.Common.Util.CTProcess.Id [get]
```

Gets the unique identifier for the associated process.

5.46.4.5 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy [get]
```

Gets a value indicating whether the associated process has been busy.

5.46.4.6 StandardError

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]
```

Gets a stream used to read the error output of the application.

5.46.4.7 StandardOutput

`System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]`

Gets a stream used to read the textual output of the application.

5.46.4.8 StartInfo

`CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]`

Gets or sets the properties to pass to the Start() method of the Process.

5.46.4.9 StartTime

`System.DateTime Crosstales.Common.Util.CTProcess.StartTime [get]`

Gets the time that the associated process was started.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↩ Scripts/CTProcess.cs

5.47 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↩ StartInfo"-class with the most important properties).

Properties

- bool UseThread `[get, set]`
  Gets or sets the application to be threaded.
- bool UseCmdExecute `[get, set]`
  Gets or sets the application to be started in cmd (command prompt).
- string FileName `[get, set]`
  Gets or sets the application or document to start.
- string Arguments `[get, set]`
  Gets or sets the set of command-line arguments to use when starting the application.
- bool CreateNoWindow `[get, set]`
  Gets or sets a value indicating whether to start the process in a new window.
- string WorkingDirectory `[get, set]`
  Gets or sets the working directory for the process to be started.
- bool RedirectStandardOutput `[get, set]`
  Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- bool RedirectStandardError `[get, set]`
  Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- System.Text.Encoding StandardOutputEncoding `[get, set]`
  Gets or sets the preferred encoding for standard output (UTF8 per default).
- System.Text.Encoding StandardErrorEncoding `[get, set]`
  Gets or sets the preferred encoding for error output (UTF8 per default).
- bool UseShellExecute `[get, set]`
  Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.47.1 Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↩ StartInfo"-class with the most important properties).

5.47.2 Property Documentation

5.47.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments  [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.47.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow  [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.47.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName  [get], [set]
```

Gets or sets the application or document to start.

5.47.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError  [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.47.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput  [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.47.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.47.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.47.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.47.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.47.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

5.47.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

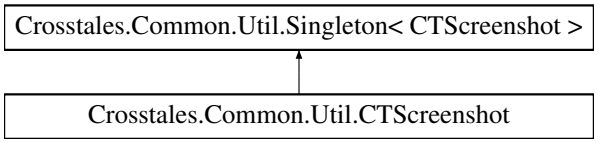
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/CTProcess/↩ Scripts/CTProcess.cs

5.48 Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:



Public Member Functions

- void Capture ()

  Capture the screen.
- void **Start** ()

Public Attributes

- string Prefix = "CT_Screenshot"

  Prefix for the generate file names.
- int Scale = 1

  summary>Key-press to capture the screen (default: F8).
- KeyCode KeyCode = KeyCode.F8

  summary>Show file location (default: true).
- bool **ShowFileLocation** = true

Additional Inherited Members

5.48.1 Detailed Description

Take screen shots inside an application.

5.48.2 Member Function Documentation

5.48.2.1 Capture()

```
void Crosstales.Common.Util.CTScreenshot.Capture ( )
```

Capture the screen.

5.48.3 Member Data Documentation

5.48.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.CTScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

5.48.3.2 Prefix

```
string Crosstales.Common.Util.CTScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.48.3.3 Scale

```
int Crosstales.Common.Util.CTScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

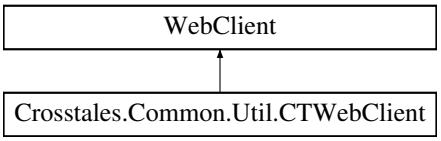
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/CTScreenshot/↩ Scripts/CTScreenshot.cs

5.49 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

Properties

- int Timeout `[get, set]`
  Timeout in milliseconds
- int ConnectionLimit `[get, set]`
  Connection limit for all WebClients

5.49.1 Detailed Description

Specialized WebClient.

5.49.2 Property Documentation

5.49.2.1 ConnectionLimit

```
int Crosstales.Common.Util.CTWebClient.ConnectionLimit  [get], [set]
```

Connection limit for all WebClients

5.49.2.2 Timeout

```
int Crosstales.Common.Util.CTWebClient.Timeout  [get], [set]
```

Timeout in milliseconds

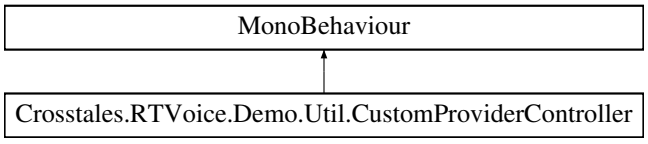
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CTWeb↩ Client.cs

5.50 Crosstales.RTVoice.Demo.Util.CustomProviderController Class Reference

Controls the custom provider in demo builds.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.CustomProviderController:



Public Attributes

- Crosstales.RTVoice.Provider.BaseCustomVoiceProvider **Provider**
- bool **KeepOnDestroy** = false

5.50.1 Detailed Description

Controls the custom provider in demo builds.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↩ Util/CustomProviderController.cs

5.51 Crosstales.RTVoice.DataStore Class Reference

Model for a voice.

Public Member Functions

- DataStore ()

  Default.
- DataStore (Crosstales.RTVoice.Model.Wrapper wrapper, byte[ ] data)

  Instantiate the class.

Public Attributes

- Crosstales.RTVoice.Model.Wrapper **wrapper**
- byte[ ] **Data**

5.51.1 Detailed Description

Model for a voice.

5.51.2 Constructor & Destructor Documentation

5.51.2.1 DataStore() [1/2]

```
Crosstales.RTVoice.DataStore.DataStore ( )
```

Default.

5.51.2.2 DataStore() [2/2]

```
Crosstales.RTVoice.DataStore.DataStore (
            Crosstales.RTVoice.Model.Wrapper wrapper,
            byte[] data )
```

Instantiate the class.

Parameters

wrapper	Wrapper of the speech.
data	Data of the speech.

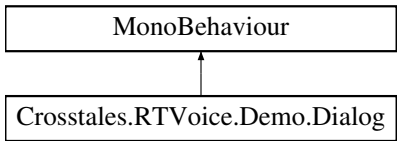
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/GlobalCache.cs

5.52 Crosstales.RTVoice.Demo.Dialog Class Reference

Simple dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



Public Member Functions

- IEnumerator **DialogSequence** ()

Public Attributes

- string **CultureA** = "en"
- string **CultureB** = "en"
- float **RateA** = 1f
- float **RateB** = 1f
- float **PitchA** = 1f
- float **PitchB** = 1f
- float **VolumeA** = 1f
- float **VolumeB** = 1f
- Crosstales.RTVoice.Model.Enum.Gender **GenderA** = Crosstales.RTVoice.Model.Enum.Gender.UNKNOWN
- Crosstales.RTVoice.Model.Enum.Gender **GenderB** = Crosstales.RTVoice.Model.Enum.Gender.UNKNOWN
- AudioSource **AudioPersonA**
- AudioSource **AudioPersonB**
- Crosstales.RTVoice.Model.Enum.SpeakMode **ModeA** = Crosstales.RTVoice.Model.Enum.SpeakMode.Speak
- Crosstales.RTVoice.Model.Enum.SpeakMode **ModeB** = Crosstales.RTVoice.Model.Enum.SpeakMode.Speak
- string[ ] **DialogPersonA**
- string[ ] **DialogPersonB**
- string **CurrentDialogA** = string.Empty
- string **CurrentDialogB** = string.Empty
- bool **Running**

5.52.1 Detailed Description

Simple dialog system with TTS voices.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Dialog.cs

5.53 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void Reset ()

  Resets all changeable variables to their default value.
- static void Load ()

  Loads all changeable variables.
- static void Save ()

  Saves all changeable variables.

Static Public Attributes

- static bool UPDATE_CHECK = Crosstales.RTVoice.EditorUtil.EditorConstants.DEFAULT_UPDATE_CHECK

  Enable or disable update-checks for the asset.
- static bool COMPILE_DEFINES = Crosstales.RTVoice.EditorUtil.EditorConstants.DEFAULT_COMPILE_DEFINES

  Enable or disable adding compile define "CT_RTV" for the asset.
- static bool PREFAB_AUTOLOAD = Crosstales.RTVoice.EditorUtil.EditorConstants.DEFAULT_PREFAB_AUTOLOAD

  Automatically load and add the prefabs to the scene.
- static bool HIERARCHY_ICON = Crosstales.RTVoice.EditorUtil.EditorConstants.DEFAULT_HIERARCHY_ICON

  Enable or disable the icon in the hierarchy.
- static bool isLoaded

  Is the configuration loaded?
- static string PREFAB_PATH => ASSET_PATH + Crosstales.RTVoice.EditorUtil.EditorConstants.PREFAB_SUBPATH

  Returns the path of the prefabs.

Properties

- static string ASSET_PATH `[get]`

  Returns the path to the asset inside the Unity project.

5.53.1 Detailed Description

Editor configuration for the asset.

5.53.2 Member Function Documentation

5.53.2.1 Load()

```
static void Crosstales.RTVoice.EditorUtil.EditorConfig.Load ( )  [static]
```

Loads all changeable variables.

5.53.2.2 Reset()

```
static void Crosstales.RTVoice.EditorUtil.EditorConfig.Reset ( )  [static]
```

Resets all changeable variables to their default value.

5.53.2.3 Save()

```
static void Crosstales.RTVoice.EditorUtil.EditorConfig.Save ( )  [static]
```

Saves all changeable variables.

5.53.3 Member Data Documentation

5.53.3.1 COMPILE_DEFINES

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.COMPILE_DEFINES = Crosstales.RTVoice.Editor↩
Util.EditorConstants.DEFAULT_COMPILE_DEFINES  [static]
```

Enable or disable adding compile define "CT_RTV" for the asset.

5.53.3.2 HIERARCHY_ICON

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.HIERARCHY_ICON = Crosstales.RTVoice.Editor↩
Util.EditorConstants.DEFAULT_HIERARCHY_ICON  [static]
```

Enable or disable the icon in the hierarchy.

5.53.3.3 isLoaded

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.isLoaded  [static]
```

Is the configuration loaded?

5.53.3.4 PREFAB_AUTOLOAD

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = Crosstales.RTVoice.Editor↩
Util.EditorConstants.DEFAULT_PREFAB_AUTOLOAD  [static]
```

Automatically load and add the prefabs to the scene.

5.53.3.5 PREFAB_PATH

```
string Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + Crosstales.RTVoice.EditorUtil.E
[static]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

5.53.3.6 UPDATE_CHECK

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.UPDATE_CHECK = Crosstales.RTVoice.Editor↩
Util.EditorConstants.DEFAULT_UPDATE_CHECK  [static]
```

Enable or disable update-checks for the asset.

5.53.4 Property Documentation

5.53.4.1 ASSET_PATH

```
string Crosstales.RTVoice.EditorUtil.EditorConfig.ASSET_PATH  [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Util/EditorConfig.cs

5.54 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference

Collected constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Crosstales.RTVoice.Util.Constants.KEY_PREFIX + "UPDATE_CH↩ ECK"
- const string **KEY_COMPILE_DEFINES** = Crosstales.RTVoice.Util.Constants.KEY_PREFIX + "COMPILE↩ _DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Crosstales.RTVoice.Util.Constants.KEY_PREFIX + "PREFAB↩ _AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Crosstales.RTVoice.Util.Constants.KEY_PREFIX + "HIERARCH↩ Y_ICON"
- const string **KEY_UPDATE_DATE** = Crosstales.RTVoice.Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/RTVoice/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string PREFAB_SUBPATH = "Resources/Prefabs/"

  Sub-path to the prefabs.
- static string ASSET_URL => Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL

  Returns the URL of the asset in UAS.
- static string ASSET_ID => "41068"

  Returns the ID of the asset in UAS.
- static System.Guid ASSET_UID => new System.Guid("181f4dab-261f-4746-85f8-849c2866d353")

  Returns the UID of the asset.

5.54.1 Detailed Description

Collected constants of very general utility for the asset.

5.54.2 Member Data Documentation

5.54.2.1 ASSET_ID

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_ID => "41068"  [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.54.2.2 ASSET_UID

```
System.Guid Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("181f4dab-261f-4746-85
[static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.54.2.3 ASSET_URL

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_URL => Crosstales.RTVoice.Util.Constants.ASSET_PRO_
[static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.54.2.4 PREFAB_SUBPATH

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Resources/Prefabs/"
[static]
```

Sub-path to the prefabs.

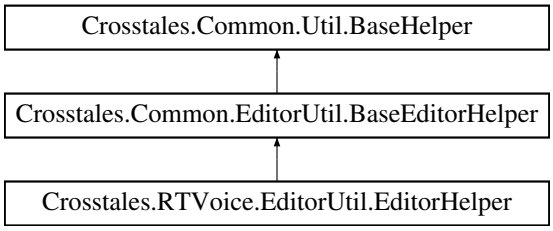
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Util/EditorConstants.cs

5.55 Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.RTVoice.EditorUtil.EditorHelper:



Static Public Member Functions

- static void RTVUnavailable ()

  Shows an "RT-Voice unavailable"-UI.
- static void NoVoicesUI ()

  Shows the "no voices found"-UI.
- static void InstantiatePrefab (string prefabName)

  Instantiates a prefab.
- static void BannerOC ()

  Shows a banner for "Online Check".

Static Public Attributes

- const int GO_ID = 35

  Start index inside the "GameObject"-menu.
- const int MENU_ID = 11820

  Start index inside the "Tools"-menu.
- static Texture2D **Logo_Asset** => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D **Logo_Asset_Small** => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static Texture2D **Icon_Speak** => loadImage(ref icon_speak, "icon_speak.png")
- static Texture2D **Icon_Silence** => loadImage(ref icon_silence, "icon_silence.png")
- static Texture2D **Icon_Next** => loadImage(ref icon_next, "icon_next.png")
- static Texture2D **Icon_Previous** => loadImage(ref icon_previous, "icon_previous.png")
- static Texture2D **Store_AdventureCreator** => loadImage(ref store_AdventureCreator, "Store_Adventure↩ Creator.png")
- static Texture2D **Store_CinemaDirector** => loadImage(ref store_CinemaDirector, "Store_Cinema↩ Director.png")
- static Texture2D **Store_DialogueSystem** => loadImage(ref store_DialogueSystem, "Store_Dialogue↩ System.png")
- static Texture2D **Store_LDC** => loadImage(ref store_LDC, "Store_LDC.png")
- static Texture2D **Store_LipSync** => loadImage(ref store_LipSync, "Store_LipSync.png")
- static Texture2D **Store_Naninovel** => loadImage(ref store_Naninovel, "Store_Naninovel.png")
- static Texture2D **Store_NPC_Chat** => loadImage(ref store_NPC_Chat, "Store_NPC_Chat.png")
- static Texture2D **Store_QuestSystem** => loadImage(ref store_QuestSystem, "Store_QuestSystem.png")
- static Texture2D **Store_SALSA** => loadImage(ref store_SALSA, "Store_SALSA.png")
- static Texture2D **Store_SLATE** => loadImage(ref store_SLATE, "Store_SLATE.png")
- static Texture2D **Store_Amplitude** => loadImage(ref store_Amplitude, "Store_Amplitude.png")

- static Texture2D **Store_Klattersynth** => loadImage(ref store_Klattersynth, "Store_Klattersynth.png")
- static Texture2D **Store_WebGL** => loadImage(ref store_WebGL, "Store_WebGL.png")
- static Texture2D **Store_Google** => loadImage(ref store_Google, "Store_Google.png")
- static bool isRTVoiceInScene => GameObject.FindFirstObjectByType<Crosstales.RTVoice.Speaker>() != null

  Checks if the "RTVoice"-prefab is in the scene.
- static bool isGlobalCacheInScene => GameObject.FindFirstObjectByType<Crosstales.RTVoice.GlobalCache>() != null

  Checks if the "GlobalCache"-prefab is in the scene.

Additional Inherited Members

5.55.1 Detailed Description

Editor helper class.

5.55.2 Member Function Documentation

5.55.2.1 BannerOC()

```
static void Crosstales.RTVoice.EditorUtil.EditorHelper.BannerOC ( )  [static]
```

Shows a banner for "Online Check".

5.55.2.2 InstantiatePrefab()

```
static void Crosstales.RTVoice.EditorUtil.EditorHelper.InstantiatePrefab (
            string prefabName )  [static]
```

Instantiates a prefab.

Parameters

prefabName	Name of the prefab.

5.55.2.3 NoVoicesUI()

```
static void Crosstales.RTVoice.EditorUtil.EditorHelper.NoVoicesUI ( )  [static]
```

Shows the "no voices found"-UI.

5.55.2.4 RTVUnavailable()

```
static void Crosstales.RTVoice.EditorUtil.EditorHelper.RTVUnavailable ( )  [static]
```

Shows an "RT-Voice unavailable"-UI.

5.55.3 Member Data Documentation

5.55.3.1 GO_ID

```
const int Crosstales.RTVoice.EditorUtil.EditorHelper.GO_ID = 35  [static]
```

Start index inside the "GameObject"-menu.

5.55.3.2 isGlobalCacheInScene

```
static bool Crosstales.RTVoice.EditorUtil.EditorHelper.isGlobalCacheInScene => GameObject.↩
FindFirstObjectByType<Crosstales.RTVoice.GlobalCache>() != null  [static]
```

Checks if the "GlobalCache"-prefab is in the scene.

Returns

True if the "GlobalCache"-prefab is in the scene.

5.55.3.3 isRTVoiceInScene

```
static bool Crosstales.RTVoice.EditorUtil.EditorHelper.isRTVoiceInScene => GameObject.Find↩
FirstObjectByType<Crosstales.RTVoice.Speaker>() != null  [static]
```

Checks if the "RTVoice"-prefab is in the scene.

Returns

True if the "RTVoice"-prefab is in the scene.

5.55.3.4 MENU_ID

```
const int Crosstales.RTVoice.EditorUtil.EditorHelper.MENU_ID = 11820  [static]
```

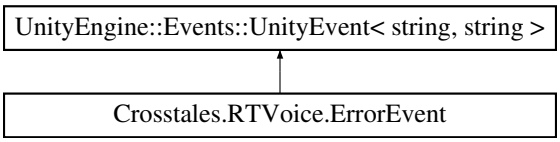
Start index inside the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Util/EditorHelper.cs

5.56 Crosstales.RTVoice.ErrorEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ErrorEvent:



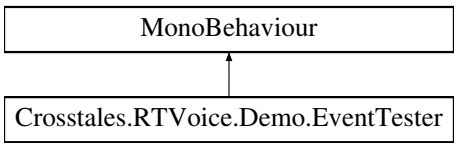
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.57 Crosstales.RTVoice.Demo.EventTester Class Reference

Simple test script for all UnityEvent/C# callbacks.

Inheritance diagram for Crosstales.RTVoice.Demo.EventTester:



Public Member Functions

- void **OnReady** ()
- void **OnSpeakStarted** (string uid)
- void **OnSpeakCompleted** (string uid)
- void **OnProviderChanged** (string provider)
- void **OnError** (string uid, string info)
- void **AudioFileGeneratorStarted** ()
- void **AudioFileGeneratorCompleted** ()
- void **ParalanguageStarted** ()
- void **ParalanguageCompleted** ()
- void **SpeechTextStarted** ()
- void **SpeechTextCompleted** ()
- void **TextFileSpeakerStarted** ()
- void **TextFileSpeakerCompleted** ()
- void **onProviderChange** (string provider)

Public Attributes

- bool **ShowUnityEvents** = true
- bool **ShowCSharpEvents** = false

5.57.1 Detailed Description

Simple test script for all UnityEvent/C# callbacks.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/EventTester.cs

5.58 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string CTToTitleCase (this string str)

  Extension method for strings. Converts a string to title case (first letter uppercase).
- static string CTReverse (this string str)

  Extension method for strings. Reverses a string.
- static string CTReplace (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Replace'.
- static bool CTEquals (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Equals'.
- static bool CTContains (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Contains'.
- static bool CTContainsAny (this string str, string searchTerms, char splitChar=' ')

  Extension method for strings. Contains any given string.
- static bool CTContainsAll (this string str, string searchTerms, char splitChar=' ')

  Extension method for strings. Contains all given strings.
- static string CTRemoveNewLines (this string str, string replacement="#nl#", string newLine=null)

  Extension method for strings. Replaces new lines with a replacement string pattern.
- static string CTAddNewLines (this string str, string replacement="#nl#", string newLine=null)

  Extension method for strings. Replaces a given string pattern with new lines in a string.
- static bool CTisNumeric (this string str)

  Extension method for strings. Checks if the string is numeric.
- static bool CTisInteger (this string str)

  Extension method for strings. Checks if the string is integer.
- static bool CTisEmail (this string str)

  Extension method for strings. Checks if the string is an email address.
- static bool CTisWebsite (this string str)

Extension method for strings. Checks if the string is a website address.

- static bool CTisCreditcard (this string str)

  Extension method for strings. Checks if the string is a creditcard.
- static bool CTisIPv4 (this string str)

  Extension method for strings. Checks if the string is an IPv4 address.
- static bool CTisAlphanumeric (this string str)

  Extension method for strings. Checks if the string is alphanumeric.
- static bool CThasLineEndings (this string str)

  Extension method for strings. Checks if the string has line endings.
- static bool CThasInvalidChars (this string str)

  Extension method for strings. Checks if the string has invalid characters.
- static bool CTStartsWith (this string str, string toCheck, System.StringComparison comp=System.String↩ Comparison.OrdinalIgnoreCase)

  Extension method for strings. Checks if the string starts with another string.
- static bool CTEndsWith (this string str, string toCheck, System.StringComparison comp=System.String↩ Comparison.OrdinalIgnoreCase)

  Extension method for strings. Checks if the string ends with another string.
- static int CTLastIndexOf (this string str, string toCheck, System.StringComparison comp=System.String↩ Comparison.OrdinalIgnoreCase)

  Extension method for strings. Returns the index of the last occurence of a given string.
- static int CTIndexOf (this string str, string toCheck, System.StringComparison comp=System.String↩ Comparison.OrdinalIgnoreCase)

  Extension method for strings. Returns the index of the first occurence of a given string.
- static int CTIndexOf (this string str, string toCheck, int startIndex, System.StringComparison comp=System.↩ StringComparison.OrdinalIgnoreCase)

  Extension method for strings. Returns the index of the first occurence of a given string.
- static string CTToBase64 (this string str, System.Text.Encoding encoding=null)

  Extension method for strings. Converts the value of a string to a Base64-string.
- static string CTFromBase64 (this string str, System.Text.Encoding encoding=null)

  Extension method for strings. Converts the value of a Base64-string to a string.
- static byte[ ] CTFromBase64ToByteArray (this string str)

  Extension method for strings. Converts the value of a Base64-string to a byte-array.
- static string CTToHex (this string str, bool addPrefix=false)

  Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).
- static string CTHexToString (this string hexString)

  Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).
- static Color32 CTHexToColor32 (this string hexString)

  Extension method for strings. Converts the Hex-value of a string to a Color32.
- static Color CTHexToColor (this string hexString)

  Extension method for strings. Converts the Hex-value of a string to a Color.
- static byte[ ] CTToByteArray (this string str, System.Text.Encoding encoding=null)

  Extension method for strings. Converts the value of a string to a byte-array.
- static string CTClearTags (this string str)

  Extension method for strings. Cleans a given text from tags.
- static string CTClearSpaces (this string str)

  Extension method for strings. Cleans a given text from multiple spaces.
- static string CTClearLineEndings (this string str)

  Extension method for strings. Cleans a given text from line endings.
- static void CTShuffle< T > (this T[ ] array, int seed=0)

  Extension method for arrays. Shuffles an array.

- static string CTDump< T > (this T[ ] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

  Extension method for arrays. Dumps an array to a string.
- static string CTDump (this Quaternion[ ] array)

  Extension method for Quaternion-arrays. Dumps an array to a string.
- static string CTDump (this Vector2[ ] array)

  Extension method for Vector2-arrays. Dumps an array to a string.
- static string CTDump (this Vector3[ ] array)

  Extension method for Vector3-arrays. Dumps an array to a string.
- static string CTDump (this Vector4[ ] array)

  Extension method for Vector4-arrays. Dumps an array to a string.
- static string[ ] CTToStringArray< T > (this T[ ] array)

  Extension method for arrays. Generates a string array with all entries (via ToString).
- static float[ ] CTToFloatArray (this byte[ ] array, int count=0)

  Extension method for byte-arrays. Converts a byte-array to a float-array.
- static byte[ ] CTToByteArray (this float[ ] array, int count=0)

  Extension method for float-arrays. Converts a float-array to a byte-array.
- static Texture2D CTToTexture (this byte[ ] data, Texture2D supportTexture=null)

  Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.
- static Sprite CTToSprite (this byte[ ] data, Texture2D supportTexture=null)

  Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.
- static string CTToString (this byte[ ] data, System.Text.Encoding encoding=null)

  Extension method for byte-arrays. Converts a byte-array to a string.
- static string CTToBase64 (this byte[ ] data)

  Extension method for byte-arrays. Converts a byte-array to a Base64-string.
- static T[ ] GetColumn< T > (this T[,] matrix, int columnNumber)

  Extension method for 2D-arrays. Returns the column of a 2D-array as array.
- static T[ ] GetRow< T > (this T[,] matrix, int rowNumber)

  Extension method for 2D-arrays. Returns the row of a 2D-array as array.
- static void CTShuffle< T > (this System.Collections.Generic.IList< T > list, int seed=0)

  Extension method for IList. Shuffles a List.
- static string CTDump< T > (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

  Extension method for IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Quaternion > list)

  Extension method for Quaternion-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector2 > list)

  Extension method for Vector2-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector3 > list)

  Extension method for Vector3-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector4 > list)

  Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > CTToString< T > (this System.Collections.Generic.IList< T > list)

  Extension method for IList. Generates a string list with all entries (via ToString).
- static string CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

  Extension method for IDictionary. Dumps a dictionary to a string.
- static void CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > dict, System.↩ Collections.Generic.IDictionary< K, V > collection)

  Extension method for IDictionary. Adds a dictionary to an existing one.

- static byte[ ] CTReadFully (this System.IO.Stream input)

  Extension method for Stream. Reads the full content of a Stream.
- static string CTToHexRGB (this Color32 input)

  Extension method for Color32. Converts the value of a color to a RGB Hex-string.
- static string CTToHexRGB (this Color input)

  Extension method for Color. Converts the value of a color to a RGB Hex-string.
- static string CTToHexRGBA (this Color32 input)

  Extension method for Color32. Converts the value of a color to a RGBA Hex-string.
- static string CTToHexRGBA (this Color input)

  Extension method for Color. Converts the value of a color to a RGBA Hex-string.
- static Vector3 CTVector3 (this Color32 color)

  Extension method for Color32. Convert it to a Vector3.
- static Vector3 CTVector3 (this Color color)

  Extension method for Color. Convert it to a Vector3.
- static Vector4 CTVector4 (this Color32 color)

  Extension method for Color32. Convert it to a Vector4.
- static Vector4 CTVector4 (this Color color)

  Extension method for Color. Convert it to a Vector4.
- static Vector2 CTMultiply (this Vector2 a, Vector2 b)

  Allows you to multiply two Vector2s together, something Unity sorely lacks by default.
- static Vector3 CTMultiply (this Vector3 a, Vector3 b)

  Allows you to multiply two Vector3s together, something Unity sorely lacks by default.
- static Vector3 CTFlatten (this Vector3 a)

  Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.
- static Quaternion CTQuaternion (this Vector3 eulerAngle)

  Extension method for Vector3. Convert it to a Quaternion.
- static Color CTColorRGB (this Vector3 rgb, float alpha=1f)

  Extension method for Vector3. Convert it to a Color.
- static Vector4 CTMultiply (this Vector4 a, Vector4 b)

  Allows you to multiply two Vector4s together, something Unity sorely lacks by default.
- static Quaternion CTQuaternion (this Vector4 angle)

  Extension method for Vector4. Convert it to a Quaternion.
- static Color CTColorRGBA (this Vector4 rgba)

  Extension method for Vector4. Convert it to a Color.
- static Vector3 CTVector3 (this Quaternion angle)

  Extension method for Quaternion. Convert it to a Vector3.
- static Vector4 CTVector4 (this Quaternion angle)

  Extension method for Quaternion. Convert it to a Vector4.
- static Vector3 CTCorrectLossyScale (this Canvas canvas)

  Extension method for Canvas. Convert current resolution scale.
- static void CTGetLocalCorners (this RectTransform transform, Vector3[ ] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)

  Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.
- static Vector3[ ] CTGetLocalCorners (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)

  Extension method for RectTransform. Returns the local corners of a RectTransform.
- static void CTGetScreenCorners (this RectTransform transform, Vector3[ ] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)

  Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.
- static Vector3[ ] CTGetScreenCorners (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)

Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.

- static Bounds CTGetBounds (this RectTransform transform, float uiScaleFactor=1f)

  Extension method for RectTransform. Returns the bounds of a RectTransform including the children.
- static void CTSetLeft (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Left-property of a RectTransform.
- static void CTSetRight (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Right-property of a RectTransform.
- static void CTSetTop (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Top-property of a RectTransform.
- static void CTSetBottom (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Bottom-property of a RectTransform.
- static float CTGetLeft (this RectTransform transform)

  Extension method for RectTransform. Gets the Left-property of a RectTransform.
- static float CTGetRight (this RectTransform transform)

  Extension method for RectTransform. Gets the Right-property of a RectTransform.
- static float CTGetTop (this RectTransform transform)

  Extension method for RectTransform. Gets the Top-property of a RectTransform.
- static float CTGetBottom (this RectTransform transform)

  Extension method for RectTransform. Gets the Bottom-property of a RectTransform.
- static Vector4 CTGetLRTB (this RectTransform transform)

  Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.
- static void CTSetLRTB (this RectTransform transform, Vector4 lrtb)

  Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.
- static System.Collections.Generic.List< GameObject > CTFindAll (this Component component, string name, int maxDepth=0)

  Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects
- static System.Collections.Generic.List< T > CTFindAll< T > (this Component component, string name)

  Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects
- static GameObject CTFind (this MonoBehaviour mb, string name)

  Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject
- static T CTFind< T > (this MonoBehaviour mb, string name)

  Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.
- static GameObject CTFind (this GameObject go, string name)

  Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject
- static T CTFind< T > (this GameObject go, string name)

  Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.
- static Bounds CTGetBounds (this GameObject go)

  Extension method for GameObject. Returns the bounds of a GameObject including the children.
- static Transform CTFind (this Transform transform, string name)

  Extension method for Transform. Recursively searches all children of a parent transform for specific named transform
- static T CTFind< T > (this Transform transform, string name)

  Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.
- static byte[ ] CTToPNG (this Sprite sprite)

  Extension method for Sprite. Converts a Sprite to a PNG byte-array.
- static byte[ ] CTToJPG (this Sprite sprite)

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

- static byte[ ] CTToTGA (this Sprite sprite)

  Extension method for Sprite. Converts a Sprite to a TGA byte-array.
- static byte[ ] CTToEXR (this Sprite sprite)

  Extension method for Sprite. Converts a Sprite to a EXR byte-array.
- static byte[ ] CTToPNG (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a PNG byte-array.
- static byte[ ] CTToJPG (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a JPG byte-array.
- static byte[ ] CTToTGA (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a TGA byte-array.
- static byte[ ] CTToEXR (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a EXR byte-array.
- static Sprite CTToSprite (this Texture2D texture, float pixelsPerUnit=100f)

  Extension method for Texture. Converts a Texture to a Sprite.
- static Texture2D CTRotate90 (this Texture2D texture)

  Extension method for Texture. Rotates a Texture by 90 degrees.
- static Texture2D CTRotate180 (this Texture2D texture)

  Extension method for Texture. Rotates a Texture by 180 degrees.
- static Texture2D CTRotate270 (this Texture2D texture)

  Extension method for Texture. Rotates a Texture by 270 degrees.
- static Texture2D CTToTexture2D (this Texture texture)

  Extension method for Texture. Convert a Texture to a Texture2D
- static Texture2D CTToTexture2D (this WebCamTexture texture)

  Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D
- static Texture2D CTFlipHorizontal (this Texture2D texture)

  Extension method for Texture. Flips a Texture2D horizontally
- static Texture2D CTFlipVertical (this Texture2D texture)

  Extension method for Texture. Flips a Texture2D vertically
- static bool CTHasActiveClip (this AudioSource source)

  Extension method for AudioSource. Determines if an AudioSource has an active clip.
- static void CTAbort (this System.Threading.Thread thread, bool silent=true)

  Extension method for Thread. Aborts a Thread safely and optional silently
- static bool CTIsVisibleFrom (this Renderer renderer, Camera camera)

  Extension method for Renderer. Determines if the renderer is visible from a certain camera.

5.58.1 Detailed Description

Various extension methods.

5.58.2 Member Function Documentation

5.58.2.1 CTAbort()

```
static void Crosstales.ExtensionMethods.CTAbort (
            this System.Threading.Thread thread,
            bool silent = true )  [static]
```

Extension method for Thread. Aborts a Thread safely and optional silently

Parameters

thread	Thread to abort.
silent	Silently abort the Thread (optional, default: true).

5.58.2.2 CTAddNewLines()

```
static string Crosstales.ExtensionMethods.CTAddNewLines (
            this string str,
            string replacement = "#nl#",
            string newLine = null )  [static]
```

Extension method for strings. Replaces a given string pattern with new lines in a string.

Parameters

str	String-instance.
replacement	Replacement string pattern (optional, default: "#nl#").
newLine	New line string (optional, default: System.Environment.NewLine).

Returns

Replaced string with new lines.

5.58.2.3 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (
            this System.Collections.Generic.IDictionary< K, V > dict,
            System.Collections.Generic.IDictionary< K, V > collection )  [static]
```

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

dict	IDictionary-instance.
collection	Dictionary to add.

5.58.2.4 CTClearLineEndings()

```
static string Crosstales.ExtensionMethods.CTClearLineEndings (
            this string str )  [static]
```

Extension method for strings. Cleans a given text from line endings.

Parameters

str	Input to clean.

Returns

Clean text without line endings.

5.58.2.5 CTClearSpaces()

```
static string Crosstales.ExtensionMethods.CTClearSpaces (
            this string str )  [static]
```

Extension method for strings. Cleans a given text from multiple spaces.

Parameters

str	Input to clean.

Returns

Clean text without multiple spaces.

5.58.2.6 CTClearTags()

```
static string Crosstales.ExtensionMethods.CTClearTags (
            this string str )  [static]
```

Extension method for strings. Cleans a given text from tags.

Parameters

str	Input to clean.

Returns

Clean text without tags.

5.58.2.7 CTColorRGB()

```
static Color Crosstales.ExtensionMethods.CTColorRGB (
            this Vector3 rgb,
            float alpha = 1f )  [static]
```

Extension method for Vector3. Convert it to a Color.

Parameters

rgb	Vector3-instance to convert (RGB = xyz).
alpha	Alpha-value of the color (optional, default: 1).

Returns

Color from RGB.

5.58.2.8 CTColorRGBA()

```
static Color Crosstales.ExtensionMethods.CTColorRGBA (
            this Vector4 rgba )  [static]
```

Extension method for Vector4. Convert it to a Color.

Parameters

rgba	Vector4-instance to convert (RGBA = xyzw).

Returns

Color from RGBA.

5.58.2.9 CTContains()

```
static bool Crosstales.ExtensionMethods.CTContains (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Case insensitive 'Contains'.

Parameters

str	String-instance.
toCheck	String to check.
comp	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string contains the given string.

5.58.2.10 CTContainsAll()

```
static bool Crosstales.ExtensionMethods.CTContainsAll (
            this string str,
            string searchTerms,
            char splitChar = ' ' )  [static]
```

Extension method for strings. Contains all given strings.

Parameters

str	String-instance.
searchTerms	Search terms separated by the given split-character.
splitChar	Split-character (optional, default: ' ')

Returns

True if the string contains all parts of the given string.

5.58.2.11 CTContainsAny()

```
static bool Crosstales.ExtensionMethods.CTContainsAny (
            this string str,
            string searchTerms,
            char splitChar = ' ' )  [static]
```

Extension method for strings. Contains any given string.

Parameters

str	String-instance.
searchTerms	Search terms separated by the given split-character.
splitChar	Split-character (optional, default: ' ')

Returns

True if the string contains any parts of the given string.

5.58.2.12 CTCorrectLossyScale()

```
static Vector3 Crosstales.ExtensionMethods.CTCorrectLossyScale (
            this Canvas canvas )  [static]
```

Extension method for Canvas. Convert current resolution scale.

Parameters

canvas	Canvas to convert.

Returns

Vector3 with the correct scale.

5.58.2.13 CTDump() [1/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this Quaternion[] array )  [static]
```

Extension method for Quaternion-arrays. Dumps an array to a string.

Parameters

array	Quaternion-array-instance to dump.

Returns

String with lines for all array entries.

5.58.2.14 CTDump() [2/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Quaternion > list )  [static]
```

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

list	Quaternion-IList-instance to dump.

Returns

String with lines for all list entries.

5.58.2.15 CTDump() [3/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Vector2 > list )  [static]
```

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

list	Vector2-IList-instance to dump.

Returns

String with lines for all list entries.

5.58.2.16 CTDump() [4/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Vector3 > list )  [static]
```

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

list	Vector3-IList-instance to dump.

Returns

String with lines for all list entries.

5.58.2.17 CTDump() [5/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Vector4 > list )  [static]
```

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

list	Vector4-IList-instance to dump.

Returns

String with lines for all list entries.

5.58.2.18 CTDump() [6/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this Vector2[] array )  [static]
```

Extension method for Vector2-arrays. Dumps an array to a string.

Parameters

array	Vector2-array-instance to dump.

Returns

String with lines for all array entries.

5.58.2.19 CTDump() [7/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this Vector3[] array )  [static]
```

Extension method for Vector3-arrays. Dumps an array to a string.

Parameters

array	Vector3-array-instance to dump.

Returns

String with lines for all array entries.

5.58.2.20 CTDump() [8/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this Vector4[] array )  [static]
```

Extension method for Vector4-arrays. Dumps an array to a string.

Parameters

array	Vector4-array-instance to dump.

Returns

String with lines for all array entries.

5.58.2.21 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (
            this System.Collections.Generic.IDictionary< K, V > dict,
```

```
            string prefix = "",
            string postfix = "",
            bool appendNewLine = true,
            string delimiter = "; " )  [static]
```

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

dict	IDictionary-instance to dump.
prefix	Prefix for every element (optional, default: empty).
postfix	Postfix for every element (optional, default: empty).
appendNewLine	Append new line, otherwise use the given delimiter (optional, default: false).
delimiter	Delimiter if appendNewLine is false (optional, default: "; ").

Returns

String with lines for all dictionary entries.

5.58.2.22 CTDump< T >() [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
            this System.Collections.Generic.IList< T > list,
            string prefix = "",
            string postfix = "",
            bool appendNewLine = true,
            string delimiter = "; " )  [static]
```

Extension method for IList. Dumps a list to a string.

Parameters

list	IList-instance to dump.
prefix	Prefix for every element (optional, default: empty).
postfix	Postfix for every element (optional, default: empty).
appendNewLine	Append new line, otherwise use the given delimiter (optional, default: false).
delimiter	Delimiter if appendNewLine is false (optional, default: "; ").

Returns

String with lines for all list entries.

5.58.2.23 CTDump< T >() [2/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
            this T[] array,
```

```
            string prefix = "",
            string postfix = "",
            bool appendNewLine = true,
            string delimiter = "; " )  [static]
```

Extension method for arrays. Dumps an array to a string.

Parameters

array	Array-instance to dump.
prefix	Prefix for every element (optional, default: empty).
postfix	Postfix for every element (optional, default: empty).
appendNewLine	Append new line, otherwise use the given delimiter (optional, default: false).
delimiter	Delimiter if appendNewLine is false (optional, default: "; ").

Returns

String with lines for all array entries.

5.58.2.24 CTEndsWith()

```
static bool Crosstales.ExtensionMethods.CTEndsWith (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Checks if the string ends with another string.

Parameters

str	String-instance.
toCheck	String to check.
comp	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string is integer.

5.58.2.25 CTEquals()

```
static bool Crosstales.ExtensionMethods.CTEquals (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Case insensitive 'Equals'.

Parameters

str	String-instance.
toCheck	String to check.
comp	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string contains the given string.

5.58.2.26 CTFind() [1/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (
            this GameObject go,
            string name )  [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject

Parameters

go	Parent of the current children.
name	Name of the GameObject.

Returns

GameObject with the given name or null.

5.58.2.27 CTFind() [2/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (
            this MonoBehaviour mb,
            string name )  [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject

Parameters

mb	Parent of the current children.
name	Name of the GameObject.

Returns

GameObject with the given name or null.

5.58.2.28 CTFind() [3/3]

```
static Transform Crosstales.ExtensionMethods.CTFind (
            this Transform transform,
            string name )  [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

transform	Parent of the current children.
name	Name of the transform.

Returns

Transform with the given name or null.

5.58.2.29 CTFind< T >() [1/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
            this GameObject go,
            string name )  [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.

Parameters

go	Parent of the current children.
name	Name of the GameObject.

Returns

Component with the given type or null.

5.58.2.30 CTFind< T >() [2/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
            this MonoBehaviour mb,
            string name )  [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.

Parameters

mb	Parent of the current children.
name	Name of the GameObject.

Returns

Component with the given type or null.

5.58.2.31 CTFind< T >() [3/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
            this Transform transform,
            string name )  [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.

Parameters

transform	Parent of the current children.
name	Name of the transform.

Returns

Component with the given type or null.

5.58.2.32 CTFindAll()

```
static System.Collections.Generic.List<GameObject> Crosstales.ExtensionMethods.CTFindAll (
            this Component component,
            string name,
            int maxDepth = 0 )  [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

component	Parent of the current children.
name	Name of the GameObject.
maxDepth	Maximal depth of the search (default 0, optional).

Returns

List of GameObjects with the given name or empty list.

5.58.2.33 CTFindAll< T >()

```
static System.Collections.Generic.List<T> Crosstales.ExtensionMethods.CTFindAll< T > (
            this Component component,
            string name )  [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

component	Parent of the current children.
name	Name of the GameObject.

Returns

List of GameObjects with the given name or empty list.

Type Constraints

T **:** ***Component***

5.58.2.34 CTFlatten()

```
static Vector3 Crosstales.ExtensionMethods.CTFlatten (
            this Vector3 a )  [static]
```

Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.

5.58.2.35 CTFlipHorizontal()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipHorizontal (
            this Texture2D texture )  [static]
```

Extension method for Texture. Flips a Texture2D horizontally

Parameters

texture	Texture to flip.

Returns

Horizontally flipped Texture2D.

5.58.2.36 CTFlipVertical()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipVertical (
            this Texture2D texture )  [static]
```

Extension method for Texture. Flips a Texture2D vertically

Parameters

texture	Texture to flip.

Returns

Vertically flipped Texture2D.

5.58.2.37 CTFromBase64()

```
static string Crosstales.ExtensionMethods.CTFromBase64 (
            this string str,
            System.Text.Encoding encoding = null )  [static]
```

Extension method for strings. Converts the value of a Base64-string to a string.

Parameters

str	Input Base64-string.
encoding	Encoding of the string (optional, default: UTF8).

Returns

Base64-string value as converted string.

5.58.2.38 CTFromBase64ToByteArray()

```
static byte [] Crosstales.ExtensionMethods.CTFromBase64ToByteArray (
            this string str )  [static]
```

Extension method for strings. Converts the value of a Base64-string to a byte-array.

Parameters

str	Input Base64-string.

Returns

Base64-Byte-array from the Base64-string.

5.58.2.39 CTGetBottom()

```
static float Crosstales.ExtensionMethods.CTGetBottom (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Bottom-property of a RectTransform.

Parameters

transform	RectTransform to get the Bottom-property.

Returns

Bottom-property of the RectTransform.

5.58.2.40 CTGetBounds() [1/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
            this GameObject go )  [static]
```

Extension method for GameObject. Returns the bounds of a GameObject including the children.

Parameters

go	GameObject to calculate the bounds.

Returns

Bounds of the GameObject.

5.58.2.41 CTGetBounds() [2/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
            this RectTransform transform,
            float uiScaleFactor = 1f )  [static]
```

Extension method for RectTransform. Returns the bounds of a RectTransform including the children.

Parameters

transform	RectTransform to calculate the bounds.
uiScaleFactor	Scale of the UI (optional, default: 1.0).

Returns

Bounds of the RectTransform.

5.58.2.42 CTGetLeft()

```
static float Crosstales.ExtensionMethods.CTGetLeft (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Left-property of a RectTransform.

Parameters

transform	RectTransform to get the Left-property.

Returns

Left-property of the RectTransform.

5.58.2.43 CTGetLocalCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetLocalCorners (
            this RectTransform transform,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Returns the local corners of a RectTransform.

Parameters

transform	RectTransform-instance.
canvas	Relevant canvas.
inset	Inset from the corners (optional, default: 0).
corrected	Automatically adjust scaling (optional, default: false).

Returns

Array of the four local corners of the RectTransform.

5.58.2.44 CTGetLocalCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetLocalCorners (
            this RectTransform transform,
            Vector3[] fourCornersArray,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.

Parameters

transform	RectTransform-instance.
fourCornersArray	Corners for the RectTransform.
canvas	Relevant canvas.
inset	Inset from the corners (optional, default: 0).
corrected	Automatically adjust scaling (optional, default: false).

5.58.2.45 CTGetLRTB()

```
static Vector4 Crosstales.ExtensionMethods.CTGetLRTB (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

transform	RectTransform to get the Left/Right/Top/Bottom-properties.

Returns

Left/Right/Top/Bottom-properties of the RectTransform as Vector4.

5.58.2.46 CTGetRight()

```
static float Crosstales.ExtensionMethods.CTGetRight (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Right-property of a RectTransform.

Parameters

transform	RectTransform to get the Right-property.

Returns

Right-property of the RectTransform.

5.58.2.47 CTGetScreenCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetScreenCorners (
            this RectTransform transform,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.

Parameters

transform	RectTransform-instance.
canvas	Relevant canvas.
inset	Inset from the corners (optional, default: 0).
corrected	Automatically adjust scaling (optional, default: false).

Returns

Array of the four screen (world) corners of the RectTransform.

5.58.2.48 CTGetScreenCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetScreenCorners (
            this RectTransform transform,
            Vector3[] fourCornersArray,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.

Parameters

transform	RectTransform-instance.
fourCornersArray	Corners for the RectTransform.
canvas	Relevant canvas.
inset	Inset from the corners (optional, default: 0).
corrected	Automatically adjust scaling (optional, default: false).

5.58.2.49 CTGetTop()

```
static float Crosstales.ExtensionMethods.CTGetTop (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Top-property of a RectTransform.

Parameters

transform	RectTransform to get the Top-property.

Returns

Top-property of the RectTransform.

5.58.2.50 CTHasActiveClip()

```
static bool Crosstales.ExtensionMethods.CTHasActiveClip (
            this AudioSource source )  [static]
```

Extension method for AudioSource. Determines if an AudioSource has an active clip.

Parameters

source	AudioSource to check.

Returns

True if the AudioSource has an active clip.

5.58.2.51 CThasInvalidChars()

```
static bool Crosstales.ExtensionMethods.CThasInvalidChars (
            this string str )  [static]
```

Extension method for strings. Checks if the string has invalid characters.

Parameters

str	String-instance.

Returns

True if the string has invalid characters.

5.58.2.52 CThasLineEndings()

```
static bool Crosstales.ExtensionMethods.CThasLineEndings (
            this string str )  [static]
```

Extension method for strings. Checks if the string has line endings.

Parameters

str	String-instance.

Returns

True if the string has line endings.

5.58.2.53 CTHexToColor()

```
static Color Crosstales.ExtensionMethods.CTHexToColor (
            this string hexString )  [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color.

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as Color.

5.58.2.54 CTHexToColor32()

```
static Color32 Crosstales.ExtensionMethods.CTHexToColor32 (
            this string hexString )  [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color32.

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as Color32.

5.58.2.55 CTHexToString()

```
static string Crosstales.ExtensionMethods.CTHexToString (
            this string hexString )  [static]
```

Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as converted string.

5.58.2.56 CTIndexOf() [1/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (
            this string str,
            string toCheck,
            int startIndex,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Returns the index of the first occurence of a given string.

Parameters

str	String-instance.
toCheck	String for the index.
startIndex	Start index for the check.
comp	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

The index of the first occurence of the given string if the string is integer.

5.58.2.57 CTIndexOf() [2/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Returns the index of the first occurence of a given string.

Parameters

str	String-instance.
toCheck	String for the index.
comp	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

The index of the first occurence of the given string if the string is integer.

5.58.2.58 CTisAlphanumeric()

```
static bool Crosstales.ExtensionMethods.CTisAlphanumeric (
            this string str )  [static]
```

Extension method for strings. Checks if the string is alphanumeric.

Parameters

str	String-instance.

Returns

True if the string is alphanumeric.

5.58.2.59 CTisCreditcard()

```
static bool Crosstales.ExtensionMethods.CTisCreditcard (
            this string str )  [static]
```

Extension method for strings. Checks if the string is a creditcard.

Parameters

str	String-instance.

Returns

True if the string is a creditcard.

5.58.2.60 CTisEmail()

```
static bool Crosstales.ExtensionMethods.CTisEmail (
            this string str )  [static]
```

Extension method for strings. Checks if the string is an email address.

Parameters

str	String-instance.

Returns

True if the string is an email address.

5.58.2.61 CTisInteger()

```
static bool Crosstales.ExtensionMethods.CTisInteger (
            this string str )  [static]
```

Extension method for strings. Checks if the string is integer.

Parameters

str	String-instance.

Returns

True if the string is integer.

5.58.2.62 CTisIPv4()

```
static bool Crosstales.ExtensionMethods.CTisIPv4 (
            this string str )  [static]
```

Extension method for strings. Checks if the string is an IPv4 address.

Parameters

str	String-instance.

Returns

True if the string is an IPv4 address.

5.58.2.63 CTisNumeric()

```
static bool Crosstales.ExtensionMethods.CTisNumeric (
             this string str )  [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

str	String-instance.

Returns

True if the string is numeric.

5.58.2.64 CTIsVisibleFrom()

```
static bool Crosstales.ExtensionMethods.CTIsVisibleFrom (
             this Renderer renderer,
             Camera camera )  [static]
```

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

Parameters

renderer	Renderer to test the visibility.
camera	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.58.2.65 CTisWebsite()

```
static bool Crosstales.ExtensionMethods.CTisWebsite (
            this string str )  [static]
```

Extension method for strings. Checks if the string is a website address.

Parameters

str	String-instance.

Returns

True if the string is a website address.

5.58.2.66 CTLastIndexOf()

```
static int Crosstales.ExtensionMethods.CTLastIndexOf (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Returns the index of the last occurence of a given string.

Parameters

str	String-instance.
toCheck	String for the index.
comp	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

The index of the last occurence of the given string if the string is integer.

5.58.2.67 CTMultiply() [1/3]

```
static Vector2 Crosstales.ExtensionMethods.CTMultiply (
            this Vector2 a,
            Vector2 b )  [static]
```

Allows you to multiply two Vector2s together, something Unity sorely lacks by default.

Parameters

a	First vector
b	Second vector

Returns

The ax∗bx, ay∗by result.

5.58.2.68 CTMultiply() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTMultiply (
            this Vector3 a,
            Vector3 b )  [static]
```

Allows you to multiply two Vector3s together, something Unity sorely lacks by default.

Parameters

a	First vector
b	Second vector

Returns

The ax∗bx, ay∗by, az∗bz result.

5.58.2.69 CTMultiply() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTMultiply (
            this Vector4 a,
            Vector4 b )  [static]
```

Allows you to multiply two Vector4s together, something Unity sorely lacks by default.

Parameters

a	First vector
b	Second vector

Returns

The ax∗bx, ay∗by, az∗bz, aw∗bw result.

5.58.2.70 CTQuaternion() [1/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (
            this Vector3 eulerAngle )  [static]
```

Extension method for Vector3. Convert it to a Quaternion.

Parameters

eulerAngle	Vector3-instance to convert.

Returns

Quaternion from euler angles.

5.58.2.71 CTQuaternion() [2/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (
            this Vector4 angle )  [static]
```

Extension method for Vector4. Convert it to a Quaternion.

Parameters

angle	Vector4-instance to convert.

Returns

Quaternion from Vector4.

5.58.2.72 CTReadFully()

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (
            this System.IO.Stream input )  [static]
```

Extension method for Stream. Reads the full content of a Stream.

Parameters

input	Stream-instance to read.

Returns

Byte-array of the Stream content.

5.58.2.73 CTRemoveNewLines()

```
static string Crosstales.ExtensionMethods.CTRemoveNewLines (
            this string str,
```

```
            string replacement = "#nl#",
            string newLine = null )  [static]
```

Extension method for strings. Replaces new lines with a replacement string pattern.

Parameters

str	String-instance.
replacement	Replacement string pattern (optional, default: "#nl#").
newLine	New line string (optional, default: System.Environment.NewLine).

Returns

Replaced string without new lines.

5.58.2.74 CTReplace()

```
static string Crosstales.ExtensionMethods.CTReplace (
            this string str,
            string oldString,
            string newString,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Case insensitive 'Replace'.

Parameters

str	String-instance.
oldString	String to replace.
newString	New replacement string.
comp	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

Replaced string.

5.58.2.75 CTReverse()

```
static string Crosstales.ExtensionMethods.CTReverse (
            this string str )  [static]
```

Extension method for strings. Reverses a string.

Parameters

str	String-instance.

Returns

Reversed string.

5.58.2.76 CTRotate180()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate180 (
            this Texture2D texture )  [static]
```

Extension method for Texture. Rotates a Texture by 180 degrees.

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.58.2.77 CTRotate270()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate270 (
            this Texture2D texture )  [static]
```

Extension method for Texture. Rotates a Texture by 270 degrees.

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.58.2.78 CTRotate90()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate90 (
            this Texture2D texture )  [static]
```

Extension method for Texture. Rotates a Texture by 90 degrees.

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.58.2.79 CTSetBottom()

```
static void Crosstales.ExtensionMethods.CTSetBottom (
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Bottom-property of a RectTransform.

Parameters

transform	RectTransform to set the Bottom-property.
value	Value for the Bottom-property.

5.58.2.80 CTSetLeft()

```
static void Crosstales.ExtensionMethods.CTSetLeft (
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Left-property of a RectTransform.

Parameters

transform	RectTransform to set the Left-property.
value	Value for the Left-property.

5.58.2.81 CTSetLRTB()

```
static void Crosstales.ExtensionMethods.CTSetLRTB (
            this RectTransform transform,
            Vector4 lrtb )  [static]
```

Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

transform	RectTransform to set the Left/Right/Top/Bottom-properties.
lrtb	Left/Right/Top/Bottom-properties as Vector4.

5.58.2.82 CTSetRight()

```
static void Crosstales.ExtensionMethods.CTSetRight (
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Right-property of a RectTransform.

Parameters

transform	RectTransform to set the Right-property.
value	Value for the Right-property.

5.58.2.83 CTSetTop()

```
static void Crosstales.ExtensionMethods.CTSetTop (
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Top-property of a RectTransform.

Parameters

transform	RectTransform to set the Top-property.
value	Value for the Top-property.

5.58.2.84 CTShuffle< T >() [1/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
            this System.Collections.Generic.IList< T > list,
            int seed = 0 )  [static]
```

Extension method for IList. Shuffles a List.

Parameters

list	IList-instance to shuffle.
seed	Seed for the PRNG (optional, default: 0 (=standard))

5.58.2.85 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
            this T[] array,
            int seed = 0 )  [static]
```

Extension method for arrays. Shuffles an array.

Parameters

array	Array-instance to shuffle.
seed	Seed for the PRNG (optional, default: 0 (=standard))

5.58.2.86 CTStartsWith()

```
static bool Crosstales.ExtensionMethods.CTStartsWith (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Checks if the string starts with another string.

Parameters

str	String-instance.
toCheck	String to check.
comp	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string is integer.

5.58.2.87 CTToBase64() [1/2]

```
static string Crosstales.ExtensionMethods.CTToBase64 (
            this byte[] data )  [static]
```

Extension method for byte-arrays. Converts a byte-array to a Base64-string.

Parameters

data	Input as byte-array.

Returns

Base64-string from the byte-array.

5.58.2.88 CTToBase64() [2/2]

```
static string Crosstales.ExtensionMethods.CTToBase64 (
            this string str,
            System.Text.Encoding encoding = null )  [static]
```

Extension method for strings. Converts the value of a string to a Base64-string.

Parameters

str	Input string.
encoding	Encoding of the string (optional, default: UTF8).

Returns

String value as converted Base64-string.

5.58.2.89 CTToByteArray() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToByteArray (
            this float[] array,
            int count = 0 )  [static]
```

Extension method for float-arrays. Converts a float-array to a byte-array.

Parameters

array	Array-instance to convert.
count	Number of floats to convert (optional).

Returns

Converted byte-array.

5.58.2.90 CTToByteArray() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToByteArray (
            this string str,
            System.Text.Encoding encoding = null )  [static]
```

Extension method for strings. Converts the value of a string to a byte-array.

Parameters

str	Input string.
encoding	Encoding of the string (optional, default: UTF8).

Returns

Byte-array with the string.

5.58.2.91 CTToEXR() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToEXR (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a EXR byte-array.

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as EXR byte-array.

5.58.2.92 CTToEXR() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToEXR (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a EXR byte-array.

Parameters

texture	Texture to convert.

Returns

Converted Texture as EXR byte-array.

5.58.2.93 CTToFloatArray()

```
static float [] Crosstales.ExtensionMethods.CTToFloatArray (
            this byte[] array,
            int count = 0 )  [static]
```

Extension method for byte-arrays. Converts a byte-array to a float-array.

Parameters

array	Array-instance to convert.
count	Number of bytes to convert (optional).

Returns

Converted float-array.

5.58.2.94 CTToHex()

```
static string Crosstales.ExtensionMethods.CTToHex (
            this string str,
            bool addPrefix = false )  [static]
```

Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).

Parameters

str	Input string.
addPrefix	Add "0x"-as prefix (optional, default: false).

Returns

String value as converted Hex-string.

5.58.2.95 CTToHexRGB() [1/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGB (
            this Color input )  [static]
```

Extension method for Color. Converts the value of a color to a RGB Hex-string.

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBB").

5.58.2.96 CTToHexRGB() [2/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGB (
            this Color32 input )  [static]
```

Extension method for Color32. Converts the value of a color to a RGB Hex-string.

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBB").

5.58.2.97 CTToHexRGBA() [1/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGBA (
            this Color input )  [static]
```

Extension method for Color. Converts the value of a color to a RGBA Hex-string.

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBBAA").

5.58.2.98 CTToHexRGBA() [2/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGBA (
            this Color32 input )  [static]
```

Extension method for Color32. Converts the value of a color to a RGBA Hex-string.

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBBAA").

5.58.2.99 CTToJPG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToJPG (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as JPG byte-array.

5.58.2.100 CTToJPG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToJPG (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a JPG byte-array.

Parameters

texture	Texture to convert.

Returns

Converted Texture as JPG byte-array.

5.58.2.101 CTToPNG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToPNG (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a PNG byte-array.

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as PNG byte-array.

5.58.2.102 CTToPNG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToPNG (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a PNG byte-array.

Parameters

texture	Texture to convert.

Returns

Converted Texture as PNG byte-array.

5.58.2.103 CTToSprite() [1/2]

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (
            this byte[] data,
            Texture2D supportTexture = null )  [static]
```

Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.

Parameters

data	byte-array-instance to convert.
supportTexture	Support texture to prevent possible texture garbage (optional).

Returns

Converted Sprite.

5.58.2.104 CTToSprite() [2/2]

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (
            this Texture2D texture,
            float pixelsPerUnit = 100f )  [static]
```

Extension method for Texture. Converts a Texture to a Sprite.

Parameters

texture	Texture to convert.
pixelsPerUnit	Pixels per unit for the Sprite (optional, default: 100).

Returns

Converted Texture as Sprite.

5.58.2.105 CTToString()

```
static string Crosstales.ExtensionMethods.CTToString (
            this byte[] data,
            System.Text.Encoding encoding = null )  [static]
```

Extension method for byte-arrays. Converts a byte-array to a string.

Parameters

data	Input string as byte-array.
encoding	Encoding of the string (optional, default: UTF8).

Returns

Byte-array with the string.

5.58.2.106 CTToString< T >()

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (
            this System.Collections.Generic.IList< T > list )  [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

list	IList-instance to ToString.

Returns

String list with all entries (via ToString).

5.58.2.107 CTToStringArray< T >()

```
static string [] Crosstales.ExtensionMethods.CTToStringArray< T > (
            this T[] array )  [static]
```

Extension method for arrays. Generates a string array with all entries (via ToString).

Parameters

array	Array-instance to ToString.

Returns

String array with all entries (via ToString).

5.58.2.108 CTToTexture()

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture (
            this byte[] data,
            Texture2D supportTexture = null )  [static]
```

Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.

Parameters

data	byte-array-instance to convert.
supportTexture	Support texture to prevent possible texture garbage (optional).

Returns

Converted Texture.

5.58.2.109 CTToTexture2D() [1/2]

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture2D (
            this Texture texture )  [static]
```

Extension method for Texture. Convert a Texture to a Texture2D

Parameters

texture	Texture to convert.

Returns

Converted Texture2D.

5.58.2.110 CTToTexture2D() [2/2]

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture2D (
            this WebCamTexture texture )  [static]
```

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

texture	WebCamTexture to convert.

Returns

Converted Texture2D.

5.58.2.111 CTToTGA() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToTGA (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a TGA byte-array.

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as TGA byte-array.

5.58.2.112 CTToTGA() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToTGA (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a TGA byte-array.

Parameters

texture	Texture to convert.

Returns

Converted Texture as TGA byte-array.

5.58.2.113 CTToTitleCase()

```
static string Crosstales.ExtensionMethods.CTToTitleCase (
            this string str )  [static]
```

Extension method for strings. Converts a string to title case (first letter uppercase).

Parameters

str	String-instance.

Returns

Converted string in title case.

5.58.2.114 CTVector3() [1/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (
            this Color color )  [static]
```

Extension method for Color. Convert it to a Vector3.

Parameters

color	Color-instance to convert.

Returns

Vector3 from color.

5.58.2.115 CTVector3() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (
            this Color32 color )  [static]
```

Extension method for Color32. Convert it to a Vector3.

Parameters

color	Color-instance to convert.

Returns

Vector3 from color.

5.58.2.116 CTVector3() [3/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (
            this Quaternion angle )  [static]
```

Extension method for Quaternion. Convert it to a Vector3.

Parameters

angle	Quaternion-instance to convert.

Returns

Vector3 from Quaternion.

5.58.2.117 CTVector4() [1/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (
            this Color color )  [static]
```

Extension method for Color. Convert it to a Vector4.

Parameters

color	Color-instance to convert.

Returns

Vector4 from color.

5.58.2.118 CTVector4() [2/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (
            this Color32 color )  [static]
```

Extension method for Color32. Convert it to a Vector4.

Parameters

color	Color-instance to convert.

Returns

Vector4 from color.

5.58.2.119 CTVector4() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (
            this Quaternion angle )  [static]
```

Extension method for Quaternion. Convert it to a Vector4.

Parameters

angle	Quaternion-instance to convert.

Returns

Vector4 from Quaternion.

5.58.2.120 GetColumn< T >()

```
static T [] Crosstales.ExtensionMethods.GetColumn< T > (
            this T matrix[,],
            int columnNumber )  [static]
```

Extension method for 2D-arrays. Returns the column of a 2D-array as array.

Parameters

matrix	Input as 2D-array.
columnNumber	Desired column of the 2D-array

Returns

Column of a 2D-array as array.

5.58.2.121 GetRow< T >()

```
static T [] Crosstales.ExtensionMethods.GetRow< T > (
             this T matrix[,],
             int rowNumber )  [static]
```

Extension method for 2D-arrays. Returns the row of a 2D-array as array.

Parameters

matrix	Input as 2D-array.
columnNumber	Desired row of the 2D-array

Returns

Row of a 2D-array as array.

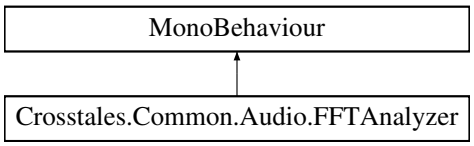
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Extension↩ Methods.cs

5.59 Crosstales.Common.Audio.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Audio.FFTAnalyzer:



Public Attributes

- float[ ] Samples = new float[256]

  Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int Channel

  summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.59.1 Detailed Description

FFT analyzer for an audio channel.

5.59.2 Member Data Documentation

5.59.2.1 Channel

```
int Crosstales.Common.Audio.FFTAnalyzer.Channel
```

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.59.2.2 Samples

```
float [] Crosstales.Common.Audio.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Audio/↩ Scripts/FFTAnalyzer.cs

5.60 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.

Static Public Member Functions

- static bool isUnixPath (string path)

  Checks if the given path is from a Unix-device
- static bool isWindowsPath (string path)

  Checks if the given path is from a Windows-device
- static bool isUNCPath (string path)

  Checks if the given path is UNC
- static bool isURL (string path)

  Checks if the given path is an URL
- static string ValidatePath (string path, bool addEndDelimiter=true, bool preserveFile=true, bool remove↩ InvalidChars=true)

  Validates a given path and add missing slash.
- static string ValidateFile (string path, bool removeInvalidChars=true)

  Validates a given file.
- static bool HasPathInvalidChars (string path, bool ignoreNullOrEmpty=true)

  Checks a given path for invalid characters
- static bool HasFileInvalidChars (string file, bool ignoreNullOrEmpty=true)

Checks a given file for invalid characters

- static string[ ] GetFilesForName (string path, bool isRecursive=false, params string[ ] filenames)

  Find files inside a path.
- static string[ ] GetFiles (string path, bool isRecursive=false, params string[ ] extensions)

  Find files inside a path.
- static string[ ] GetDirectories (string path, bool isRecursive=false)

  Find directories inside.
- static string[ ] GetDrives ()

  Find all logical drives.
- static bool CopyDirectory (string sourceDir, string destDir, bool move=false)

  Copy or move a directory.
- static bool CopyFile (string sourceFile, string destFile, bool move=false)

  Copy or move a file.
- static bool MoveDirectory (string sourceDir, string destDir)

  Move a directory.
- static bool MoveFile (string sourceFile, string destFile)

  Move a file.
- static string RenameDirectory (string path, string newName)

  Renames a directory in a path.
- static string RenameFile (string path, string newName)

  Renames a file in a path.
- static bool DeleteFile (string file)

  Delete a file.
- static bool DeleteDirectory (string dir)

  Delete a directory.
- static bool ExistsFile (string file)

  Checks if the directory exists.
- static bool ExistsDirectory (string path)

  Checks if the directory exists.
- static string CreateDirectory (string path, string folderName)

  Creates a directory in a given path.
- static bool CreateDirectory (string path)

  Creates a directory.
- static string CreateFile (string path, string fileName)

  Creates a file in a given path.
- static bool CreateFile (string path)

  Creates a file.
- static bool isDirectory (string path, bool checkForExtensions=true)

  Checks if the path is a directory.
- static bool isFile (string path, bool checkForExtensions=true)

  Checks if the path is a file.
- static string GetFileName (string path, bool removeInvalidChars=true)

  Returns the file name for the path.
- static string GetCurrentDirectoryName (string path)

  Returns the current directory name for the path.
- static string GetDirectoryName (string path)

  Returns the directory name for the path.
- static long GetFilesize (string path)

  Returns the size of a file.
- static string GetExtension (string path)

  Returns the extension of a file.

- static System.DateTime GetLastModifiedDate (string path)

  Returns the size of a file.
- static string ReadAllText (string sourceFile, System.Text.Encoding encoding=null)

  Reads the text of a file.
- static string[ ] ReadAllLines (string sourceFile, System.Text.Encoding encoding=null)

  Reads all lines of text from a file.
- static byte[ ] ReadAllBytes (string sourceFile)

  Reads the bytes of a file.
- static bool WriteAllText (string destFile, string text, System.Text.Encoding encoding=null)

  Writes text to a file.
- static bool WriteAllLines (string destFile, string[ ] lines, System.Text.Encoding encoding=null)

  Writes all lines of text to a file.
- static bool WriteAllBytes (string destFile, byte[ ] data)

  Writes bytes to a file.
- static bool ShowPath (string path)

  Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms
- static bool ShowFile (string file)

  Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms
- static bool OpenFile (string file)

  Opens a file with the OS default application. NOTE: only works for standalone platforms
- static bool PathHasInvalidChars (string path)

  Checks a given path for invalid characters
- static bool FileHasInvalidChars (string file)

  Checks a given file for invalid characters
- static bool CopyPath (string sourceDir, string destDir, bool move=false)

  Copy or move a directory.
- static bool MovePath (string sourceDir, string destDir)

  Move a directory.

Static Public Attributes

- static string ApplicationDataPath => _applicationDataPath

  Returns the Unity application data path.
- static string ApplicationTempPath => _applicationTempPath

  Returns the Unity application temporary path.
- static string ApplicationPersistentPath => _applicationPersistentPath

  Returns the Unity application persistent path.
- static string TempFile => System.IO.Path.GetTempFileName()

  Returns a temporary file.
- static string TempPath => System.IO.Path.GetTempPath()

  Returns the temporary directory path from the device.

Properties

- static string StreamingAssetsPath `[get]`

  Returns the path to the the "Streaming Assets".

5.60.1 Detailed Description

Various helper functions for the file system.

5.60.2 Member Function Documentation

5.60.2.1 CopyDirectory()

```
static bool Crosstales.Common.Util.FileHelper.CopyDirectory (
            string sourceDir,
            string destDir,
            bool move = false )  [static]
```

Copy or move a directory.

Parameters

sourceDir	Source directory path
destDir	Destination directory path
move	Move directory instead of copy (optional, default: false)

Returns

True if the operation was successful

5.60.2.2 CopyFile()

```
static bool Crosstales.Common.Util.FileHelper.CopyFile (
            string sourceFile,
            string destFile,
            bool move = false )  [static]
```

Copy or move a file.

Parameters

sourceFile	Source file path
destFile	Destination file path
move	Move file instead of copy (optional, default: false)

Returns

True if the operation was successful

5.60.2.3 CopyPath()

```
static bool Crosstales.Common.Util.FileHelper.CopyPath (
            string sourceDir,
            string destDir,
            bool move = false )  [static]
```

Copy or move a directory.

Parameters

sourceDir	Source directory path
destDir	Destination directory path
move	Move directory instead of copy (optional, default: false)

Returns

True if the operation was successful

5.60.2.4 CreateDirectory() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateDirectory (
            string path )  [static]
```

Creates a directory.

Parameters

path	Path to the directory to create

Returns

True if the operation was successful

5.60.2.5 CreateDirectory() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateDirectory (
            string path,
            string folderName )  [static]
```

Creates a directory in a given path.

Parameters

path	Path for the directory
folderName	New folder

5.60.2.6 CreateFile() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateFile (
            string path )  [static]
```

Creates a file.

Parameters

path	Path to the file to create

Returns

True if the operation was successful

5.60.2.7 CreateFile() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateFile (
            string path,
            string fileName )  [static]
```

Creates a file in a given path.

Parameters

path	Path for the file
fileName	New file

5.60.2.8 DeleteDirectory()

```
static bool Crosstales.Common.Util.FileHelper.DeleteDirectory (
            string dir )  [static]
```

Delete a directory.

Parameters

dir	Directory to delete

Returns

True if the operation was successful

5.60.2.9 DeleteFile()

```
static bool Crosstales.Common.Util.FileHelper.DeleteFile (
            string file )  [static]
```

Delete a file.

Parameters

file	File to delete

Returns

True if the operation was successful

5.60.2.10 ExistsDirectory()

```
static bool Crosstales.Common.Util.FileHelper.ExistsDirectory (
            string path )  [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.60.2.11 ExistsFile()

```
static bool Crosstales.Common.Util.FileHelper.ExistsFile (
            string file )  [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.60.2.12 FileHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (
            string file )  [static]
```

Checks a given file for invalid characters

Parameters

file	File to check for invalid characters

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.60.2.13 GetCurrentDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetCurrentDirectoryName (
            string path )  [static]
```

Returns the current directory name for the path.

Parameters

path	Path to the directory

Returns

Current directory name for the path

5.60.2.14 GetDirectories()

```
static string [] Crosstales.Common.Util.FileHelper.GetDirectories (
            string path,
            bool isRecursive = false )  [static]
```

Find directories inside.

Parameters

path	Path to find the directories
isRecursive	Recursive search (optional, default: false)

Returns

Returns array of the found directories inside the path. Zero length array when an error occured.

5.60.2.15 GetDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetDirectoryName (
            string path )  [static]
```

Returns the directory name for the path.

Parameters

path	Path to the directory

Returns

Directory name for the path

5.60.2.16 GetDrives()

```
static string [] Crosstales.Common.Util.FileHelper.GetDrives ( )  [static]
```

Find all logical drives.

Returns

Returns array of the found drives. Zero length array when an error occured.

5.60.2.17 GetExtension()

```
static string Crosstales.Common.Util.FileHelper.GetExtension (
            string path )  [static]
```

Returns the extension of a file.

Parameters

path	Path to the file

Returns

Extension of the file

5.60.2.18 GetFileName()

```
static string Crosstales.Common.Util.FileHelper.GetFileName (
            string path,
            bool removeInvalidChars = true )  [static]
```

Returns the file name for the path.

Parameters

path	Path to the file
removeInvalidChars	Removes invalid characters in the file name (optional, default: true)

Returns

File name for the path

5.60.2.19 GetFiles()

```
static string [] Crosstales.Common.Util.FileHelper.GetFiles (
            string path,
            bool isRecursive = false,
            params string[] extensions )  [static]
```

Find files inside a path.

Parameters

path	Path to find the files
isRecursive	Recursive search (optional, default: false)
extensions	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occured.

5.60.2.20 GetFilesForName()

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
            string path,
            bool isRecursive = false,
            params string[] filenames )  [static]
```

Find files inside a path.

Parameters

path	Path to find the files
isRecursive	Recursive search (optional, default: false)
filenames	Array of file names for the file search, e.g. "Image.png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occured.

5.60.2.21 GetFilesize()

```
static long Crosstales.Common.Util.FileHelper.GetFilesize (
            string path )  [static]
```

Returns the size of a file.

Parameters

path	Path of the file

Returns

Size for the file

5.60.2.22 GetLastModifiedDate()

```
static System.DateTime Crosstales.Common.Util.FileHelper.GetLastModifiedDate (
            string path )  [static]
```

Returns the size of a file.

Parameters

path	Path to the file

Returns

Size for the file

5.60.2.23 HasFileInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasFileInvalidChars (
            string file,
            bool ignoreNullOrEmpty = true )  [static]
```

Checks a given file for invalid characters

Parameters

file	File to check for invalid characters
ignoreNullOrEmpty	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.60.2.24 HasPathInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasPathInvalidChars (
            string path,
            bool ignoreNullOrEmpty = true )  [static]
```

Checks a given path for invalid characters

Parameters

path	Path to check for invalid characters
ignoreNullOrEmpty	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.60.2.25 isDirectory()

```
static bool Crosstales.Common.Util.FileHelper.isDirectory (
            string path,
            bool checkForExtensions = true )  [static]
```

Checks if the path is a directory.

Parameters

path	Path to the directory
checkForExtensions	Check for extensions (optional, default: true)

Returns

True if the path is a directory

5.60.2.26 isFile()

```
static bool Crosstales.Common.Util.FileHelper.isFile (
            string path,
            bool checkForExtensions = true )  [static]
```

Checks if the path is a file.

Parameters

path	Path to the file
checkForExtensions	Check for extensions (optional, default: true)

Returns

True if the path is a file

5.60.2.27 isUNCPath()

```
static bool Crosstales.Common.Util.FileHelper.isUNCPath (
            string path )  [static]
```

Checks if the given path is UNC

Parameters

path	Path to check

Returns

True if the given path is UNC

5.60.2.28 isUnixPath()

```
static bool Crosstales.Common.Util.FileHelper.isUnixPath (
            string path )  [static]
```

Checks if the given path is from a Unix-device

Parameters

path	Path to check

Returns

True if the given path is from a Unix-device

5.60.2.29 isURL()

```
static bool Crosstales.Common.Util.FileHelper.isURL (
            string path )  [static]
```

Checks if the given path is an URL

Parameters

path	Path to check

Returns

True if the given path is an URL

5.60.2.30 isWindowsPath()

```
static bool Crosstales.Common.Util.FileHelper.isWindowsPath (
            string path )  [static]
```

Checks if the given path is from a Windows-device

Parameters

path	Path to check

Returns

True if the given path is from a Windows-device

5.60.2.31 MoveDirectory()

```
static bool Crosstales.Common.Util.FileHelper.MoveDirectory (
            string sourceDir,
            string destDir )  [static]
```

Move a directory.

Parameters

sourceDir	Source directory path
destDir	Destination directory path

Returns

True if the operation was successful

5.60.2.32 MoveFile()

```
static bool Crosstales.Common.Util.FileHelper.MoveFile (
            string sourceFile,
            string destFile )  [static]
```

Move a file.

Parameters

sourceFile	Source file path
destFile	Destination file path

Returns

True if the operation was successful

5.60.2.33 MovePath()

```
static bool Crosstales.Common.Util.FileHelper.MovePath (
            string sourceDir,
            string destDir )  [static]
```

Move a directory.

Parameters

sourceDir	Source directory path
destDir	Destination directory path

Returns

True if the operation was successful

5.60.2.34 OpenFile()

```
static bool Crosstales.Common.Util.FileHelper.OpenFile (
            string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

file	File path

Returns

True if the operation was successful

5.60.2.35 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (
            string path ) [static]
```

Checks a given path for invalid characters

Parameters

path	Path to check for invalid characters

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.60.2.36 ReadAllBytes()

```
static byte [] Crosstales.Common.Util.FileHelper.ReadAllBytes (
            string sourceFile )  [static]
```

Reads the bytes of a file.

Parameters

sourceFile	Source file path

Returns

Byte-content of the file

5.60.2.37 ReadAllLines()

```
static string [] Crosstales.Common.Util.FileHelper.ReadAllLines (
            string sourceFile,
            System.Text.Encoding encoding = null )  [static]
```

Reads all lines of text from a file.

Parameters

sourceFile	Source file path
encoding	Encoding of the text (optional, default: UTF8)

Returns

Array of text lines from the file

5.60.2.38 ReadAllText()

```
static string Crosstales.Common.Util.FileHelper.ReadAllText (
            string sourceFile,
            System.Text.Encoding encoding = null )  [static]
```

Reads the text of a file.

Parameters

sourceFile	Source file path
encoding	Encoding of the text (optional, default: UTF8)

Returns

Text-content of the file

5.60.2.39 RenameDirectory()

```
static string Crosstales.Common.Util.FileHelper.RenameDirectory (
            string path,
            string newName )  [static]
```

Renames a directory in a path.

Parameters

path	Path to the directory
newName	New name for the directory

Returns

New path of the directory

5.60.2.40 RenameFile()

```
static string Crosstales.Common.Util.FileHelper.RenameFile (
            string path,
            string newName )  [static]
```

Renames a file in a path.

Parameters

path	Path to the file
newName	New name for the file

Returns

New path of the file

5.60.2.41 ShowFile()

```
static bool Crosstales.Common.Util.FileHelper.ShowFile (
            string file )  [static]
```

Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms

Returns

True if the operation was successful

5.60.2.42 ShowPath()

```
static bool Crosstales.Common.Util.FileHelper.ShowPath (
            string path )  [static]
```

Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms

Returns

True if the operation was successful

5.60.2.43 ValidateFile()

```
static string Crosstales.Common.Util.FileHelper.ValidateFile (
            string path,
            bool removeInvalidChars = true )  [static]
```

Validates a given file.

Parameters

path	File to validate
removeInvalidChars	Removes invalid characters in the file name (optional, default: true)

Returns

Valid file path

5.60.2.44 ValidatePath()

```
static string Crosstales.Common.Util.FileHelper.ValidatePath (
            string path,
            bool addEndDelimiter = true,
            bool preserveFile = true,
            bool removeInvalidChars = true )  [static]
```

Validates a given path and add missing slash.

Parameters

path	Path to validate
addEndDelimiter	Add delimiter at the end of the path (optional, default: true)
preserveFile	Preserves a given file in the path (optional, default: true)
removeInvalidChars	Removes invalid characters in the path name (optional default: true)

Returns

Valid path

5.60.2.45 WriteAllBytes()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllBytes (
            string destFile,
            byte[] data )  [static]
```

Writes bytes to a file.

Parameters

destFile	Destination file path
data	Byte-content to write

Returns

True if the operation was successful

5.60.2.46 WriteAllLines()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllLines (
            string destFile,
            string[] lines,
            System.Text.Encoding encoding = null )  [static]
```

Writes all lines of text to a file.

Parameters

destFile	Destination file path
lines	Array of text lines to write
encoding	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.60.2.47 WriteAllText()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllText (
            string destFile,
            string text,
            System.Text.Encoding encoding = null )  [static]
```

Writes text to a file.

Parameters

destFile	Destination file path
text	Text-content to write
encoding	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.60.3 Member Data Documentation

5.60.3.1 ApplicationDataPath

```
string Crosstales.Common.Util.FileHelper.ApplicationDataPath => _applicationDataPath  [static]
```

Returns the Unity application data path.

Returns

Unity application data path

5.60.3.2 ApplicationPersistentPath

```
string Crosstales.Common.Util.FileHelper.ApplicationPersistentPath => _applicationPersistent↩
Path  [static]
```

Returns the Unity application persistent path.

Returns

Unity application persistent path

5.60.3.3 ApplicationTempPath

```
string Crosstales.Common.Util.FileHelper.ApplicationTempPath => _applicationTempPath  [static]
```

Returns the Unity application temporary path.

Returns

Unity application temporary path

5.60.3.4 TempFile

```
string Crosstales.Common.Util.FileHelper.TempFile => System.IO.Path.GetTempFileName()  [static]
```

Returns a temporary file.

Returns

Temporary file

5.60.3.5 TempPath

```
string Crosstales.Common.Util.FileHelper.TempPath => System.IO.Path.GetTempPath()  [static]
```

Returns the temporary directory path from the device.

Returns

Temporary directory path of the device

5.60.4 Property Documentation

5.60.4.1 StreamingAssetsPath

```
string Crosstales.Common.Util.FileHelper.StreamingAssetsPath  [static], [get]
```

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

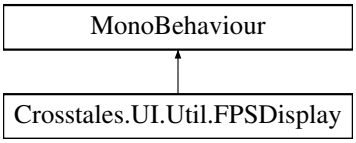
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/File↩ Helper.cs

5.61 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Attributes

- Text FPS

  Text component to display the FPS.
- int FrameUpdate = 5

  Update every set frame (default: 5).
- KeyCode **Key** = KeyCode.None

5.61.1 Detailed Description

Simple FPS-Counter.

5.61.2 Member Data Documentation

5.61.2.1 FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

5.61.2.2 FrameUpdate

```
int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5
```

Update every set frame (default: 5).

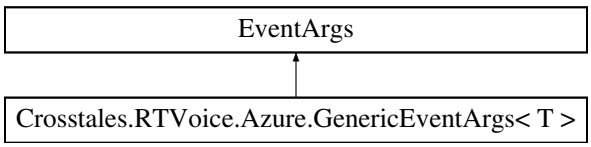
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↩ Util/FPSDisplay.cs

5.62 Crosstales.RTVoice.Azure.GenericEventArgs< T > Class Template Reference

Generic event args

Inheritance diagram for Crosstales.RTVoice.Azure.GenericEventArgs< T >:



Public Member Functions

- GenericEventArgs (T eventData)

  Initializes a new instance of the GenericEventArgs< T > class.

Properties

- T EventData [get]

  Gets the event data.

5.62.1 Detailed Description

Generic event args

Template Parameters

T	Any type T

5.62.2 Constructor & Destructor Documentation

5.62.2.1 GenericEventArgs()

```
Crosstales.RTVoice.Azure.GenericEventArgs< T >.GenericEventArgs (
            T eventData )
```

Initializes a new instance of the GenericEventArgs< T > class.

Parameters

eventData	The event data.

5.62.3 Property Documentation

5.62.3.1 EventData

```
T Crosstales.RTVoice.Azure.GenericEventArgs< T >.EventData [get]
```

Gets the event data.

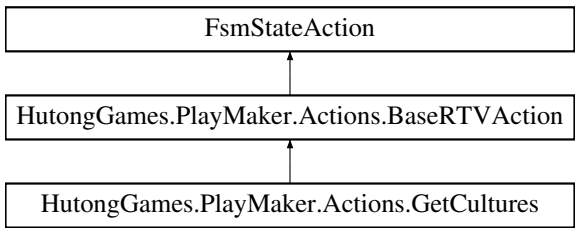
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↩ Scripts/TTSClient.cs

5.63 HutongGames.PlayMaker.Actions.GetCultures Class Reference

GetCultures-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.GetCultures:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmArray Cultures

  Found cultures (output array).

5.63.1 Detailed Description

GetCultures-action for PlayMaker.

5.63.2 Member Data Documentation

5.63.2.1 Cultures

```
FsmArray HutongGames.PlayMaker.Actions.GetCultures.Cultures
```

Found cultures (output array).

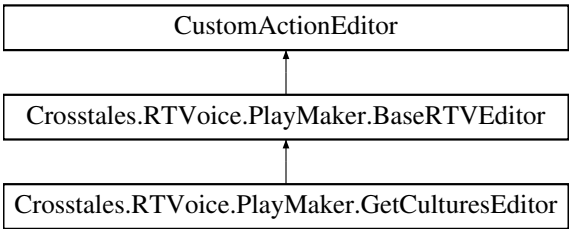
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/GetCultures.cs

5.64 Crosstales.RTVoice.PlayMaker.GetCulturesEditor Class Reference

Custom editor for the GetCultures-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetCulturesEditor:



Additional Inherited Members

5.64.1 Detailed Description

Custom editor for the GetCultures-action.

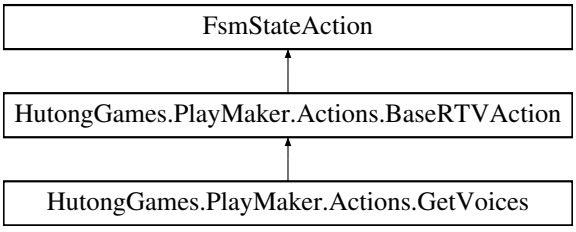
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Editor/GetCulturesEditor.cs

5.65 HutongGames.PlayMaker.Actions.GetVoices Class Reference

GetVoices-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.GetVoices:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString Culture

  Culture of the voices (e.g. 'en', blank for all cultures).
- FsmString Gender

  Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).
- FsmArray Voices

  Found voices (output array).

5.65.1 Detailed Description

GetVoices-action for PlayMaker.

5.65.2 Member Data Documentation

5.65.2.1 Culture

```
FsmString HutongGames.PlayMaker.Actions.GetVoices.Culture
```

Culture of the voices (e.g. 'en', blank for all cultures).

5.65.2.2 Gender

```
FsmString HutongGames.PlayMaker.Actions.GetVoices.Gender
```

Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).

5.65.2.3 Voices

```
FsmArray HutongGames.PlayMaker.Actions.GetVoices.Voices
```

Found voices (output array).

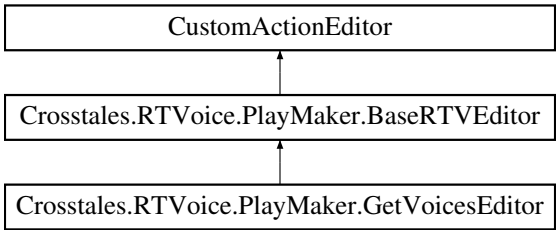
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/GetVoices.cs

5.66 Crosstales.RTVoice.PlayMaker.GetVoicesEditor Class Reference

Custom editor for the GetVoices-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetVoicesEditor:



Additional Inherited Members

5.66.1 Detailed Description

Custom editor for the GetVoices-action.

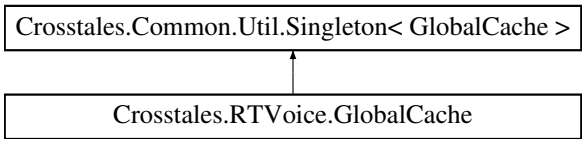
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Editor/GetVoicesEditor.cs

5.67 Crosstales.RTVoice.GlobalCache Class Reference

Global cache for wrappers.

Inheritance diagram for Crosstales.RTVoice.GlobalCache:



Public Member Functions

- AudioClip GetClip (Crosstales.RTVoice.Model.Wrapper key)
  Returns the AudioClip for a given key.
- void RemoveClip (Crosstales.RTVoice.Model.Wrapper key)
  Removes an AudioClip for a given key.
- void AddClip (Crosstales.RTVoice.Model.Wrapper key, AudioClip data)
  Adds an AudioClip for a given key.
- void ClearClipCache ()
  Clears the clips cache.
- void ClearCache ()
  Clears the complete cache.
- void ClearAndDeleteCache ()
  Clears and deletes the complete cache.
- void SaveCache ()
  Saves the complete cache.
- void LoadCache ()
  Loads the complete cache.

Static Public Member Functions

- static void ResetObject ()

  Resets this object.

Public Attributes

- readonly System.Collections.Generic.Dictionary< Crosstales.RTVoice.Model.Wrapper, AudioClip > **Clips** = new System.Collections.Generic.Dictionary<Crosstales.RTVoice.Model.Wrapper, AudioClip>()
- int CurrentClipCacheSize => Clips.Sum(pair => pair.Value.samples * 2 * 4)

  Current size of the clip cache in Bytes.

Protected Member Functions

- override void **OnApplicationQuit** ()

Properties

- int ClipCacheSize `[get, set]`

  Size of the clip cache in Bytes.
- bool PersistCache `[get, set]`

  Automatically loads and saves the cache.

Additional Inherited Members

5.67.1 Detailed Description

Global cache for wrappers.

5.67.2 Member Function Documentation

5.67.2.1 AddClip()

```
void Crosstales.RTVoice.GlobalCache.AddClip (
            Crosstales.RTVoice.Model.Wrapper key,
            AudioClip data )
```

Adds an AudioClip for a given key.

Parameters

key	Key for the AudioClip.
data	AudioClip for the key.

5.67.2.2 ClearAndDeleteCache()

```
void Crosstales.RTVoice.GlobalCache.ClearAndDeleteCache ( )
```

Clears and deletes the complete cache.

5.67.2.3 ClearCache()

```
void Crosstales.RTVoice.GlobalCache.ClearCache ( )
```

Clears the complete cache.

5.67.2.4 ClearClipCache()

```
void Crosstales.RTVoice.GlobalCache.ClearClipCache ( )
```

Clears the clips cache.

5.67.2.5 GetClip()

```
AudioClip Crosstales.RTVoice.GlobalCache.GetClip (
            Crosstales.RTVoice.Model.Wrapper key )
```

Returns the AudioClip for a given key.

Parameters

key	Key for the AudioClip.

Returns

AudioClip for the given key.

5.67.2.6 LoadCache()

```
void Crosstales.RTVoice.GlobalCache.LoadCache ( )
```

Loads the complete cache.

5.67.2.7 RemoveClip()

```
void Crosstales.RTVoice.GlobalCache.RemoveClip (
            Crosstales.RTVoice.Model.Wrapper key )
```

Removes an AudioClip for a given key.

Parameters

key	Key for the AudioClip.

5.67.2.8 ResetObject()

```
static void Crosstales.RTVoice.GlobalCache.ResetObject ( )  [static]
```

Resets this object.

5.67.2.9 SaveCache()

```
void Crosstales.RTVoice.GlobalCache.SaveCache ( )
```

Saves the complete cache.

5.67.3 Member Data Documentation

5.67.3.1 CurrentClipCacheSize

```
int Crosstales.RTVoice.GlobalCache.CurrentClipCacheSize => Clips.Sum(pair => pair.Value.↩
samples * 2 * 4)
```

Current size of the clip cache in Bytes.

5.67.4 Property Documentation

5.67.4.1 ClipCacheSize

```
int Crosstales.RTVoice.GlobalCache.ClipCacheSize  [get], [set]
```

Size of the clip cache in Bytes.

5.67.4.2 PersistCache

```
bool Crosstales.RTVoice.GlobalCache.PersistCache  [get], [set]
```

Automatically loads and saves the cache.

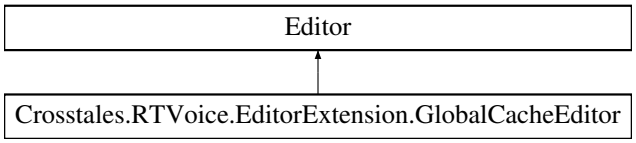
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/GlobalCache.cs

5.68 Crosstales.RTVoice.EditorExtension.GlobalCacheEditor Class Reference

Custom editor for the 'GlobalCache'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.GlobalCacheEditor:



Public Member Functions

- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.68.1 Detailed Description

Custom editor for the 'GlobalCache'-class.

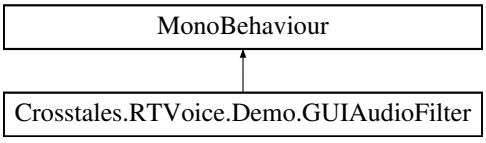
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/Extension/GlobalCacheEditor.cs

5.69 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

Simple GUI for audio filters.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIAudioFilter:



Public Member Functions

- void **ResetFilters** ()
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

Public Attributes

- AudioSource **Source**
- AudioReverbFilter **ReverbFilter**
- AudioChorusFilter **ChorusFilter**
- AudioEchoFilter **EchoFilter**
- AudioDistortionFilter **DistortionFilter**
- AudioLowPassFilter **LowPassFilter**
- AudioHighPassFilter **HighPassFilter**
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

5.69.1 Detailed Description

Simple GUI for audio filters.

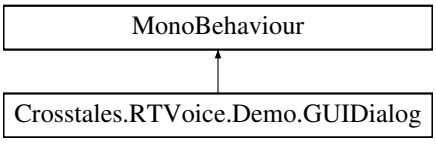
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↩ AudioFilter.cs

5.70 Crosstales.RTVoice.Demo.GUIDialog Class Reference

Simple GUI for runtime dialogs with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIDialog:



Public Member Functions

- void **StartDialog** ()
- void **Silence** ()
- void **ChangeRateA** (float value)
- void **ChangeRateB** (float value)
- void **ChangePitchA** (float value)
- void **ChangePitchB** (float value)
- void **ChangeVolumeA** (float value)
- void **ChangeVolumeB** (float value)
- void **GenderAChanged** (int index)
- void **GenderBChanged** (int index)

Public Attributes

- Dialog **DialogScript**
- Color32 **SpeakerColor** = new Color32(0, 255, 0, 192)
- Image **PanelPersonA**
- Image **PanelPersonB**
- Text **PersonA**
- Text **PersonB**

5.70.1 Detailed Description

Simple GUI for runtime dialogs with all available OS voices.

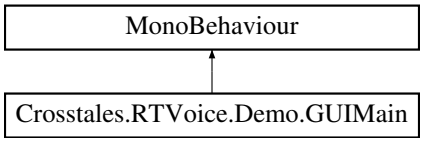
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↩ Dialog.cs

5.71 Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:



Public Member Functions

- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- GameObject **NoVoices**
- Text **Errors**

5.71.1 Detailed Description

Main GUI component for all demo scenes.

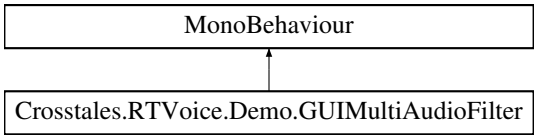
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↩ Main.cs

5.72 Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference

Simple GUI for audio filters on multiple objects.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMultiAudioFilter:



Public Member Functions

- void **ResetFilters** ()
- void **ClearFilters** ()
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

Public Attributes

- System.Collections.Generic.List< AudioSource > **Sources** = new System.Collections.Generic.↩ List<AudioSource>()
- System.Collections.Generic.List< AudioReverbFilter > **ReverbFilters** = new System.Collections.Generic.↩ List<AudioReverbFilter>()
- System.Collections.Generic.List< AudioChorusFilter > **ChorusFilters** = new System.Collections.Generic.↩ List<AudioChorusFilter>()
- System.Collections.Generic.List< AudioEchoFilter > **EchoFilters** = new System.Collections.Generic.↩ List<AudioEchoFilter>()
- System.Collections.Generic.List< AudioDistortionFilter > **DistortionFilters** = new System.Collections.↩ Generic.List<AudioDistortionFilter>()
- System.Collections.Generic.List< AudioLowPassFilter > **LowPassFilters** = new System.Collections.↩ Generic.List<AudioLowPassFilter>()
- System.Collections.Generic.List< AudioHighPassFilter > **HighPassFilters** = new System.Collections.↩ Generic.List<AudioHighPassFilter>()
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

5.72.1 Detailed Description

Simple GUI for audio filters on multiple objects.

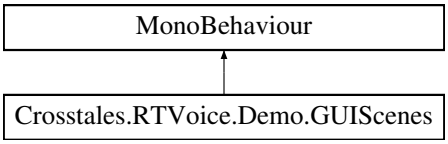
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↩ MultiAudioFilter.cs

5.73 Crosstales.RTVoice.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIScenes:



Public Member Functions

- void **LoadPreviousScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **PreviousSceneWebGL**
- string **NextScene**
- string **NextSceneWebGL**

5.73.1 Detailed Description

Main GUI scene manager for all demo scenes.

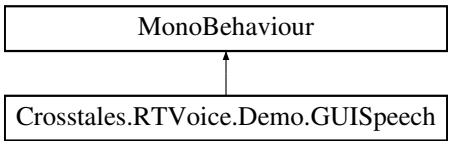
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↩ Scenes.cs

5.74 Crosstales.RTVoice.Demo.GUISpeech Class Reference

Simple GUI for runtime TTS with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUISpeech:



Public Member Functions

- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **GenderChanged** (int index)

Public Attributes

- bool **StartAsNative**
- GUIMultiAudioFilter **AudioFilter**
- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)
- InputField **Input**
- InputField **Culture**
- Text **Cultures**
- Text **Voices**

Static Public Attributes

- static float **Rate** = 1f
- static float **Pitch** = 1f
- static float **Volume** = 1f
- static bool **isNative**

5.74.1 Detailed Description

Simple GUI for runtime TTS with all available OS voices.

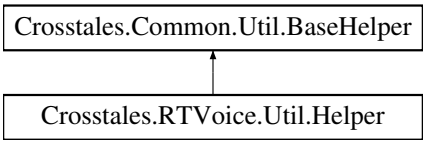
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↩ Speech.cs

5.75 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.RTVoice.Util.Helper:



Static Public Member Functions

- static Crosstales.RTVoice.Model.Enum.Gender StringToGender (string gender)

  Converts a string to a Gender.
- static Crosstales.RTVoice.Model.Enum.Gender AppleVoiceNameToGender (string voiceName)

  Converts an Apple voice name to a Gender.
- static Crosstales.RTVoice.Model.Enum.Gender WSAVoiceNameToGender (string voiceName)

  Converts an WSA voice name to a Gender.
- static Crosstales.RTVoice.Model.Enum.Gender AndroidVoiceNameToGender (string voiceName)

  Converts an Android voice name to a Gender.
- static string CleanText (string text, bool removeTags=true, bool clearSpaces=true, bool clearLine↩ Endings=true)

  Cleans a given text to contain only letters or digits.
- static string MarkSpokenText (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false, string markPrefix="<color=green>", string markPostfix="</color>")

  Marks the current word or all spoken words from a given text array.

Static Public Attributes

- static readonly System.Collections.Generic.Dictionary< int, string > **LocaleCodes** = new System.↩ Collections.Generic.Dictionary<int, string>(161)
- static bool hasBuiltInTTS => isWindowsBasedPlatform || isAppleBasedPlatform || isAndroidPlatform || isLinuxPlatform

  Checks if the current platform has built-in TTS.

Properties

- static Crosstales.RTVoice.Model.Enum.ProviderType CurrentProviderType `[get]`

  The current provider type.

Additional Inherited Members

5.75.1 Detailed Description

Various helper functions.

5.75.2 Member Function Documentation

5.75.2.1 AndroidVoiceNameToGender()

```
static Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Util.Helper.AndroidVoiceName↩
ToGender (
            string voiceName )  [static]
```

Converts an Android voice name to a Gender.

Parameters

voiceName	Voice name.

Returns

Gender from the given Android voice name.

5.75.2.2 AppleVoiceNameToGender()

```
static Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Util.Helper.AppleVoiceNameTo↩
Gender (
            string voiceName )  [static]
```

Converts an Apple voice name to a Gender.

Parameters

voiceName	Voice name.

Returns

Gender from the given Apple voice name.

5.75.2.3 CleanText()

```
static string Crosstales.RTVoice.Util.Helper.CleanText (
            string text,
            bool removeTags = true,
            bool clearSpaces = true,
            bool clearLineEndings = true )  [static]
```

Cleans a given text to contain only letters or digits.

Parameters

text	Text to clean.
removeTags	Removes tags from text (default: true, optional).
clearSpaces	Clears multiple spaces from text (default: true, optional).
clearLineEndings	Clears line endings from text (default: true, optional).

Returns

Clean text with only letters and digits.

5.75.2.4 MarkSpokenText()

```
static string Crosstales.RTVoice.Util.Helper.MarkSpokenText (
            string[] speechTextArray,
            int wordIndex,
            bool markAllSpokenWords = false,
            string markPrefix = "<color=green><b>",
            string markPostfix = "</b></color>" )  [static]
```

Marks the current word or all spoken words from a given text array.

Parameters

speechTextArray	Array with all text fragments
wordIndex	Current word index
markAllSpokenWords	Mark the spoken words (default: false, optional)
markPrefix	Prefix for every marked word (default: green, optional)
markPostfix	Postfix for every marked word (default: green, optional)

Returns

Marked current word or all spoken words.

5.75.2.5 StringToGender()

```
static Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Util.Helper.StringToGender (
            string gender )  [static]
```

Converts a string to a Gender.

Parameters

gender	Gender as text.

Returns

Gender from the given string.

5.75.2.6 WSAVoiceNameToGender()

```
static Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Util.Helper.WSAVoiceNameTo↩
Gender (
            string voiceName )  [static]
```

Converts an WSA voice name to a Gender.

Parameters

voiceName	Voice name.

Returns

Gender from the given WSA voice name.

5.75.3 Member Data Documentation

5.75.3.1 hasBuiltInTTS

```
bool Crosstales.RTVoice.Util.Helper.hasBuiltInTTS => isWindowsBasedPlatform || isAppleBasedPlatform
|| isAndroidPlatform || isLinuxPlatform  [static]
```

Checks if the current platform has built-in TTS.

Returns

True if the current platform has built-in TTS.

5.75.4 Property Documentation

5.75.4.1 CurrentProviderType

`Crosstales.RTVoice.Model.Enum.ProviderType Crosstales.RTVoice.Util.Helper.CurrentProviderType [static], [get]`

The current provider type.

Returns

Current provider type.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Helper.cs

5.76 Crosstales.RTVoice.Azure.Synthesize.InputOptions Class Reference

Inputs Options for the TTS Service.

Public Member Functions

- InputOptions ()

  Initializes a new instance of the Input class.

Properties

- System.Uri RequestUri `[get, set]`

  Gets or sets the request URI.
- AudioOutputFormat OutputFormat `[get, set]`

  Gets or sets the audio output format.
- System.Collections.Generic.IEnumerable< System.Collections.Generic.KeyValuePair< string, string > > Headers `[get]`

  Gets or sets the headers.
- string Locale `[get, set]`

  Gets or sets the locale.
- Model.Enum.Gender VoiceType `[get, set]`

  Gets or sets the type of the voice; male/female.
- string VoiceName `[get, set]`

  Gets or sets the name of the voice.
- string AuthorizationToken `[get, set]`

  Authorization Token.
- string Text `[get, set]`

  Gets or sets the text.

5.76.1 Detailed Description

Inputs Options for the TTS Service.

5.76.2 Constructor & Destructor Documentation

5.76.2.1 InputOptions()

```
Crosstales.RTVoice.Azure.Synthesize.InputOptions.InputOptions ( )
```

Initializes a new instance of the Input class.

5.76.3 Property Documentation

5.76.3.1 AuthorizationToken

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.AuthorizationToken  [get], [set]
```

Authorization Token.

5.76.3.2 Headers

```
System.Collections.Generic.IEnumerable<System.Collections.Generic.KeyValuePair<string, string>
> Crosstales.RTVoice.Azure.Synthesize.InputOptions.Headers  [get]
```

Gets or sets the headers.

5.76.3.3 Locale

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.Locale  [get], [set]
```

Gets or sets the locale.

5.76.3.4 OutputFormat

```
AudioOutputFormat Crosstales.RTVoice.Azure.Synthesize.InputOptions.OutputFormat  [get], [set]
```

Gets or sets the audio output format.

5.76.3.5 RequestUri

```
System.Uri Crosstales.RTVoice.Azure.Synthesize.InputOptions.RequestUri  [get], [set]
```

Gets or sets the request URI.

5.76.3.6 Text

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.Text  [get], [set]
```

Gets or sets the text.

5.76.3.7 VoiceName

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceName  [get], [set]
```

Gets or sets the name of the voice.

5.76.3.8 VoiceType

```
Model.Enum.Gender Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceType  [get], [set]
```

Gets or sets the type of the voice; male/female.

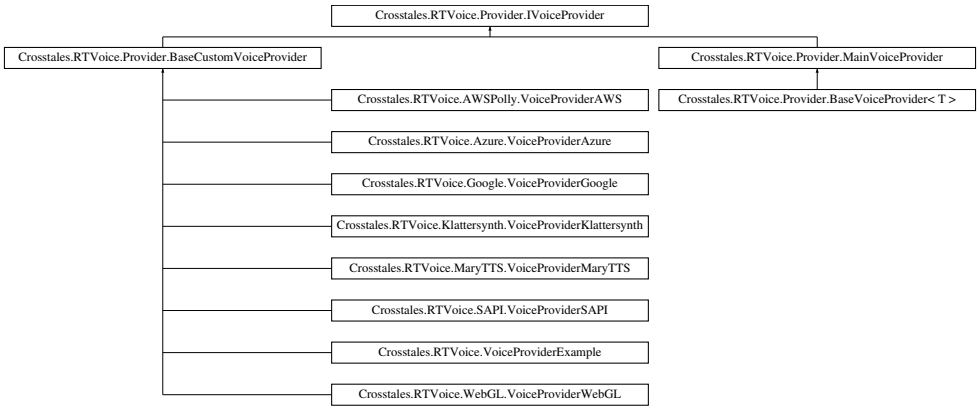
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↩ Scripts/TTSClient.cs

5.77 Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference

Interface for all voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.IVoiceProvider:



Public Member Functions

- void Silence ()

  Silence all active TTS-providers.
- void Silence (string uid)

  Silence the current TTS-provider (native mode).
- IEnumerator SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- IEnumerator Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- IEnumerator Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- IEnumerator SpeakWithClip (Crosstales.RTVoice.Model.Wrapper wrapper, AudioClip clip)

  The provider speaks a text with a given AudioClip.
- void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- void SpeakNativeInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode & Editor only).
- void GenerateInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file with the current provider (Editor only).

Properties

- string AudioFileExtension `[get]`

  Returns the extension of the generated audio files.
- AudioType AudioFileType `[get]`

  Returns the type of the generated audio files.
- string DefaultVoiceName `[get]`

  Returns the default voice name of the current TTS-provider.
- System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > Voices `[get]`

Get all available voices from the current TTS-provider and fills it into a given list.

- int MaxTextLength [get]

  Maximal length of the speech text (in characters).
- bool isWorkingInEditor [get]

  Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).
- bool isWorkingInPlaymode [get]

  Indicates if this provider is working with 'Play'-mode inside the Unity Editor.
- bool isSpeakNativeSupported [get]

  Indicates if this provider is supporting SpeakNative.
- bool isSpeakSupported [get]

  Indicates if this provider is supporting Speak.
- bool isPlatformSupported [get]

  Indicates if this provider is supporting the current platform.
- bool isSSMLSupported [get]

  Indicates if this provider is supporting SSML.
- bool isOnlineService [get]

  Indicates if this provider is an online service like MaryTTS or AWS Polly.
- bool hasCoRoutines [get]

  Indicates if this provider uses co-routines.
- bool isIL2CPPSupported [get]

  Indicates if this provider is supporting IL2CPP.
- bool hasVoicesInEditor [get]

  Indicates if this provider returns voices in the Editor mode.
- System.Collections.Generic.List< string > Cultures [get]

  Get all available cultures from the current provider (ISO 639-1).
- int MaxSimultaneousSpeeches [get]

  Maximal number of simultaneous speeches (0 = unlimited).

5.77.1 Detailed Description

Interface for all voice providers.

5.77.2 Member Function Documentation

5.77.2.1 Generate()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS, Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Provid Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.WebGL Crosstales.RTVoice.Google.VoiceProviderGoogle, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.77.2.2 GenerateInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.GenerateInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

Generates an audio file with the current provider (Editor only).

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.Provider.MainVoiceProvider, Crosstales.RTVoice.Mary Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.SAPI.Voice Crosstales.RTVoice.WebGL.VoiceProviderWebGL, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.77.2.3 Load()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Load (
            bool forceReload = false )
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implemented in Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.Provider.MainVoiceProvider, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS, Crosstales.RTVoice.Azure.VoiceP Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Google.VoiceP and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.77.2.4 Silence() [1/2]

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Silence ( )
```

Silence all active TTS-providers.

Implemented in Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, and Crosstales.RTVoice.Provider.MainVoiceProvider.

5.77.2.5 Silence() [2/2]

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Silence (
            string uid )
```

Silence the current TTS-provider (native mode).

Parameters

uid	UID of the speaker

Implemented in Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, and Crosstales.RTVoice.Provider.MainVoiceProvider.

5.77.2.6 Speak()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Google.VoiceProv Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS, Crosstales.RTVoice.Provider.MainVoiceProvider, Crosstales.RTVoice.Provider Crosstales.RTVoice.WebGL.VoiceProviderWebGL, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.77.2.7 SpeakNative()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Google.VoiceProv Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS, Crosstales.RTVoice.Provider.MainVoiceProvider, Crosstales.RTVoice.Provider Crosstales.RTVoice.WebGL.VoiceProviderWebGL, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.77.2.8 SpeakNativeInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNativeInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.SAPI.Voice Crosstales.RTVoice.WebGL.VoiceProviderWebGL, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.77.2.9 SpeakWithClip()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakWithClip (
            Crosstales.RTVoice.Model.Wrapper wrapper,
            AudioClip clip )
```

The provider speaks a text with a given AudioClip.

Parameters

wrapper	Wrapper containing the data.
clip	AudioClip with the speech audio.

Implemented in Crosstales.RTVoice.Provider.MainVoiceProvider, and Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.77.3 Property Documentation

5.77.3.1 AudioFileExtension

```
string Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileExtension  [get]
```

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.77.3.2 AudioFileType

```
AudioType Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileType [get]
```

Returns the type of the generated audio files.

Returns

Type of the generated audio files.

5.77.3.3 Cultures

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Provider.IVoiceProvider.Cultures
[get]
```

Get all available cultures from the current provider (ISO 639-1).

Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

5.77.3.4 DefaultVoiceName

```
string Crosstales.RTVoice.Provider.IVoiceProvider.DefaultVoiceName [get]
```

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.77.3.5 hasCoRoutines

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.hasCoRoutines [get]
```

Indicates if this provider uses co-routines.

Returns

True if this provider uses co-routines.

5.77.3.6 hasVoicesInEditor

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.hasVoicesInEditor [get]
```

Indicates if this provider returns voices in the Editor mode.

Returns

True if this provider returns voices in the Editor mode.

5.77.3.7 isIL2CPPSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isIL2CPPSupported [get]
```

Indicates if this provider is supporting IL2CPP.

Returns

True if this provider supports IL2CPP.

5.77.3.8 isOnlineService

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isOnlineService [get]
```

Indicates if this provider is an online service like MaryTTS or AWS Polly.

Returns

True if this provider is an online service.

5.77.3.9 isPlatformSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isPlatformSupported [get]
```

Indicates if this provider is supporting the current platform.

Returns

True if this provider supports current platform.

5.77.3.10 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakNativeSupported [get]
```

Indicates if this provider is supporting SpeakNative.

Returns

True if this provider supports SpeakNative.

5.77.3.11 isSpeakSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakSupported [get]
```

Indicates if this provider is supporting Speak.

Returns

True if this provider supports Speak.

5.77.3.12 isSSMLSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSSMLSupported [get]
```

Indicates if this provider is supporting SSML.

Returns

True if this provider supports SSML.

5.77.3.13 isWorkingInEditor

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInEditor [get]
```

Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).

Returns

True if the provider is working directly inside the Unity Editor.

5.77.3.14 isWorkingInPlaymode

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInPlaymode [get]
```

Indicates if this provider is working with 'Play'-mode inside the Unity Editor.

Returns

True if this provider is working with 'Play'-mode inside the Unity Editor.

5.77.3.15 MaxSimultaneousSpeeches

```
int Crosstales.RTVoice.Provider.IVoiceProvider.MaxSimultaneousSpeeches [get]
```

Maximal number of simultaneous speeches (0 = unlimited).

Returns

The maximal number of simultaneous speeches.

5.77.3.16 MaxTextLength

```
int Crosstales.RTVoice.Provider.IVoiceProvider.MaxTextLength [get]
```

Maximal length of the speech text (in characters).

Returns

The maximal length of the speech text.

5.77.3.17 Voices

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Provider.↩
IVoiceProvider.Voices [get]
```

Get all available voices from the current TTS-provider and fills it into a given list.

Returns

All available voices (alphabetically ordered by 'Name') as a list.

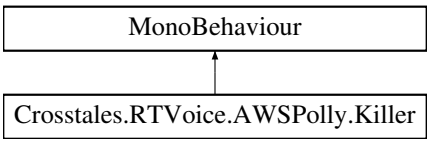
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/I↩ VoiceProvider.cs

5.78 Crosstales.RTVoice.AWSPolly.Killer Class Reference

Kills AWS Polly at the end of the scene.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.Killer:



Public Attributes

- GameObject **AWSPolly**

5.78.1 Detailed Description

Kills AWS Polly at the end of the scene.

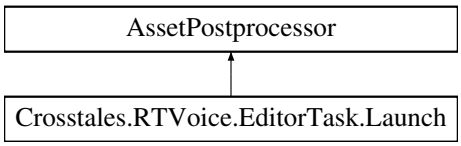
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AW↩ S Polly/Demo/Scripts/Killer.cs

5.79 Crosstales.RTVoice.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.RTVoice.EditorTask.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[ ] importedAssets, string[ ] deletedAssets, string[ ] moved↩ Assets, string[ ] movedFromAssetPaths)

5.79.1 Detailed Description

Show the configuration window on the first launch.

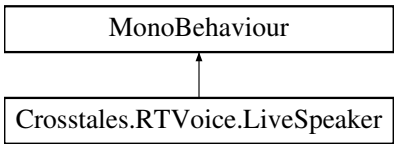
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Task/Launch.cs

5.80 Crosstales.RTVoice.LiveSpeaker Class Reference

Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").

Inheritance diagram for Crosstales.RTVoice.LiveSpeaker:



Public Member Functions

- void SpeakNativeLive (Crosstales.RTVoice.Model.Wrapper wrapper)

  Speaks a text with a given wrapper -> native mode.
- void SpeakNativeLive (string args)

  Speaks a text with a given array of arguments (native mode).
- void SpeakNativeLive (string[ ] args)

  Speaks a text with a given array of arguments (native mode).
- void SpeakLive (Crosstales.RTVoice.Model.Wrapper wrapper)

  Speaks a text with a given wrapper.
- void SpeakLive (string args)

  Speaks a text with a given array of arguments.
- void SpeakLive (string[ ] args)

  Speaks a text with a given array of arguments.
- void SilenceLive ()

  Silence all active TTS-voices.

5.80.1 Detailed Description

Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").

5.80.2 Member Function Documentation

5.80.2.1 SilenceLive()

```
void Crosstales.RTVoice.LiveSpeaker.SilenceLive ( )
```

Silence all active TTS-voices.

5.80.2.2 SpeakLive() [1/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakLive (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

Speaks a text with a given wrapper.

Parameters

wrapper	Wrapper with the speech details.

5.80.2.3 SpeakLive() [2/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakLive (
            string args )
```

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

Parameters

args	Argument string delimited by ';': 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).

5.80.2.4 SpeakLive() [3/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakLive (
            string[] args )
```

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

Parameters

args	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = pitch (optional), 5 = volume (optional).

5.80.2.5 SpeakNativeLive() [1/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNativeLive (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

Speaks a text with a given wrapper -> native mode.

Parameters

wrapper	Wrapper with the speech details.

5.80.2.6 SpeakNativeLive() [2/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNativeLive (
            string args )
```

Speaks a text with a given array of arguments (native mode).

Parameters

args	Argument string delimited by ';': 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).

5.80.2.7 SpeakNativeLive() [3/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNativeLive (
            string[] args )
```

Speaks a text with a given array of arguments (native mode).

Parameters

args	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = pitch (optional), 5 = volume (optional).

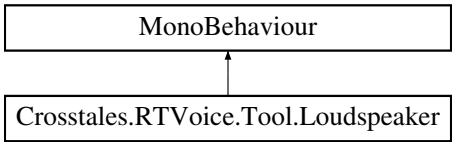
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/LiveSpeaker.cs

5.81 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

Loudspeaker for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



Public Member Functions

- void **OnDisable** ()

Properties

- AudioSource Source `[get, set]`
  Origin AudioSource.
- bool SilenceSource `[get, set]`
  Silence the origin.

5.81.1 Detailed Description

Loudspeaker for an AudioSource.

5.81.2 Property Documentation

5.81.2.1 SilenceSource

```
bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource [get], [set]
```

Silence the origin.

5.81.2.2 Source

```
AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source [get], [set]
```

Origin AudioSource.

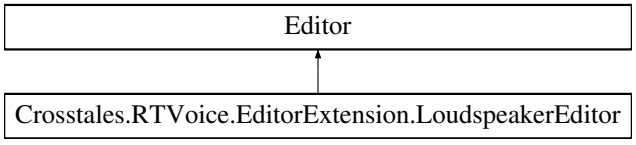
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Loudspeaker/↩ Scripts/Loudspeaker.cs

5.82 Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference

Custom editor for the 'Loudspeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.LoudspeakerEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.82.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Loudspeaker/↩ Scripts/Editor/LoudspeakerEditor.cs

5.83 Crosstales.RTVoice.EditorIntegration.LoudspeakerGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.83.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Loudspeaker/↩ Scripts/Editor/LoudspeakerGameObject.cs

5.84 Crosstales.RTVoice.EditorIntegration.LoudspeakerMenu Class Reference

Editor component for the "Tools"-menu.

5.84.1 Detailed Description

Editor component for the "Tools"-menu.

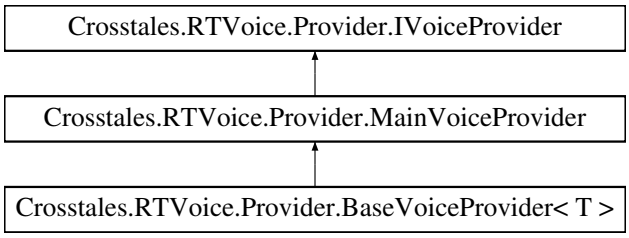
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Loudspeaker/↩ Scripts/Editor/LoudspeakerMenu.cs

5.85 Crosstales.RTVoice.Provider.MainVoiceProvider Class Reference

Main class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.MainVoiceProvider:



Public Member Functions

- virtual void Silence ()

  Silence all active TTS-providers.
- virtual void Silence (string uid)

  Silence the current TTS-provider (native mode).
- abstract IEnumerator SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- abstract IEnumerator Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- abstract IEnumerator Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- virtual IEnumerator SpeakWithClip (Crosstales.RTVoice.Model.Wrapper wrapper, AudioClip clip)

  The provider speaks a text with a given AudioClip.
- abstract void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- abstract void GenerateInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file with the current provider (Editor only).

Public Attributes

- virtual System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > **Voices** => cachedVoices

Protected Member Functions

- void **startProcess** (Crosstales.Common.Util.CTProcess process, int timeout=0, bool eventOutputData=false, bool eventErrorData=false, bool redirectOutputData=true, bool redirectErrorData=true) protected static void startProcess(System.Diagnostics.Process process

Protected Attributes

- System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > **cachedVoices** = new System.↩ Collections.Generic.List<Crosstales.RTVoice.Model.Voice>()
- readonly System.Collections.Generic.Dictionary< string, System.Diagnostics.Process > **processes**
- bool **silence**

Static Protected Attributes

- static readonly char[ ] **splitCharWords** = { ' ' }

Properties

- abstract string **AudioFileExtension** `[get]`
- abstract AudioType **AudioFileType** `[get]`
- abstract string **DefaultVoiceName** `[get]`
- abstract bool **isWorkingInEditor** `[get]`
- abstract bool **isWorkingInPlaymode** `[get]`
- abstract int **MaxTextLength** `[get]`
- abstract bool **isSpeakNativeSupported** `[get]`
- abstract bool **isSpeakSupported** `[get]`
- abstract bool **isPlatformSupported** `[get]`
- abstract bool **isSSMLSupported** `[get]`
- abstract bool **isOnlineService** `[get]`
- abstract bool **hasCoRoutines** `[get]`
- abstract bool **isIL2CPPSupported** `[get]`
- abstract bool **hasVoicesInEditor** `[get]`
- System.Collections.Generic.List< string > **Cultures** `[get]`
- abstract int **MaxSimultaneousSpeeches** `[get]`

Events

- VoicesReady OnVoicesReady

  An event triggered whenever the voices of a provider are ready.
- SpeakStart OnSpeakStart

  An event triggered whenever a speak is started.
- SpeakComplete OnSpeakComplete

  An event triggered whenever a speak is completed.
- SpeakCurrentWord OnSpeakCurrentWord

  An event triggered whenever a new word is spoken (native, Windows and iOS only).
- SpeakCurrentWordString OnSpeakCurrentWordString

  An event triggered whenever a new word is spoken (native, Windows and iOS only).
- SpeakCurrentPhoneme OnSpeakCurrentPhoneme

  An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- SpeakCurrentViseme OnSpeakCurrentViseme

  An event triggered whenever a new viseme is spoken (native mode, Windows only).
- SpeakAudioGenerationStart OnSpeakAudioGenerationStart

  An event triggered whenever a speak audio generation is started.
- SpeakAudioGenerationComplete OnSpeakAudioGenerationComplete

  An event triggered whenever a speak audio generation is completed.
- ErrorInfo OnErrorInfo

  An event triggered whenever an error occurs.

5.85.1 Detailed Description

Main class for voice providers.

5.85.2 Member Function Documentation

5.85.2.1 Generate()

```
abstract IEnumerator Crosstales.RTVoice.Provider.MainVoiceProvider.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [pure virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.85.2.2 GenerateInEditor()

```
abstract void Crosstales.RTVoice.Provider.MainVoiceProvider.GenerateInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [pure virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.85.2.3 Load()

```
abstract void Crosstales.RTVoice.Provider.MainVoiceProvider.Load (
            bool forceReload = false )  [pure virtual]
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.85.2.4 Silence() [1/2]

```
virtual void Crosstales.RTVoice.Provider.MainVoiceProvider.Silence ( )  [virtual]
```

Silence all active TTS-providers.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.85.2.5 Silence() [2/2]

```
virtual void Crosstales.RTVoice.Provider.MainVoiceProvider.Silence (
            string uid )  [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

uid	UID of the speaker

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.85.2.6 Speak()

```
abstract IEnumerator Crosstales.RTVoice.Provider.MainVoiceProvider.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [pure virtual]
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.85.2.7 SpeakNative()

```
abstract IEnumerator Crosstales.RTVoice.Provider.MainVoiceProvider.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [pure virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.85.2.8 SpeakWithClip()

```
virtual IEnumerator Crosstales.RTVoice.Provider.MainVoiceProvider.SpeakWithClip (
            Crosstales.RTVoice.Model.Wrapper wrapper,
            AudioClip clip ) [virtual]
```

The provider speaks a text with a given AudioClip.

Parameters

wrapper	Wrapper containing the data.
clip	AudioClip with the speech audio.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.85.3 Member Data Documentation

5.85.3.1 processes

```
readonly System.Collections.Generic.Dictionary<string, System.Diagnostics.Process> Crosstales.↩
RTVoice.Provider.MainVoiceProvider.processes [protected]
```

Initial value:

```
=
        new System.Collections.Generic.Dictionary<string, System.Diagnostics.Process>()
```

5.85.4 Event Documentation

5.85.4.1 OnErrorInfo

```
ErrorInfo Crosstales.RTVoice.Provider.MainVoiceProvider.OnErrorInfo
```

An event triggered whenever an error occurs.

5.85.4.2 OnSpeakAudioGenerationComplete

```
SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakAudio↩
GenerationComplete
```

An event triggered whenever a speak audio generation is completed.

5.85.4.3 OnSpeakAudioGenerationStart

```
SpeakAudioGenerationStart Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakAudioGeneration↩
Start
```

An event triggered whenever a speak audio generation is started.

5.85.4.4 OnSpeakComplete

```
SpeakComplete Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakComplete
```

An event triggered whenever a speak is completed.

5.85.4.5 OnSpeakCurrentPhoneme

```
SpeakCurrentPhoneme Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakCurrentPhoneme
```

An event triggered whenever a new phoneme is spoken (native mode, Windows only).

5.85.4.6 OnSpeakCurrentViseme

```
SpeakCurrentViseme Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakCurrentViseme
```

An event triggered whenever a new viseme is spoken (native mode, Windows only).

5.85.4.7 OnSpeakCurrentWord

```
SpeakCurrentWord Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakCurrentWord
```

An event triggered whenever a new word is spoken (native, Windows and iOS only).

5.85.4.8 OnSpeakCurrentWordString

`SpeakCurrentWordString Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakCurrentWordString`

An event triggered whenever a new word is spoken (native, Windows and iOS only).

5.85.4.9 OnSpeakStart

`SpeakStart Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakStart`

An event triggered whenever a speak is started.

5.85.4.10 OnVoicesReady

`VoicesReady Crosstales.RTVoice.Provider.MainVoiceProvider.OnVoicesReady`

An event triggered whenever the voices of a provider are ready.

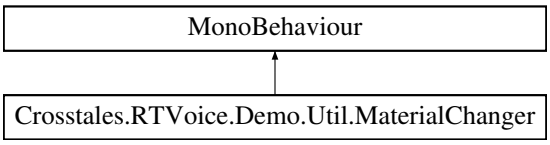
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/Base↩ VoiceProvider.cs

5.86 Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference

Changes the material of a renderer while an AudioSource is playing.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.MaterialChanger:



Public Attributes

- AudioSource **Source**
- Material **ActiveMaterial**

5.86.1 Detailed Description

Changes the material of a renderer while an AudioSource is playing.

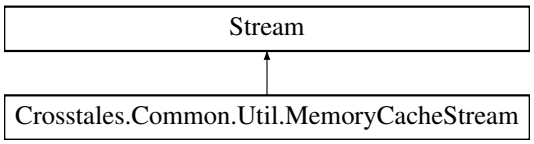
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↩ Util/MaterialChanger.cs

5.87 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



Public Member Functions

- MemoryCacheStream (int cacheSize=64 ∗Crosstales.Common.Util.BaseConstants.FACTOR_KB, int max↩ CacheSize=64 ∗Crosstales.Common.Util.BaseConstants.FACTOR_MB)

  Constructor with a specified cache size.
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[ ] buffer, int offset, int count)
- override void **Write** (byte[ ] buffer, int offset, int count)

Public Attributes

- override bool CanRead => true

  Gets a flag flag that indicates if the stream is readable (always true).
- override bool CanSeek => true

  Gets a flag flag that indicates if the stream is seekable (always true).
- override bool CanWrite => true

  Gets a flag flag that indicates if the stream is seekable (always true).
- override long Length => _length

  Gets the current stream length.

Properties

- override long Position `[get, set]`

  Gets or sets the current stream position.

5.87.1 Detailed Description

Memory cache stream.

5.87.2 Constructor & Destructor Documentation

5.87.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
            int cacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_KB,
            int maxCacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_MB )
```

Constructor with a specified cache size.

Parameters

cacheSize	Cache size of the stream in bytes.
maxCacheSize	Maximum cache size of the stream in bytes.

5.87.3 Member Data Documentation

5.87.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.87.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.87.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.87.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => _length
```

Gets the current stream length.

5.87.4 Property Documentation

5.87.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position  [get], [set]
```

Gets or sets the current stream position.

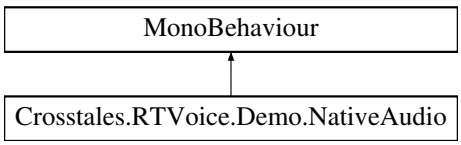
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/MemoryCacheStream.cs

5.88 Crosstales.RTVoice.Demo.NativeAudio Class Reference

Simple example with native audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.NativeAudio:



Public Member Functions

- void **StartTTS** ()
- void **Silence** ()

Public Attributes

- string **SpeechText** = "This is an example with native audio for exact timing (e.g. animations)."
- bool **PlayOnStart**
- float **Delay** = 1f

5.88.1 Detailed Description

Simple example with native audio for exact timing.

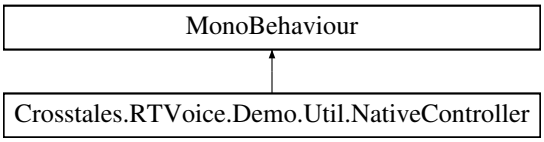
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/NativeAudio.cs

5.89 Crosstales.RTVoice.Demo.Util.NativeController Class Reference

Enables or disable game objects for native mode.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.NativeController:



Public Attributes

- bool Active = true

  Enable or disable the 'Objects' for native mode (default: true).
- GameObject[ ] **Objects**

5.89.1 Detailed Description

Enables or disable game objects for native mode.

5.89.2 Member Data Documentation

5.89.2.1 Active

```
bool Crosstales.RTVoice.Demo.Util.NativeController.Active = true
```

Enable or disable the 'Objects' for native mode (default: true).

summary>Selected objects for the controller.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Util/NativeController.cs

5.90 Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

Static Public Member Functions

- static bool OpenURL (string url)

  Opens the given URL with the file explorer or browser.
- static bool RemoteCertificateValidationCallback (object sender, System.Security.Cryptography.X509↩ Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)

  HTTPS-certification callback.
- static string GetURLFromFile (string path)

  Returns the URL of a given file.
- static string ValidateURL (string url, bool removeProtocol=false, bool removeWWW=true, bool remove↩ Slash=true)

  Validates a given URL.
- static bool isURL (string url)

  Checks if the input is an URL.
- static bool isIPv4 (string ip)

  Checks if the input is an IPv4 address.
- static string GetIP (string host)

  Returns the IP of a given host name.
- static string ValidURLFromFilePath (string path)

  Returns the URL of a given file.
- static string CleanUrl (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)

  Cleans a given URL.
- static bool isValidURL (string url)

  Checks if the URL is valid.

Static Protected Attributes

- const string **FILE_PREFIX** = "file://"
- const string **CONTENT_PREFIX** = "content://"

Properties

- static bool isInternetAvailable `[get]`

  Checks if an Internet connection is available.

5.90.1 Detailed Description

Base for various helper functions for networking.

5.90.2 Member Function Documentation

5.90.2.1 CleanUrl()

```
static string Crosstales.Common.Util.NetworkHelper.CleanUrl (
            string url,
            bool removeProtocol = true,
            bool removeWWW = true,
            bool removeSlash = true )  [static]
```

Cleans a given URL.

Parameters

url	URL to clean
removeProtocol	Remove the protocol, e.g. `http://` (optional, default: true)
removeWWW	Remove www (optional, default: true)
removeSlash	Remove slash at the end (optional, default: true)

Returns

Clean URL

5.90.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (
            string host )  [static]
```

Returns the IP of a given host name.

Parameters

host	Host name

Returns

IP of a given host name.

5.90.2.3 GetURLFromFile()

```
static string Crosstales.Common.Util.NetworkHelper.GetURLFromFile (
            string path )  [static]
```

Returns the URL of a given file.

Parameters

path	File path

Returns

URL of the file path

5.90.2.4 isIPv4()

```
static bool Crosstales.Common.Util.NetworkHelper.isIPv4 (
            string ip )  [static]
```

Checks if the input is an IPv4 address.

Parameters

url	Input as possible IPv4

Returns

True if the given path is an IPv4 address

5.90.2.5 isURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isURL (
            string url )  [static]
```

Checks if the input is an URL.

Parameters

url	Input as possible URL

Returns

True if the given path is an URL

5.90.2.6 isValidURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isValidURL (
            string url )  [static]
```

Checks if the URL is valid.

Parameters

url	URL to check

Returns

True if the URL is valid.

5.90.2.7 OpenURL()

```
static bool Crosstales.Common.Util.NetworkHelper.OpenURL (
            string url )  [static]
```

Opens the given URL with the file explorer or browser.

Parameters

url	URL to open

Returns

True if the operation was successful

5.90.2.8 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.NetworkHelper.RemoteCertificateValidationCallback (
            object sender,
            System.Security.Cryptography.X509Certificates.X509Certificate certificate,
            System.Security.Cryptography.X509Certificates.X509Chain chain,
            System.Net.Security.SslPolicyErrors sslPolicyErrors )  [static]
```

HTTPS-certification callback.

5.90.2.9 ValidateURL()

```
static string Crosstales.Common.Util.NetworkHelper.ValidateURL (
            string url,
            bool removeProtocol = false,
            bool removeWWW = true,
            bool removeSlash = true )  [static]
```

Validates a given URL.

Parameters

url	URL to validate
removeProtocol	Remove the protocol, e.g. `http://` (optional, default: false)
removeWWW	Remove www (optional, default: true)
removeSlash	Remove slash at the end (optional, default: true)

Returns

Clean URL

5.90.2.10 ValidURLFromFilePath()

```
static string Crosstales.Common.Util.NetworkHelper.ValidURLFromFilePath (
            string path ) [static]
```

Returns the URL of a given file.

Parameters

path	File path

Returns

URL of the file path

5.90.3 Property Documentation

5.90.3.1 isInternetAvailable

```
bool Crosstales.Common.Util.NetworkHelper.isInternetAvailable [static], [get]
```

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Network↩ Helper.cs

5.91 Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

5.91.1 Detailed Description

Checks if a 'Happy new year'-message must be displayed.

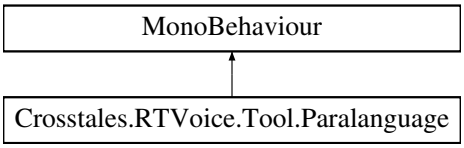
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Editor/↩ Task/NYCheck.cs

5.92 Crosstales.RTVoice.Tool.Paralanguage Class Reference

Para-language simulator with audio files.

Inheritance diagram for Crosstales.RTVoice.Tool.Paralanguage:



Public Member Functions

- void Speak ()

  Speak the text.
- void Silence ()

  Silence the speech.

Public Attributes

- ParalanguageStartEvent **OnStarted**
- ParalanguageCompleteEvent **OnCompleted**

Properties

- string Text `[get, set]`

  Text to speak.
- Crosstales.RTVoice.Model.VoiceAlias Voices `[get, set]`

  Voices for the speech.
- Crosstales.RTVoice.Model.Enum.SpeakMode Mode `[get, set]`

  Speak mode.
- AudioClip[] Clips `[get, set]`

  Audio clips to play.
- float Rate `[get, set]`

  Speech rate of the speaker in percent (range: 0-3).
- float Pitch `[get, set]`

  Speech pitch of the speaker in percent (range: 0-2).
- float Volume `[get, set]`

  Volume of the speaker in percent (range: 0-1).
- bool PlayOnStart `[get, set]`

  Enable speaking of the text on start.
- float Delay `[get, set]`

  Delay until the speech for this text starts.

Events

- ParalanguageStart OnParalanguageStart

  An event triggered whenever a Paralanguage 'Speak' is started.
- ParalanguageComplete OnParalanguageComplete

  An event triggered whenever a Paralanguage 'Speak' is completed.

5.92.1 Detailed Description

Para-language simulator with audio files.

5.92.2 Member Function Documentation

5.92.2.1 Silence()

```
void Crosstales.RTVoice.Tool.Paralanguage.Silence ( )
```

Silence the speech.

5.92.2.2 Speak()

```
void Crosstales.RTVoice.Tool.Paralanguage.Speak ( )
```

Speak the text.

5.92.3 Property Documentation

5.92.3.1 Clips

```
AudioClip [] Crosstales.RTVoice.Tool.Paralanguage.Clips  [get], [set]
```

Audio clips to play.

5.92.3.2 Delay

```
float Crosstales.RTVoice.Tool.Paralanguage.Delay  [get], [set]
```

Delay until the speech for this text starts.

5.92.3.3 Mode

```
Crosstales.RTVoice.Model.Enum.SpeakMode Crosstales.RTVoice.Tool.Paralanguage.Mode  [get], [set]
```

Speak mode.

5.92.3.4 Pitch

```
float Crosstales.RTVoice.Tool.Paralanguage.Pitch  [get], [set]
```

Speech pitch of the speaker in percent (range: 0-2).

5.92.3.5 PlayOnStart

```
bool Crosstales.RTVoice.Tool.Paralanguage.PlayOnStart  [get], [set]
```

Enable speaking of the text on start.

5.92.3.6 Rate

```
float Crosstales.RTVoice.Tool.Paralanguage.Rate  [get], [set]
```

Speech rate of the speaker in percent (range: 0-3).

5.92.3.7 Text

```
string Crosstales.RTVoice.Tool.Paralanguage.Text  [get], [set]
```

Text to speak.

5.92.3.8 Voices

```
Crosstales.RTVoice.Model.VoiceAlias Crosstales.RTVoice.Tool.Paralanguage.Voices  [get], [set]
```

Voices for the speech.

5.92.3.9 Volume

```
float Crosstales.RTVoice.Tool.Paralanguage.Volume  [get], [set]
```

Volume of the speaker in percent (range: 0-1).

5.92.4 Event Documentation

5.92.4.1 OnParalanguageComplete

```
ParalanguageComplete Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageComplete
```

An event triggered whenever a Paralanguage 'Speak' is completed.

5.92.4.2 OnParalanguageStart

```
ParalanguageStart Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageStart
```

An event triggered whenever a Paralanguage 'Speak' is started.

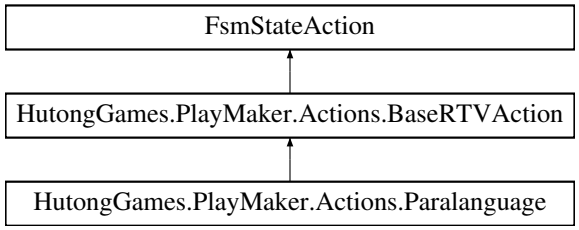
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Paralanguage/↩ Scripts/Paralanguage.cs

5.93 HutongGames.PlayMaker.Actions.Paralanguage Class Reference

Paralanguage-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Paralanguage:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- Crosstales.RTVoice.Tool.Paralanguage Obj

  Add a Paralanguage (default: first object in scene).

5.93.1 Detailed Description

Paralanguage-action for PlayMaker.

5.93.2 Member Data Documentation

5.93.2.1 Obj

`Crosstales.RTVoice.Tool.Paralanguage HutongGames.PlayMaker.Actions.Paralanguage.Obj`

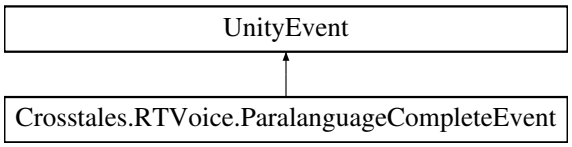
Add a Paralanguage (default: first object in scene).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Paralanguage.cs

5.94 Crosstales.RTVoice.ParalanguageCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ParalanguageCompleteEvent:



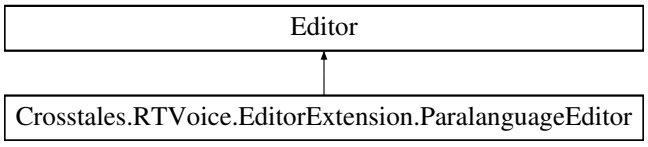
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.95 Crosstales.RTVoice.EditorExtension.ParalanguageEditor Class Reference

Custom editor for the 'Paralanguage'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ParalanguageEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.95.1 Detailed Description

Custom editor for the 'Paralanguage'-class.

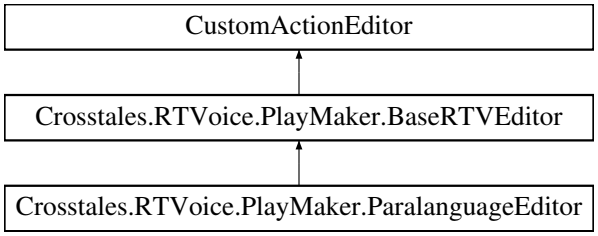
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Paralanguage/↩ Scripts/Editor/ParalanguageEditor.cs

5.96 Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference

Custom editor for the Paralanguage-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.ParalanguageEditor:



Additional Inherited Members

5.96.1 Detailed Description

Custom editor for the Paralanguage-action.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Play↩ Maker/Scripts/Editor/ParalanguageEditor.cs

5.97 Crosstales.RTVoice.EditorIntegration.ParalanguageGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.97.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Paralanguage/↩ Scripts/Editor/ParalanguageGameObject.cs

5.98 Crosstales.RTVoice.EditorIntegration.ParalanguageMenu Class Reference

Editor component for the "Tools"-menu.

5.98.1 Detailed Description

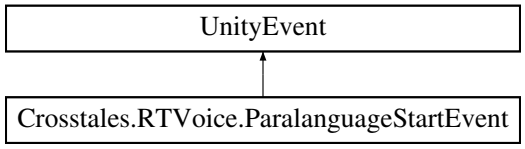
Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Paralanguage/↩ Scripts/Editor/ParalanguageMenu.cs

5.99 Crosstales.RTVoice.ParalanguageStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ParalanguageStartEvent:



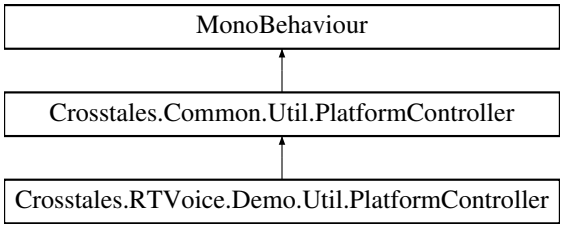
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.100 Crosstales.RTVoice.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.PlatformController:



Additional Inherited Members

5.100.1 Detailed Description

Enables or disable game objects for a given platform.

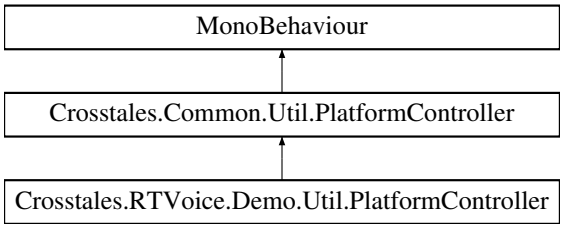
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↩ Util/PlatformController.cs

5.101 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects and scripts for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Attributes

- System.Collections.Generic.List< Crosstales.Common.Model.Enum.Platform > Platforms

  Selected platforms for the controller.
- bool Active = true

  summary>Selected objects for the controller.
- GameObject[ ] Objects

  summary>Selected scripts for the controller.
- MonoBehaviour[ ] **Scripts**

Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

Protected Attributes

- Crosstales.Common.Model.Enum.Platform **_currentPlatform**

5.101.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

5.101.2 Member Data Documentation

5.101.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.101.2.2 Objects

```
GameObject [] Crosstales.Common.Util.PlatformController.Objects
```

summary>Selected scripts for the controller.

5.101.2.3 Platforms

```
System.Collections.Generic.List<Crosstales.Common.Model.Enum.Platform> Crosstales.Common.↩
Util.PlatformController.Platforms
```

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

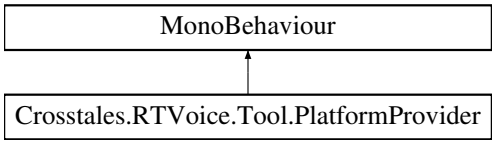
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Platform↩
Controller/Scripts/PlatformController.cs

5.102 Crosstales.RTVoice.Tool.PlatformProvider Class Reference

Allows to configure voice providers per platform.

Inheritance diagram for Crosstales.RTVoice.Tool.PlatformProvider:



Public Attributes

- PlatformProviderTuple[ ] **Configuration**
- Crosstales.RTVoice.Provider.BaseCustomVoiceProvider **DefaultVoiceProvider**
- bool **SetAsChild** = true
- bool **UseDefault**

5.102.1 Detailed Description

Allows to configure voice providers per platform.

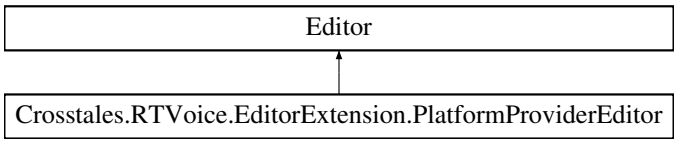
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/PlatformProvider/Scripts/PlatformProvider.cs

5.103 Crosstales.RTVoice.EditorExtension.PlatformProviderEditor Class Reference

Custom editor for the 'PlatformProvider'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.PlatformProviderEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("PlatformProvider") != null

5.103.1 Detailed Description

Custom editor for the 'PlatformProvider'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/PlatformProvider/Scripts/Editor/PlatformProviderEditor.cs

5.104 Crosstales.RTVoice.EditorIntegration.PlatformProviderGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.104.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/PlatformProvider/Scripts/Editor/PlatformProviderGameObject.cs

5.105 Crosstales.RTVoice.EditorIntegration.PlatformProviderMenu Class Reference

Editor component for the "Tools"-menu.

5.105.1 Detailed Description

Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/PlatformProvider/Scripts/Editor/PlatformProviderMenu.cs

5.106 Crosstales.RTVoice.Tool.PlatformProviderTuple Class Reference

Public Attributes

- Crosstales.Common.Model.Enum.Platform **Platform**
- Crosstales.RTVoice.Provider.BaseCustomVoiceProvider **CustomVoiceProvider**

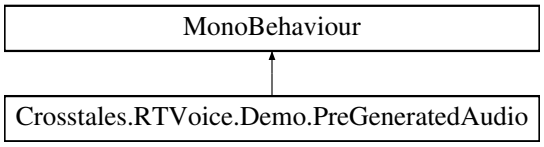
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/PlatformProvider/Scripts/PlatformProvider.cs

5.107 Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference

Simple example with pre-generated audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.PreGeneratedAudio:



Public Member Functions

- void **Play** ()
- void **Silence** ()
- void **Stop** ()

Public Attributes

- string **SpeechText** = "This is an example with pre-generated audio for exact timing (e.g. animations)."
- bool **PlayOnStart**

5.107.1 Detailed Description

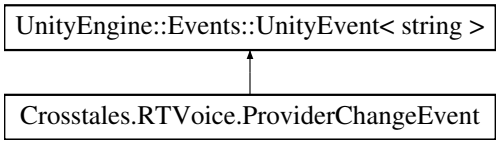
Simple example with pre-generated audio for exact timing.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Pre↩ GeneratedAudio.cs

5.108 Crosstales.RTVoice.ProviderChangeEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ProviderChangeEvent:



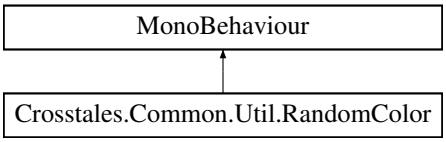
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.109 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Attributes

- bool UseInterval = true

  Use intervals to change the color (default: true).
- Vector2 ChangeInterval = new Vector2(5, 10)

  summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 HueRange = new Vector2(0f, 1f)

  summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 SaturationRange = new Vector2(1f, 1f)

  summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 ValueRange = new Vector2(1f, 1f)

  summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 AlphaRange = new Vector2(1f, 1f)

  summary>Use gray scale colors (default: false).
- bool GrayScale

  summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material Material

  summary>Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart**

5.109.1 Detailed Description

Random color changer.

5.109.2 Member Data Documentation

5.109.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.109.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.109.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.109.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.109.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.109.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.109.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.109.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

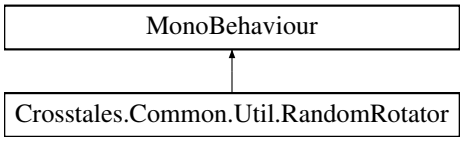
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Random/↩ Scripts/RandomColor.cs

5.110 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Attributes

- bool UseInterval = true

  Use intervals to change the rotation (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 SpeedMin = new Vector3(5, 5, 5)

  summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 SpeedMax = new Vector3(15, 15, 15)

  summary>Set the object to a random rotation at Start (default: false).
- bool RandomRotationAtStart

  summary>Random change interval per axis (default: true).
- bool RandomChangeIntervalPerAxis = true

  summary>Random direction per axis (default: true).
- bool **RandomDirectionPerAxis** = true

5.110.1 Detailed Description

Random rotation changer.

5.110.2 Member Data Documentation

5.110.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.110.2.2 RandomChangeIntervalPerAxis

```
bool Crosstales.Common.Util.RandomRotator.RandomChangeIntervalPerAxis = true
```

summary>Random direction per axis (default: true).

5.110.2.3 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

5.110.2.4 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.110.2.5 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.110.2.6 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

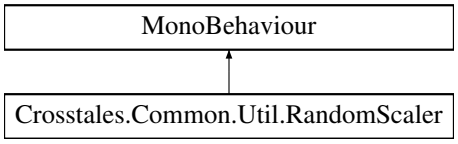
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Random/↩ Scripts/RandomRotator.cs

5.111 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Attributes

- bool UseInterval = true

  Use intervals to change the scale (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

  summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMax = new Vector3(3, 3, 3)

  summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool Uniform = true

  summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart**

5.111.1 Detailed Description

Random scale changer.

5.111.2 Member Data Documentation

5.111.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.111.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.111.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.111.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.111.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

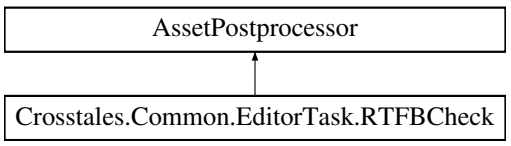
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Random/↩ Scripts/RandomScaler.cs

5.112 Crosstales.Common.EditorTask.RTFBCheck Class Reference

Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".

Inheritance diagram for Crosstales.Common.EditorTask.RTFBCheck:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[ ] importedAssets, string[ ] deletedAssets, string[ ] moved↩ Assets, string[ ] movedFromAssetPaths)

5.112.1 Detailed Description

Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Editor/↩ Task/RTFBCheck.cs

5.113 com.crosstales.RTVoice.RTVoiceAndroidBridge Class Reference

Public Member Functions

- RTVoiceAndroidBridge (Object appContext)

Static Public Member Functions

- static boolean **isSSMLSupported** ()
- static boolean isWorking ()
- static boolean isInitialized ()
- static void Shutdown ()
- static void SpeakNative (String speechText, float rate, float pitch, float inpVolume, String voiceName)
- static void StopNative ()
- static String Speak (String speechText, float rate, float pitch, String voiceName, String outputFile)
- static String[ ] GetVoices ()
- static String[ ] GetEngines ()
- static void SetupEngine (String engine)

5.113.1 Detailed Description

RTVoiceAndroidBridge.java Version 2022.2.1

Acts as a handler for all TTS functions called by RT-Voice on Android.

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5.113.2 Constructor & Destructor Documentation

5.113.2.1 RTVoiceAndroidBridge()

```
com.crosstales.RTVoice.RTVoiceAndroidBridge.RTVoiceAndroidBridge (
            Object appContext )
```

Constructor for the RTVoiceAndroidBridge class. The appContext must contain the application context so we can initialize the TTS engine.

Parameters

appContext	Application context of the Unity application

5.113.3 Member Function Documentation

5.113.3.1 GetEngines()

```
static String [] com.crosstales.RTVoice.RTVoiceAndroidBridge.GetEngines ( )  [static]
```

Returns the available TTS engines.

Returns

String[] with the available TTS engines, like the default "com.google.android.tts"

5.113.3.2 GetVoices()

```
static String [] com.crosstales.RTVoice.RTVoiceAndroidBridge.GetVoices ( )  [static]
```

Checks if the TTS engine is initialized:

- if SDK >= M: Looks for installed voices on the Android device and use their names to generate a for RTVoice readable list.
- if SDK < M: Looks for installed locales on the Android device, check each if they have an available voice to them and use their names and languages to generate a for RTVoice readable list.

It returns a String array when the tasks are done, not immediately.

Returns

String[] with the available voices/locales

5.113.3.3 isInitialized()

```
static boolean com.crosstales.RTVoice.RTVoiceAndroidBridge.isInitialized ( )  [static]
```

Checks if the engine has been instantiated by calling the boolean "initialized".

Returns immediately

Returns

the boolean signifying if the engine has been instantiated or not

5.113.3.4 isWorking()

```
static boolean com.crosstales.RTVoice.RTVoiceAndroidBridge.isWorking ( )  [static]
```

Checks if the TTS engine is currently busy by calling the boolean "working".

Returns immediately

Returns

the boolean signifying if the engine is busy or not

5.113.3.5 SetupEngine()

```
static void com.crosstales.RTVoice.RTVoiceAndroidBridge.SetupEngine (
            String engine )  [static]
```

Set a specific TTS engine.

Parameters

engine	TTS engine to be used

Returns

String[] with the available TTS engines

5.113.3.6 Shutdown()

```
static void com.crosstales.RTVoice.RTVoiceAndroidBridge.Shutdown ( )  [static]
```

If the TTS engine is instantiated, shut it down and set boolean "initialized" to false. Log the result.

Logs after the TTS engine has been shut down or immediately, if the TTS engine is not instantiated.

5.113.3.7 Speak()

```
static String com.crosstales.RTVoice.RTVoiceAndroidBridge.Speak (
            String speechText,
            float rate,
            float pitch,
            String voiceName,
            String outputFile )  [static]
```

Generates audio and starts the private task "generateAudio".

This method generates multiple logs in Log.d regarding its current state.

Parameters

speechText	the text that is supposed to be read.
rate	the rate at which the text is supposed to be read.
pitch	the pitch that gets applied to the Locale/Voice reading the text.
voiceName	the name of the Locale/Voice that is supposed to read the text.
outputFile	the target path

Returns

String with the .wav-File path

5.113.3.8 SpeakNative()

```
static void com.crosstales.RTVoice.RTVoiceAndroidBridge.SpeakNative (
             String speechText,
             float rate,
             float pitch,
             float inpVolume,
             String voiceName )  [static]
```

Starts the private task "speakNative".

This method generates multiple logs in Log.d regarding its current state.

Parameters

speechText	the text that is supposed to be read.
rate	the rate at which the text is supposed to be read.
pitch	the pitch that gets applied to the Locale/Voice reading the text.
inpVolume	the volume that gets applied to the Locale/Voice reading the text.
voiceName	the name of the Locale/Voice reading the text.

5.113.3.9 StopNative()

```
static void com.crosstales.RTVoice.RTVoiceAndroidBridge.StopNative ( )  [static]
```

Checks if the TTS engine is busy. If it's busy, stop the engine.

This method generates a log in Log.d on call and on exit.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Libraries/Android/R↩ TVoiceAndroidBridge.java

5.114 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.114.1 Detailed Description

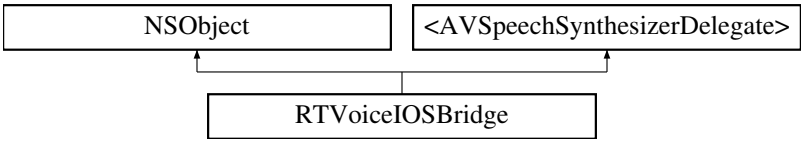
Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Integration/RTVoiceGameObject.cs

5.115 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Class Methods

- (void) + setVoices
- (void) + speak:text:rate:pitch:volume:
- (void) + stop

5.115.1 Method Documentation

5.115.1.1 setVoices

```
+ (void) setVoices
```

Collects and sends all voices to RT-Voice.

5.115.1.2 speak:text:rate:pitch:volume:

```
+ (void) speak:
             (NSString *) id
             text:(NSString *) text
             rate:(float) rate
             pitch:(float) pitch
             volume:(float) volume
```

Speaks the string with a given rate, pitch, volume and culture.

Parameters

id	ID of the voice to speak
text	Text to speak
rate	Speech rate of the speaker in percent
pitch	Pitch of the speech in percent
volume	Volume of the speaker in percent

5.115.1.3 stop

```
+ (void) stop
```

Stops speaking

The documentation for this class was generated from the following files:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RT↩ VoiceIOSBridge.h
- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RT↩ VoiceIOSBridge.mm

5.116 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

5.116.1 Detailed Description

Editor component for the "Tools"-menu.

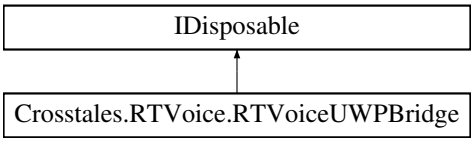
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Integration/RTVoiceMenu.cs

5.117 Crosstales.RTVoice.RTVoiceUWPBridge Class Reference

WSA (UWP) TTS bridge.

Inheritance diagram for Crosstales.RTVoice.RTVoiceUWPBridge:



Public Member Functions

- async void SynthesizeToFile (string text, string path, string fileName, string voice)

  Use the TTS engine to write the voice clip into a pre-defined Folder.
- async void SynthesizeToMemory (string text, string voice)

  Use the TTS engine to write the voice clip into a pre-defined Folder.
- void **Dispose** ()

Properties

- bool isBusy `[get, set]`

  Indicates if the TTS-Engine is currently busy.
- static string TargetFolder `[get]`

  Returns the target folder of the last Speak call. If there hasn't been a Speak call so far, returns ApplicationData.Current.LocalFolder.
- byte[ ] AudioData `[get]`

  Returns the audio data of the last Speak call.
- string[ ] Voices `[get]`

  Returns the available voices.

5.117.1 Detailed Description

WSA (UWP) TTS bridge.

5.117.2 Member Function Documentation

5.117.2.1 SynthesizeToFile()

```
async void Crosstales.RTVoice.RTVoiceUWPBridge.SynthesizeToFile (
            string text,
            string path,
            string fileName,
            string voice )
```

Use the TTS engine to write the voice clip into a pre-defined Folder.

Parameters

text	Spoken text
path	Target folder
fileName	File name
voice	Desired voice

5.117.2.2 SynthesizeToMemory()

```
async void Crosstales.RTVoice.RTVoiceUWPBridge.SynthesizeToMemory (
            string text,
            string voice )
```

Use the TTS engine to write the voice clip into a pre-defined Folder.

Parameters

text	Spoken text
path	Target folder
fileName	File name
voice	Desired voice

5.117.3 Property Documentation

5.117.3.1 AudioData

```
byte [] Crosstales.RTVoice.RTVoiceUWPBridge.AudioData  [get]
```

Returns the audio data of the last Speak call.

Returns

The audio data of the last Speak call.

5.117.3.2 isBusy

```
bool Crosstales.RTVoice.RTVoiceUWPBridge.isBusy  [get], [set]
```

Indicates if the TTS-Engine is currently busy.

Returns

True if the TTS-Engine is currently busy.

5.117.3.3 TargetFolder

```
string Crosstales.RTVoice.RTVoiceUWPBridge.TargetFolder  [static], [get]
```

Returns the target folder of the last Speak call. If there hasn't been a Speak call so far, returns ApplicationData.↩ Current.LocalFolder.

Returns

The target folder of the last Speak call.

5.117.3.4 Voices

```
string [] Crosstales.RTVoice.RTVoiceUWPBridge.Voices  [get]
```

Returns the available voices.

Returns

Available voices as string-array. Format: DisplayName;Language</string>

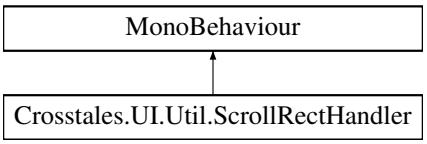
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Native/RT↩ VoiceUWPBridge.cs

5.118 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.118.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

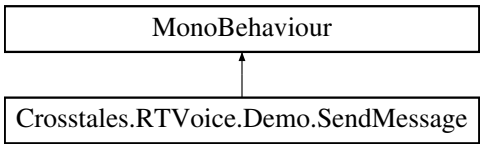
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↩ Util/ScrollRectHandler.cs

5.119 Crosstales.RTVoice.Demo.SendMessage Class Reference

Simple "SendMessage" example.

Inheritance diagram for Crosstales.RTVoice.Demo.SendMessage:



Public Member Functions

- void **Play** ()
- void **SpeakerA** ()
- IEnumerator **SpeakerB** ()
- void **Silence** ()

Public Attributes

- string **TextA** = "RT-Voice works great with PlayMaker, SALSA, Localized Dialogs/Cutscenes, Dialogue System for Unity and THE Dialogue Engine - that's awesome!"
- string **TextB** = "Absolutely true! RT-Voice is fantastic."
- float **DelayTextB** = 12.2f
- bool **PlayOnStart**

5.119.1 Detailed Description

Simple "SendMessage" example.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Send↩ Message.cs

5.120 Crosstales.RTVoice.Model.Sequence Class Reference

Model for a sequence.

Public Member Functions

- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Properties

- string Text `[get, set]`

  Text to speak.
- VoiceAlias Voices `[get, set]`

  Voices for the speech.
- Crosstales.RTVoice.Model.Enum.SpeakMode Mode `[get, set]`

  Speak mode.
- AudioSource Source `[get, set]`

  AudioSource for the output.
- float Rate `[get, set]`

  Speech rate of the speaker in percent (1 = 100%, range: 0.01-3).
- float Pitch `[get, set]`

  Speech pitch of the speaker in percent (1 = 100%, range: 0-2).
- float Volume `[get, set]`

  Volume of the speaker in percent (1 = 100%, range: 0-1).
- bool **Initialized** `[get, set]`

5.120.1 Detailed Description

Model for a sequence.

5.120.2 Property Documentation

5.120.2.1 Mode

`Crosstales.RTVoice.Model.Enum.SpeakMode Crosstales.RTVoice.Model.Sequence.Mode [get], [set]`

Speak mode.

5.120.2.2 Pitch

```
float Crosstales.RTVoice.Model.Sequence.Pitch [get], [set]
```

Speech pitch of the speaker in percent (1 = 100%, range: 0-2).

5.120.2.3 Rate

```
float Crosstales.RTVoice.Model.Sequence.Rate [get], [set]
```

Speech rate of the speaker in percent (1 = 100%, range: 0.01-3).

5.120.2.4 Source

```
AudioSource Crosstales.RTVoice.Model.Sequence.Source [get], [set]
```

AudioSource for the output.

5.120.2.5 Text

```
string Crosstales.RTVoice.Model.Sequence.Text [get], [set]
```

Text to speak.

5.120.2.6 Voices

```
VoiceAlias Crosstales.RTVoice.Model.Sequence.Voices [get], [set]
```

Voices for the speech.

5.120.2.7 Volume

```
float Crosstales.RTVoice.Model.Sequence.Volume [get], [set]
```

Volume of the speaker in percent (1 = 100%, range: 0-1).

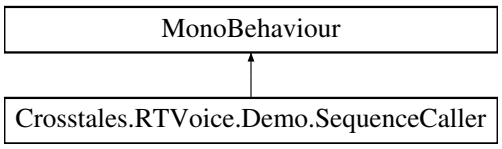
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Sequence.↩ cs

5.121 Crosstales.RTVoice.Demo.SequenceCaller Class Reference

Simple Sequence caller example.

Inheritance diagram for Crosstales.RTVoice.Demo.SequenceCaller:



Public Attributes

- GameObject **receiver**
- int **NumberOfSequences**
- float **SequenceDelay** = 1f

5.121.1 Detailed Description

Simple Sequence caller example.

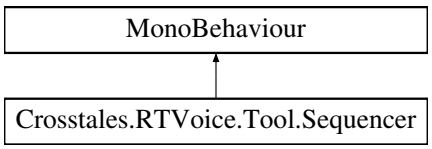
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Sequence↩ Caller.cs

5.122 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer for dialogues.

Inheritance diagram for Crosstales.RTVoice.Tool.Sequencer:



Public Member Functions

- void PlaySequence (int index=0)

  Plays a Sequence with a given index.
- void PlayNextSequence ()

  Plays the next Sequence in the array.
- void PlayAllSequences ()

  Plays all Sequences.
- void StopAllSequences ()

  Stops and silences all active Sequences.

Public Attributes

- Crosstales.RTVoice.Model.Sequence[ ] Sequences

  All available sequences.
- float Delay

  Delay in seconds before the Sequencer starts processing (default: 0).
- bool PlayOnStart

  Enable the Sequencer on start (default: false).
- Crosstales.RTVoice.Model.Sequence CurrentSequence => Sequences[currentIndex]

  Returns the current Sequence.

5.122.1 Detailed Description

Simple sequencer for dialogues.

5.122.2 Member Function Documentation

5.122.2.1 PlayAllSequences()

```
void Crosstales.RTVoice.Tool.Sequencer.PlayAllSequences ( )
```

Plays all Sequences.

5.122.2.2 PlayNextSequence()

```
void Crosstales.RTVoice.Tool.Sequencer.PlayNextSequence ( )
```

Plays the next Sequence in the array.

5.122.2.3 PlaySequence()

```
void Crosstales.RTVoice.Tool.Sequencer.PlaySequence (
            int index = 0 )
```

Plays a Sequence with a given index.

Parameters

index	Index of the Sequence (default: 0, optional).

5.122.2.4 StopAllSequences()

```
void Crosstales.RTVoice.Tool.Sequencer.StopAllSequences ( )
```

Stops and silences all active Sequences.

5.122.3 Member Data Documentation

5.122.3.1 CurrentSequence

```
Crosstales.RTVoice.Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence => Sequences[currentIndex]
```

Returns the current Sequence.

Returns

The current Sequence.

5.122.3.2 Delay

```
float Crosstales.RTVoice.Tool.Sequencer.Delay
```

Delay in seconds before the Sequencer starts processing (default: 0).

5.122.3.3 PlayOnStart

```
bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart
```

Enable the Sequencer on start (default: false).

5.122.3.4 Sequences

```
Crosstales.RTVoice.Model.Sequence [] Crosstales.RTVoice.Tool.Sequencer.Sequences
```

All available sequences.

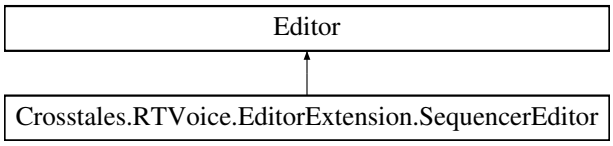
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Sequencer/Scripts/Sequencer.cs

5.123 Crosstales.RTVoice.EditorExtension.SequencerEditor Class Reference

Custom editor for the 'Sequencer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SequencerEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.123.1 Detailed Description

Custom editor for the 'Sequencer'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Sequencer/↩ Scripts/Editor/SequencerEditor.cs

5.124 Crosstales.RTVoice.EditorIntegration.SequencerGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.124.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Sequencer/↩ Scripts/Editor/SequencerGameObject.cs

5.125 Crosstales.RTVoice.EditorIntegration.SequencerMenu Class Reference

Editor component for the "Tools"-menu.

5.125.1 Detailed Description

Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Sequencer/↩ Scripts/Editor/SequencerMenu.cs

5.126 Crosstales.RTVoice.Util.SetupProject Class Reference

Setup the project to use RT-Voice.

5.126.1 Detailed Description

Setup the project to use RT-Voice.

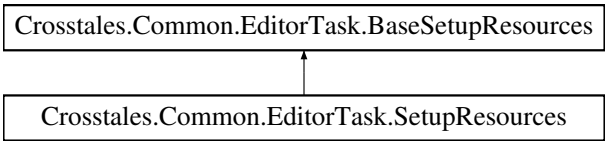
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Setup↩ Project.cs

5.127 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.127.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

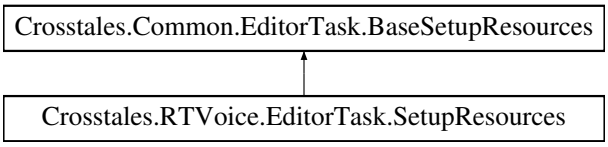
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Editor/↩ Task/SetupResources.cs

5.128 Crosstales.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.RTVoice.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.128.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

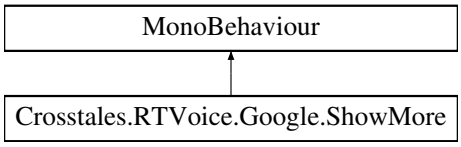
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Task/SetupResources.cs

5.129 Crosstales.RTVoice.Google.ShowMore Class Reference

Shows the details for Google Cloud Speech.

Inheritance diagram for Crosstales.RTVoice.Google.ShowMore:



Public Member Functions

- void **Show** ()

5.129.1 Detailed Description

Shows the details for Google Cloud Speech.

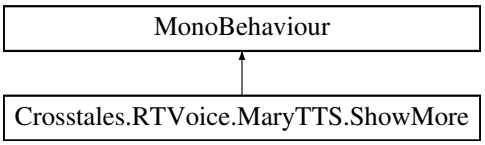
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Demo/Scripts/ShowMore.cs

5.130 Crosstales.RTVoice.MaryTTS.ShowMore Class Reference

Shows the details for MaryTTS.

Inheritance diagram for Crosstales.RTVoice.MaryTTS.ShowMore:



Public Member Functions

- void **Show** ()

5.130.1 Detailed Description

Shows the details for MaryTTS.

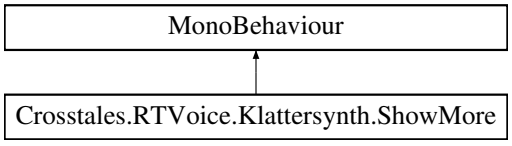
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↩ Demo/Scripts/ShowMore.cs

5.131 Crosstales.RTVoice.Klattersynth.ShowMore Class Reference

Shows the details for Klattersynth.

Inheritance diagram for Crosstales.RTVoice.Klattersynth.ShowMore:



Public Member Functions

- void **Show** ()

5.131.1 Detailed Description

Shows the details for Klattersynth.

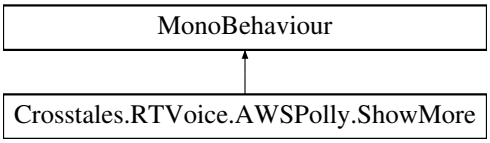
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/Demo/Scripts/ShowMore.cs

5.132 Crosstales.RTVoice.AWSPolly.ShowMore Class Reference

Shows the details for AWS Polly.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.ShowMore:



Public Member Functions

- void **Show** ()

5.132.1 Detailed Description

Shows the details for AWS Polly.

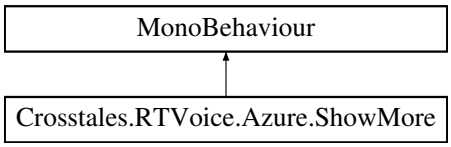
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Demo/Scripts/ShowMore.cs

5.133 Crosstales.RTVoice.Azure.ShowMore Class Reference

Shows the details for Azure.

Inheritance diagram for Crosstales.RTVoice.Azure.ShowMore:



Public Member Functions

- void **Show** ()

5.133.1 Detailed Description

Shows the details for Azure.

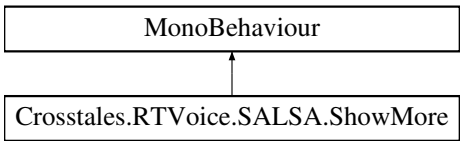
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↩ Demo/Scripts/ShowMore.cs

5.134 Crosstales.RTVoice.SALSA.ShowMore Class Reference

Shows the details for SALSA.

Inheritance diagram for Crosstales.RTVoice.SALSA.ShowMore:



Public Member Functions

- void **Show** ()

5.134.1 Detailed Description

Shows the details for SALSA.

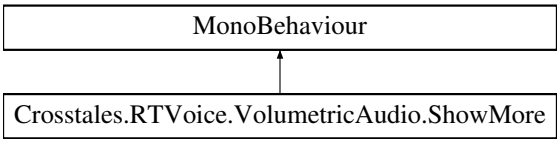
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SALSA/↩ Scripts/ShowMore.cs

5.135 Crosstales.RTVoice.VolumetricAudio.ShowMore Class Reference

Shows the details for Volumetric Audio.

Inheritance diagram for Crosstales.RTVoice.VolumetricAudio.ShowMore:



Public Member Functions

- void **Show** ()

5.135.1 Detailed Description

Shows the details for Volumetric Audio.

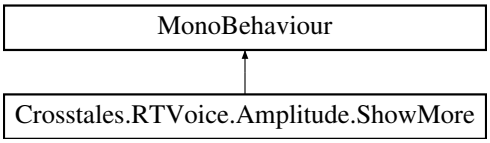
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Volumetric Audio/Scripts/ShowMore.cs

5.136 Crosstales.RTVoice.Amplitude.ShowMore Class Reference

Shows the details for Amplitude.

Inheritance diagram for Crosstales.RTVoice.Amplitude.ShowMore:



Public Member Functions

- void **Show** ()

5.136.1 Detailed Description

Shows the details for Amplitude.

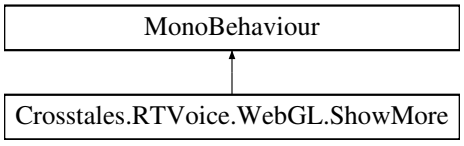
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Amplitude/↩ Scripts/ShowMore.cs

5.137 Crosstales.RTVoice.WebGL.ShowMore Class Reference

Shows the details for WebGL Speech Synthesis.

Inheritance diagram for Crosstales.RTVoice.WebGL.ShowMore:



Public Member Functions

- void **Show** ()

5.137.1 Detailed Description

Shows the details for WebGL Speech Synthesis.

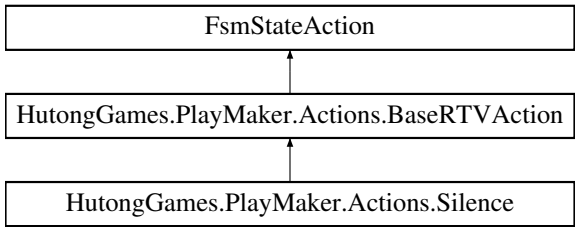
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Demo/Scripts/ShowMore.cs

5.138 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



Public Member Functions

- override void **OnEnter** ()

Additional Inherited Members

5.138.1 Detailed Description

Silence-action for PlayMaker.

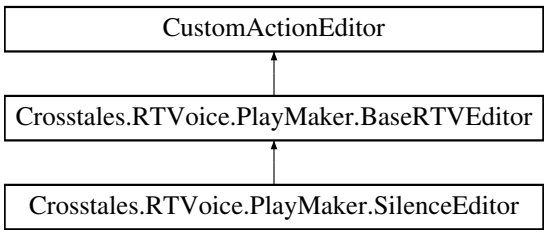
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Silence.cs

5.139 Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SilenceEditor:



Additional Inherited Members

5.139.1 Detailed Description

Custom editor for the Silence-action.

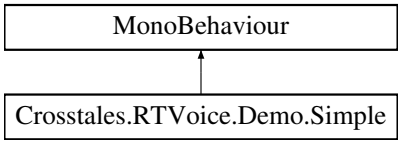
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Editor/SilenceEditor.cs

5.140 Crosstales.RTVoice.Demo.Simple Class Reference

Simple TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:



Public Member Functions

- void **Start** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- bool **PlayOnStart**
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**

5.140.1 Detailed Description

Simple TTS example.

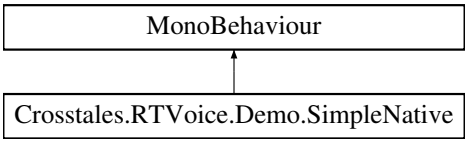
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Simple.cs

5.141 Crosstales.RTVoice.Demo.SimpleNative Class Reference

Simple native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



Public Member Functions

- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **SpeakerC** ()
- void **Silence** ()

Public Attributes

- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- float **RateSpeakerC** = 2.5f
- bool **PlayOnStart**
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **TextSpeakerC**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **PhonemeSpeakerC**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- Text **VisemeSpeakerC**

5.141.1 Detailed Description

Simple native TTS example.

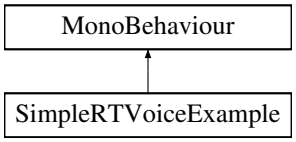
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Simple↩ Native.cs

5.142 SimpleRTVoiceExample Class Reference

Simple example to demonstrate the basic usage of RT-Voice.

Inheritance diagram for SimpleRTVoiceExample:



Public Member Functions

- void **Speak** ()

Public Attributes

- string **Text** = "Hello world, I am RT-Voice!"
- string **Culture** = "en"
- bool **SpeakWhenReady**
- AudioSource **Audio**
- bool **UseNative**

5.142.1 Detailed Description

Simple example to demonstrate the basic usage of RT-Voice.

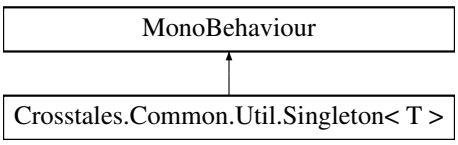
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Simple↩ RTVoiceExample.cs

5.143 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



Static Public Member Functions

- static void CreateInstance (bool searchExistingGameObject=true, bool deleteExistingInstance=false)

  Creates an instance of this object.
- static void DeleteInstance ()

  Deletes the instance of this object.

Static Public Attributes

- static string PrefabPath

  Fully qualified prefab path.
- static string GameObjectName = typeof(T).Name

  Name of the gameobject in the scene.

Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

Static Protected Attributes

- static T **instance**

Properties

- static T Instance [get, protected set]

  Returns the singleton instance of this class.
- bool DontDestroy [get, set]

  Don't destroy gameobject during scene switches.

5.143.1 Detailed Description

Base-class for all singletons.

Type Constraints

T **:** ***Singleton*****<*****T*****>**

5.143.2 Member Function Documentation

5.143.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (
            bool searchExistingGameObject = true,
            bool deleteExistingInstance = false )  [static]
```

Creates an instance of this object.

Parameters

searchExistingGameObject	Search for existing GameObjects of this object (default: true, optional)
deleteExistingInstance	Delete existing instance of this object (default: false, optional)

5.143.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( )  [static]
```

Deletes the instance of this object.

5.143.3 Member Data Documentation

5.143.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name  [static]
```

Name of the gameobject in the scene.

5.143.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath  [static]
```

Fully qualified prefab path.

5.143.4 Property Documentation

5.143.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy  [get], [set]
```

Don't destroy gameobject during scene switches.

5.143.4.2 Instance

```
T Crosstales.Common.Util.Singleton< T >.Instance  [static], [get], [protected set]
```

Returns the singleton instance of this class.

Returns

Singleton instance of this class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

5.144 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- static bool **isQuitting** = false `[get, set]`

5.144.1 Detailed Description

Helper-class for singletons.

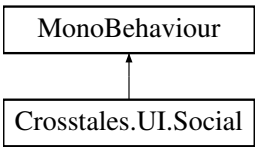
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

5.145 Crosstales.UI.Social Class Reference

Crosstales social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.145.1 Detailed Description

Crosstales social media links.

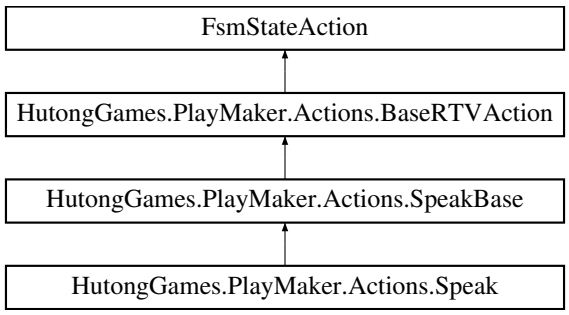
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Social.cs

5.146 HutongGames.PlayMaker.Actions.Speak Class Reference

Speak-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Speak:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString Text = "Hello world!"

  Text to speak.
- FsmString RTVoiceNameWindows = "David"

  Name of the RT-Voice under Windows.
- FsmString RTVoiceNameMac = "Alex"

  Name of the RT-Voice under macOS.
- FsmString RTVoiceNameAndroid = "en"

  Name of the RT-Voice under Android.
- FsmString RTVoiceNameIOS = "Daniel"

  Name of the RT-Voice under iOS.
- FsmString RTVoiceNameWSA = "David"

  Name of the RT-Voice under WSA.
- FsmString RTVoiceNameCustom = string.Empty

  Name of the RT-Voice in a custom provider.
- FsmString Culture = "en"

  Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.146.1 Detailed Description

Speak-action for PlayMaker.

5.146.2 Member Data Documentation

5.146.2.1 Culture

```
FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"
```

Fallback culture (e.g. 'en', optional).

5.146.2.2 RTVoiceNameAndroid

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = "en"
```

Name of the RT-Voice under Android.

5.146.2.3 RTVoiceNameCustom

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameCustom = string.Empty
```

Name of the RT-Voice in a custom provider.

5.146.2.4 RTVoiceNameIOS

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"
```

Name of the RT-Voice under iOS.

5.146.2.5 RTVoiceNameMac

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"
```

Name of the RT-Voice under macOS.

5.146.2.6 RTVoiceNameWindows

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "David"
```

Name of the RT-Voice under Windows.

5.146.2.7 RTVoiceNameWSA

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "David"
```

Name of the RT-Voice under WSA.

5.146.2.8 Text

```
FsmString HutongGames.PlayMaker.Actions.Speak.Text = "Hello world!"
```

Text to speak.

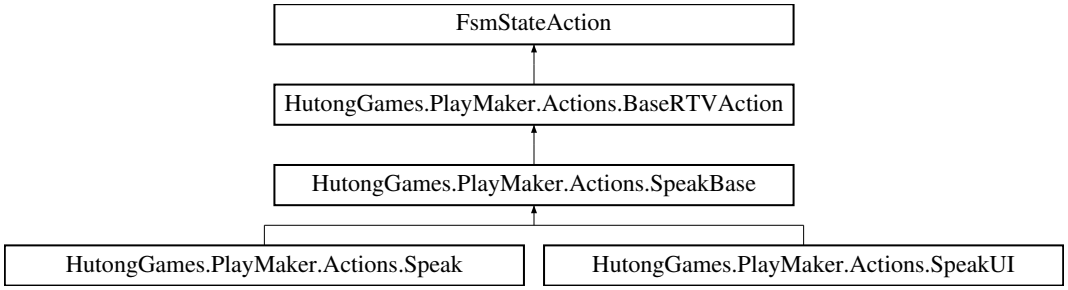
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Speak.cs

5.147 HutongGames.PlayMaker.Actions.SpeakBase Class Reference

Base for Speak-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakBase:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- Crosstales.RTVoice.Model.Enum.SpeakMode Mode

  Speak mode (default: 'Speak').
- FsmGameObject AudioSource

  AudioSource for the output (optional).
- FsmFloat Rate = 1

  Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- FsmFloat Pitch = 1f

  Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- FsmFloat Volume = 1

  Volume of the speaker in percent (1 = 100%, default: 1, optional).

Protected Member Functions

- void **subscribeEvents** ()
- void **unsubscribeEvents** ()

Protected Attributes

- string **uid**

5.147.1 Detailed Description

Base for Speak-actions in PlayMaker.

5.147.2 Member Data Documentation

5.147.2.1 AudioSource

```
FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource
```

AudioSource for the output (optional).

5.147.2.2 Mode

```
Crosstales.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode
```

Speak mode (default: 'Speak').

5.147.2.3 Pitch

```
FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f
```

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.147.2.4 Rate

```
FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1
```

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.147.2.5 Volume

```
FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1
```

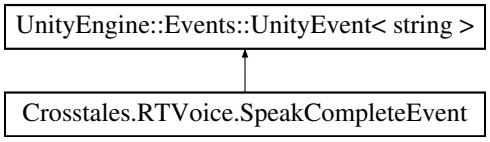
Volume of the speaker in percent (1 = 100%, default: 1, optional).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeakBase.cs

5.148 Crosstales.RTVoice.SpeakCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeakCompleteEvent:



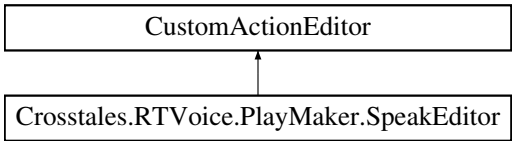
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.149 Crosstales.RTVoice.PlayMaker.SpeakEditor Class Reference

Custom editor for the Speak-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakEditor:



Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

5.149.1 Detailed Description

Custom editor for the Speak-action.

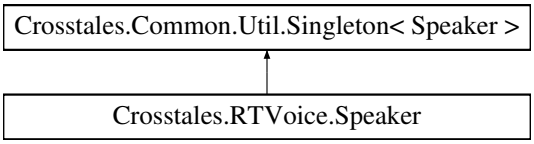
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Play↩ Maker/Scripts/Editor/SpeakEditor.cs

5.150 Crosstales.RTVoice.Speaker Class Reference

Main component of RT-Voice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Member Functions

- float ApproximateSpeechLength (string text, float rate=1f, float wordsPerMinute=175f, float timeFactor=0.9f)

  Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!
- bool isVoiceForGenderAvailable (Crosstales.RTVoice.Model.Enum.Gender gender, string culture="")

  Is a voice available for a given gender and optional culture from the current TTS-system?
- bool isVoiceForGenderAvailable (Crosstales.RTVoice.Model.Enum.Gender gender, SystemLanguage language)

  Is a voice available for a given gender and language from the current TTS-system?
- System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > VoicesForGender (Crosstales.RTVoice.Model.Enum.Ger gender, string culture="", bool isFuzzy=false)

  Get all available voices for a given gender and optional culture from the current TTS-system.
- System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > VoicesForGender (Crosstales.RTVoice.Model.Enum.Ger gender, SystemLanguage language, bool isFuzzy=false)

  Get all available voices for a given gender and language from the current TTS-system.
- Crosstales.RTVoice.Model.Voice VoiceForGender (Crosstales.RTVoice.Model.Enum.Gender gender, string culture="", int index=0, string fallbackCulture="en", bool isFuzzy=false)

  Get a voice from for a given gender, optional culture and optional index from the current TTS-system.
- Crosstales.RTVoice.Model.Voice VoiceForGender (Crosstales.RTVoice.Model.Enum.Gender gender, SystemLanguage language, int index=0, bool isFuzzy=false)

  Get a voice from for a given gender, language and index from the current TTS-system.
- bool isVoiceForCultureAvailable (string culture)

  Is a voice available for a given culture from the current TTS-system?
- bool isVoiceForLanguageAvailable (SystemLanguage language)

  Is a voice available for a given language from the current TTS-system?
- System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > VoicesForCulture (string culture, bool isFuzzy=false)

  Get all available voices for a given culture from the current TTS-system.

- System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > VoicesForLanguage (System↩ Language language, bool isFuzzy=false)

  Get all available voices for a given language from the current TTS-system.
- Crosstales.RTVoice.Model.Voice VoiceForCulture (string culture, int index=0, string fallbackCulture="en", bool isFuzzy=false)

  Get a voice from for a given culture and optional index from the current TTS-system.
- Crosstales.RTVoice.Model.Voice VoiceForLanguage (SystemLanguage language, int index=0, bool is↩ Fuzzy=false)

  Get a voice from for a given language and optional index from the current TTS-system.
- bool isVoiceForNameAvailable (string _name, bool isExact=false)

  Is a voice available for a given name from the current TTS-system?
- Crosstales.RTVoice.Model.Voice VoiceForName (string _name, bool isExact=false)

  Get a voice for a given name from the current TTS-system.
- void SpeakNativeWithUID (Crosstales.RTVoice.Model.Wrapper wrapper)

  Speaks a text with a given voice (native mode).
- string SpeakNative (string text, Crosstales.RTVoice.Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)

  Speaks a text with a given voice (native mode).
- string SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  Speaks a text with a given wrapper (native mode).
- void SpeakWithUID (Crosstales.RTVoice.Model.Wrapper wrapper)

  Speaks a text with a given voice.
- string Speak (string text, AudioSource source=null, Crosstales.RTVoice.Model.Voice voice=null, bool speak↩ Immediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="", bool forceSSML=true)

  Speaks a text with a given voice.
- string Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  Speaks a text with a given wrapper.
- void SpeakMarkedWordsWithUID (Crosstales.RTVoice.Model.Wrapper wrapper)

  Speaks and marks a text with a given wrapper.
- void SpeakMarkedWordsWithUID (string uid, string text, AudioSource source, Crosstales.RTVoice.Model.Voice voice=null, float rate=1f, float pitch=1f, bool forceSSML=true)

  Speaks and marks a text with a given voice and tracks the word position.
- string Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file from a given wrapper.
- string Generate (string text, string outputFile, Crosstales.RTVoice.Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)

  Generates an audio file from a text with a given voice.
- void Silence (string uid=null)

  Silence all active TTS-voices (optional with a UID).
- void Pause (string uid=null)

  Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void UnPause (string uid=null)

  Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void PauseOrUnPause (string uid=null)

  Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void Mute (string uid=null)

  Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void UnMute (string uid=null)

  Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void MuteOrUnMute (string uid=null)

  Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void ReloadProvider ()

Reloads the provider.

- void DeleteAudioFiles ()

  Deletes all generated audio files.
- void SetVoices (string voices)

  Sets all voices from iOS.
- void WordSpoken (string word)

  The current spoken word from iOS.
- void SetState (string state)

  Sets the state from iOS.

Static Public Member Functions

- static void ResetObject ()

  Resets this object.

Public Attributes

- bool isSpeaking => SpeechCount > 0

  Checks if RT-Voice is speaking on this system.
- bool isBusy => BusyCount > 0

  Checks if RT-Voice is busy on this system.
- bool isPlatformSupported => voiceProvider?.isPlatformSupported == true

  Indicates if this TTS-system is supporting the current platform.
- VoicesReadyEvent **OnReady**
- SpeakStartEvent **OnSpeakStarted**
- SpeakCompleteEvent **OnSpeakCompleted**
- ProviderChangeEvent **OnProviderChanged**
- ErrorEvent **OnError**

Protected Member Functions

- override void **Awake** ()
- override void **OnDestroy** ()
- override void **OnApplicationQuit** ()

Properties

- Crosstales.RTVoice.Provider.BaseCustomVoiceProvider CustomProvider `[get, set]`

  Custom provider for RT-Voice.
- bool CustomMode `[get, set]`

  Enables or disables the custom provider.
- bool ESpeakMode `[get, set]`

  Enable or disable eSpeak for standalone platforms.
- string ESpeakApplication `[get, set]`

  eSpeak application name/path.
- string ESpeakDataPath `[get, set]`

  eSpeak application data path.
- Crosstales.RTVoice.Model.Enum.ESpeakModifiers ESpeakModifier `[get, set]`

Active modifier for all eSpeak voices.

- string AndroidEngine `[get, set]`

  Active speech engine under Android. Note: the default Google Engine is "com.google.android.tts"
- bool WindowsForce32bit `[get, set]`

  Force 32bit under Windows standalone
- bool AutoClearTags `[get, set]`

  Automatically clear tags from speeches depending on the capabilities of the current TTS-system.
- bool Caching `[get, set]`

  Enable or disable the caching of generated speeches.
- bool SilenceOnDisable `[get, set]`

  Silence any speeches if this component gets disabled.
- bool SilenceOnFocusLost `[get, set]`

  Silence any speeches if the application loses the focus.
- bool HandleFocus `[get, set]`

  Starts and stops the Speaker depending on the focus and running state.
- int? SpeechCount `[get]`

  Number of active speeches.
- int? BusyCount `[get]`

  Number of active calls.
- bool areVoicesReady `[get]`

  Are all voices ready to speak?
- bool isTTSAvailable `[get]`

  Checks if TTS is available on this system.
- bool enforcedStandaloneTTS `[get]`

  Is standalone TTS enforced?
- bool isPaused `[get]`

  Is RT-Voice paused?
- bool isMuted `[get]`

  Is RT-Voice muted?
- string AudioFileExtension `[get]`

  Returns the extension of the generated audio files.
- string DefaultVoiceName `[get]`

  Returns the default voice name of the current TTS-provider.
- System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > Voices `[get]`

  Get all available voices from the current TTS-system.
- bool isWorkingInEditor `[get]`

  Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).
- bool isWorkingInPlaymode `[get]`

  Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.
- int MaxTextLength `[get]`

  Maximal length of the speech text (in characters) for the current TTS-system.
- bool isSpeakNativeSupported `[get]`

  Indicates if this TTS-system is supporting SpeakNative.
- bool isSpeakSupported `[get]`

  Indicates if this TTS-system is supporting Speak.
- bool isSSMLSupported `[get]`

  Indicates if this TTS-system is supporting SSML.
- bool isOnlineService `[get]`

  Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.
- bool hasCoRoutines `[get]`

  Indicates if this TTS-system uses co-routines.

- bool isIL2CPPSupported [get]

  Indicates if this TTS-system is supporting IL2CPP.
- bool hasVoicesInEditor [get]

  Indicates if this provider returns voices in the Editor mode.
- int MaxSimultaneousSpeeches [get]

  Maximal number of simultaneous speeches (0 = unlimited).
- System.Collections.Generic.List< string > Cultures [get]

  Get all available cultures from the current TTS-system (ISO 639-1).
- System.Collections.Generic.List< SystemLanguage > Languages [get]

  Get all available languages from the current TTS-system.
- System.Collections.Generic.List< string > Engines [get]

  Get all available speech engines (works only for Android).

Events

- VoicesReady OnVoicesReady

  An event triggered whenever the voices of a provider are ready.
- SpeakStart OnSpeakStart

  An event triggered whenever a speak is started.
- SpeakComplete OnSpeakComplete

  An event triggered whenever a speak is completed.
- SpeakCurrentWord OnSpeakCurrentWord

  An event triggered whenever a new word is spoken (native, Windows and iOS only).
- SpeakCurrentWordString OnSpeakCurrentWordString

  An event triggered whenever a new word is spoken (native, Windows and iOS only).
- SpeakCurrentPhoneme OnSpeakCurrentPhoneme

  An event triggered whenever a new phoneme is spoken (native, Windows only).
- SpeakCurrentViseme OnSpeakCurrentViseme

  An event triggered whenever a new viseme is spoken (native, Windows only).
- SpeakAudioGenerationStart OnSpeakAudioGenerationStart

  An event triggered whenever a speak audio generation is started.
- SpeakAudioGenerationComplete OnSpeakAudioGenerationComplete

  An event triggered whenever a speak audio generation is completed.
- ProviderChange OnProviderChange

  An event triggered whenever a provider changes (e.g. Windows to MaryTTS).
- ErrorInfo OnErrorInfo

  An event triggered whenever an error occurs.

Additional Inherited Members

5.150.1 Detailed Description

Main component of RT-Voice.

5.150.2 Member Function Documentation

5.150.2.1 ApproximateSpeechLength()

```
float Crosstales.RTVoice.Speaker.ApproximateSpeechLength (
            string text,
            float rate = 1f,
            float wordsPerMinute = 175f,
            float timeFactor = 0.9f )
```

Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!

Parameters

text	Text for the length approximation.
rate	Speech rate of the speaker in percent for the length approximation (1 = 100%, default: 1, optional).
wordsPerMinute	Words per minute (default: 175, optional).
timeFactor	Time factor for the calculated value (default: 0.9, optional).

Returns

Approximated speech length in seconds of the given text and rate.

5.150.2.2 DeleteAudioFiles()

```
void Crosstales.RTVoice.Speaker.DeleteAudioFiles ( )
```

Deletes all generated audio files.

5.150.2.3 Generate() [1/2]

```
string Crosstales.RTVoice.Speaker.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

Generates an audio file from a given wrapper.

Parameters

wrapper	Speak wrapper.

Returns

UID of the generator.

5.150.2.4 Generate() [2/2]

```
string Crosstales.RTVoice.Speaker.Generate (
            string text,
            string outputFile,
            Crosstales.RTVoice.Model.Voice voice = null,
            float rate = 1f,
            float pitch = 1f,
            float volume = 1f,
            bool forceSSML = true )
```

Generates an audio file from a text with a given voice.

Parameters

text	Text to generate.
outputFile	Saves the generated audio to an output file (without extension).
voice	Voice to speak (optional).
rate	Speech rate of the speaker in percent (1 = 100%, values: 0.01-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
volume	Volume of the speaker in percent (1 = 100%, values: 0.01-1, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

Returns

UID of the generator.

5.150.2.5 isVoiceForCultureAvailable()

```
bool Crosstales.RTVoice.Speaker.isVoiceForCultureAvailable (
            string culture )
```

Is a voice available for a given culture from the current TTS-system?

Parameters

culture	Culture of the voice (e.g. "en")

Returns

True if a voice is available for a given culture.

5.150.2.6 isVoiceForGenderAvailable() [1/2]

```
bool Crosstales.RTVoice.Speaker.isVoiceForGenderAvailable (
            Crosstales.RTVoice.Model.Enum.Gender gender,
            string culture = "" )
```

Is a voice available for a given gender and optional culture from the current TTS-system?

Parameters

gender	Gender of the voice
culture	Culture of the voice (e.g. "en", optional)

Returns

True if a voice is available for a given gender and culture.

5.150.2.7 isVoiceForGenderAvailable() [2/2]

```
bool Crosstales.RTVoice.Speaker.isVoiceForGenderAvailable (
            Crosstales.RTVoice.Model.Enum.Gender gender,
            SystemLanguage language )
```

Is a voice available for a given gender and language from the current TTS-system?

Parameters

gender	Gender of the voice
language	Language of the voice

Returns

True if a voice is available for a given gender and language.

5.150.2.8 isVoiceForLanguageAvailable()

```
bool Crosstales.RTVoice.Speaker.isVoiceForLanguageAvailable (
            SystemLanguage language )
```

Is a voice available for a given language from the current TTS-system?

Parameters

language	Language of the voice

Returns

True if a voice is available for a given language.

5.150.2.9 isVoiceForNameAvailable()

```
bool Crosstales.RTVoice.Speaker.isVoiceForNameAvailable (
            string _name,
            bool isExact = false )
```

Is a voice available for a given name from the current TTS-system?

Parameters

_name	Name of the voice (e.g. "Alex")
isExact	Exact match for the voice name (default: false, optional)

Returns

True if a voice is available for a given name.

5.150.2.10 Mute()

```
void Crosstales.RTVoice.Speaker.Mute (
            string uid = null )
```

Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

uid	UID of the speaker (optional)

5.150.2.11 MuteOrUnMute()

```
void Crosstales.RTVoice.Speaker.MuteOrUnMute (
            string uid = null )
```

Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

uid	UID of the speaker (optional)

5.150.2.12 Pause()

```
void Crosstales.RTVoice.Speaker.Pause (
```

```
            string uid = null )
```

Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

uid	UID of the speaker (optional)

5.150.2.13 PauseOrUnPause()

```
void Crosstales.RTVoice.Speaker.PauseOrUnPause (
            string uid = null )
```

Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

uid	UID of the speaker (optional)

5.150.2.14 ReloadProvider()

```
void Crosstales.RTVoice.Speaker.ReloadProvider ( )
```

Reloads the provider.

5.150.2.15 ResetObject()

```
static void Crosstales.RTVoice.Speaker.ResetObject ( )  [static]
```

Resets this object.

5.150.2.16 SetState()

```
void Crosstales.RTVoice.Speaker.SetState (
            string state )
```

Sets the state from iOS.

Parameters

voices	State from iOS.

5.150.2.17 SetVoices()

```
void Crosstales.RTVoice.Speaker.SetVoices (
            string voices )
```

Sets all voices from iOS.

Parameters

voices	All voices from iOS.

5.150.2.18 Silence()

```
void Crosstales.RTVoice.Speaker.Silence (
            string uid = null )
```

Silence all active TTS-voices (optional with a UID).

Parameters

uid	UID of the speaker (optional)

5.150.2.19 Speak() [1/2]

```
string Crosstales.RTVoice.Speaker.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

Speaks a text with a given wrapper.

Parameters

wrapper	Speak wrapper.

Returns

UID of the speaker.

5.150.2.20 Speak() [2/2]

```
string Crosstales.RTVoice.Speaker.Speak (
            string text,
            AudioSource source = null,
            Crosstales.RTVoice.Model.Voice voice = null,
            bool speakImmediately = true,
            float rate = 1f,
            float pitch = 1f,
            float volume = 1f,
            string outputFile = "",
            bool forceSSML = true )
```

Speaks a text with a given voice.

Parameters

text	Text to speak.
source	AudioSource for the output (optional).
voice	Voice to speak (optional).
speakImmediately	Speak the text immediately (default: true). Only works if 'Source' is not null.
rate	Speech rate of the speaker in percent (1 = 100%, values: 0.01-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
volume	Volume of the speaker in percent (1 = 100%, values: 0.01-1, default: 1, optional).
outputFile	Saves the generated audio to an output file (without extension, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.150.2.21 SpeakMarkedWordsWithUID() [1/2]

```
void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

Speaks and marks a text with a given wrapper.

Parameters

wrapper	Speak wrapper.

5.150.2.22 SpeakMarkedWordsWithUID() [2/2]

```
void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (
            string uid,
```

```
            string text,
            AudioSource source,
            Crosstales.RTVoice.Model.Voice voice = null,
            float rate = 1f,
            float pitch = 1f,
            bool forceSSML = true )
```

Speaks and marks a text with a given voice and tracks the word position.

Parameters

uid	UID of the speaker
text	Text to speak.
source	AudioSource for the output.
voice	Voice to speak (optional).
rate	Speech rate of the speaker in percent (1 = 100%, values: 0.01-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.150.2.23 SpeakNative() [1/2]

```
string Crosstales.RTVoice.Speaker.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

Speaks a text with a given wrapper (native mode).

Parameters

wrapper	Speak wrapper.

Returns

UID of the speaker.

5.150.2.24 SpeakNative() [2/2]

```
string Crosstales.RTVoice.Speaker.SpeakNative (
            string text,
            Crosstales.RTVoice.Model.Voice voice = null,
            float rate = 1f,
            float pitch = 1f,
            float volume = 1f,
            bool forceSSML = true )
```

Speaks a text with a given voice (native mode).

Parameters

text	Text to speak.
voice	Voice to speak (optional).
rate	Speech rate of the speaker in percent (1 = 100%, values: 0.01-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
volume	Volume of the speaker in percent (1 = 100%, values: 0.01-1, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.150.2.25 SpeakNativeWithUID()

```
void Crosstales.RTVoice.Speaker.SpeakNativeWithUID (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

Speaks a text with a given voice (native mode).

Parameters

wrapper	Speak wrapper.

5.150.2.26 SpeakWithUID()

```
void Crosstales.RTVoice.Speaker.SpeakWithUID (
            Crosstales.RTVoice.Model.Wrapper wrapper )
```

Speaks a text with a given voice.

Parameters

wrapper	Speak wrapper.

5.150.2.27 UnMute()

```
void Crosstales.RTVoice.Speaker.UnMute (
            string uid = null )
```

Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

uid	UID of the speaker (optional)

5.150.2.28 UnPause()

```
void Crosstales.RTVoice.Speaker.UnPause (
            string uid = null )
```

Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

uid	UID of the speaker (optional)

5.150.2.29 VoiceForCulture()

```
Crosstales.RTVoice.Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (
            string culture,
            int index = 0,
            string fallbackCulture = "en",
            bool isFuzzy = false )
```

Get a voice from for a given culture and optional index from the current TTS-system.

Parameters

culture	Culture of the voice (e.g. "en")
index	Index of the voice (default: 0, optional)
fallbackCulture	Fallback culture of the voice (default "en", optional)
isFuzzy	Always returns voices if there is no match with the culture (default: false, optional)

Returns

Voice for the given culture and index.

5.150.2.30 VoiceForGender() [1/2]

```
Crosstales.RTVoice.Model.Voice Crosstales.RTVoice.Speaker.VoiceForGender (
            Crosstales.RTVoice.Model.Enum.Gender gender,
            string culture = "",
```

```
            int index = 0,
            string fallbackCulture = "en",
            bool isFuzzy = false )
```

Get a voice from for a given gender, optional culture and optional index from the current TTS-system.

Parameters

gender	Gender of the voice
culture	Culture of the voice (e.g. "en", optional)
index	Index of the voice (default: 0, optional)
fallbackCulture	Fallback culture of the voice (default "en", optional)
isFuzzy	Always returns voices if there is no match with the gender and/or culture (default: false, optional)

Returns

Voice for the given gender, culture and index.

5.150.2.31 VoiceForGender() [2/2]

```
Crosstales.RTVoice.Model.Voice Crosstales.RTVoice.Speaker.VoiceForGender (
            Crosstales.RTVoice.Model.Enum.Gender gender,
            SystemLanguage language,
            int index = 0,
            bool isFuzzy = false )
```

Get a voice from for a given gender, language and index from the current TTS-system.

Parameters

gender	Gender of the voice
language	Language of the voice
index	Index of the voice (default: 0, optional)
isFuzzy	Always returns voices if there is no match with the gender and/or language (default: false, optional)

Returns

Voice for the given gender, language and index.

5.150.2.32 VoiceForLanguage()

```
Crosstales.RTVoice.Model.Voice Crosstales.RTVoice.Speaker.VoiceForLanguage (
            SystemLanguage language,
            int index = 0,
            bool isFuzzy = false )
```

Get a voice from for a given language and optional index from the current TTS-system.

Parameters

language	language of the voice
index	Index of the voice (default: 0, optional)
isFuzzy	Always returns voices if there is no match with the language (default: false, optional)

Returns

Voice for the given language and index.

5.150.2.33 VoiceForName()

```
Crosstales.RTVoice.Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (
            string _name,
            bool isExact = false )
```

Get a voice for a given name from the current TTS-system.

Parameters

_name	Name of the voice (e.g. "Alex")
isExact	Exact match for the voice name (default: false, optional)

Returns

Voice for the given name or null if not found.

5.150.2.34 VoicesForCulture()

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Speaker.↩
VoicesForCulture (
            string culture,
            bool isFuzzy = false )
```

Get all available voices for a given culture from the current TTS-system.

Parameters

culture	Culture of the voice (e.g. "en")
isFuzzy	Always returns voices if there is no match with the culture (default: false, optional)

Returns

All available voices (alphabetically ordered by 'Name') for a given culture as a list.

5.150.2.35 VoicesForGender() [1/2]

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Speaker.↩
VoicesForGender (
            Crosstales.RTVoice.Model.Enum.Gender gender,
            string culture = "",
            bool isFuzzy = false )
```

Get all available voices for a given gender and optional culture from the current TTS-system.

Parameters

gender	Gender of the voice
culture	Culture of the voice (e.g. "en", optional)
isFuzzy	Always returns voices if there is no match with the gender and/or culture (default: false, optional)

Returns

All available voices (alphabetically ordered by 'Name') for a given gender and culture as a list.

5.150.2.36 VoicesForGender() [2/2]

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Speaker.↩
VoicesForGender (
            Crosstales.RTVoice.Model.Enum.Gender gender,
            SystemLanguage language,
            bool isFuzzy = false )
```

Get all available voices for a given gender and language from the current TTS-system.

Parameters

gender	Gender of the voice
language	Language of the voice
isFuzzy	Always returns voices if there is no match with the gender and/or language (default: false, optional)

Returns

All available voices (alphabetically ordered by 'Name') for a given gender and language as a list.

5.150.2.37 VoicesForLanguage()

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Speaker.↩
VoicesForLanguage (
            SystemLanguage language,
            bool isFuzzy = false )
```

Get all available voices for a given language from the current TTS-system.

Parameters

language	Language of the voice
isFuzzy	Always returns voices if there is no match with the language (default: false, optional)

Returns

All available voices (alphabetically ordered by 'Name') for a given language as a list.

5.150.2.38 WordSpoken()

```
void Crosstales.RTVoice.Speaker.WordSpoken (
            string word )
```

The current spoken word from iOS.

Parameters

voices	Current spoken word from iOS.

5.150.3 Member Data Documentation

5.150.3.1 isBusy

```
bool Crosstales.RTVoice.Speaker.isBusy => BusyCount > 0
```

Checks if RT-Voice is busy on this system.

Returns

True if RT-Voice is busy on this system.

5.150.3.2 isPlatformSupported

```
bool Crosstales.RTVoice.Speaker.isPlatformSupported => voiceProvider?.isPlatformSupported ==
true
```

Indicates if this TTS-system is supporting the current platform.

Returns

True if this TTS-system supports current platform.

5.150.3.3 isSpeaking

```
bool Crosstales.RTVoice.Speaker.isSpeaking => SpeechCount > 0
```

Checks if RT-Voice is speaking on this system.

Returns

True if RT-Voice is speaking on this system.

5.150.4 Property Documentation

5.150.4.1 AndroidEngine

```
string Crosstales.RTVoice.Speaker.AndroidEngine  [get], [set]
```

Active speech engine under Android. Note: the default Google Engine is "com.google.android.tts"

5.150.4.2 areVoicesReady

```
bool Crosstales.RTVoice.Speaker.areVoicesReady  [get]
```

Are all voices ready to speak?

5.150.4.3 AudioFileExtension

```
string Crosstales.RTVoice.Speaker.AudioFileExtension [get]
```

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.150.4.4 AutoClearTags

```
bool Crosstales.RTVoice.Speaker.AutoClearTags [get], [set]
```

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

5.150.4.5 BusyCount

```
int? Crosstales.RTVoice.Speaker.BusyCount [get]
```

Number of active calls.

5.150.4.6 Caching

```
bool Crosstales.RTVoice.Speaker.Caching [get], [set]
```

Enable or disable the caching of generated speeches.

5.150.4.7 Cultures

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Cultures [get]
```

Get all available cultures from the current TTS-system (ISO 639-1).

Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

5.150.4.8 CustomMode

```
bool Crosstales.RTVoice.Speaker.CustomMode [get], [set]
```

Enables or disables the custom provider.

5.150.4.9 CustomProvider

```
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomProvider
[get], [set]
```

Custom provider for RT-Voice.

5.150.4.10 DefaultVoiceName

```
string Crosstales.RTVoice.Speaker.DefaultVoiceName [get]
```

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.150.4.11 enforcedStandaloneTTS

```
bool Crosstales.RTVoice.Speaker.enforcedStandaloneTTS [get]
```

Is standalone TTS enforced?

5.150.4.12 Engines

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Engines [get]
```

Get all available speech engines (works only for Android).

Returns

All available speech engines as a list.

5.150.4.13 ESpeakApplication

```
string Crosstales.RTVoice.Speaker.ESpeakApplication [get], [set]
```

eSpeak application name/path.

5.150.4.14 ESpeakDataPath

```
string Crosstales.RTVoice.Speaker.ESpeakDataPath [get], [set]
```

eSpeak application data path.

5.150.4.15 ESpeakMode

```
bool Crosstales.RTVoice.Speaker.ESpeakMode [get], [set]
```

Enable or disable eSpeak for standalone platforms.

5.150.4.16 ESpeakModifier

```
Crosstales.RTVoice.Model.Enum.ESpeakModifiers Crosstales.RTVoice.Speaker.ESpeakModifier [get],
[set]
```

Active modifier for all eSpeak voices.

5.150.4.17 HandleFocus

```
bool Crosstales.RTVoice.Speaker.HandleFocus [get], [set]
```

Starts and stops the Speaker depending on the focus and running state.

5.150.4.18 hasCoRoutines

```
bool Crosstales.RTVoice.Speaker.hasCoRoutines [get]
```

Indicates if this TTS-system uses co-routines.

Returns

True if this TTS-system uses co-routines.

5.150.4.19 hasVoicesInEditor

```
bool Crosstales.RTVoice.Speaker.hasVoicesInEditor [get]
```

Indicates if this provider returns voices in the Editor mode.

Returns

True if this provider returns voices in the Editor mode.

5.150.4.20 isIL2CPPSupported

```
bool Crosstales.RTVoice.Speaker.isIL2CPPSupported [get]
```

Indicates if this TTS-system is supporting IL2CPP.

Returns

True if this TTS-system supports IL2CPP.

5.150.4.21 isMuted

```
bool Crosstales.RTVoice.Speaker.isMuted [get]
```

Is RT-Voice muted?

5.150.4.22 isOnlineService

```
bool Crosstales.RTVoice.Speaker.isOnlineService [get]
```

Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.

Returns

True if this TTS-system is an online service.

5.150.4.23 isPaused

```
bool Crosstales.RTVoice.Speaker.isPaused [get]
```

Is RT-Voice paused?

5.150.4.24 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakNativeSupported [get]
```

Indicates if this TTS-system is supporting SpeakNative.

Returns

True if this TTS-system supports SpeakNative.

5.150.4.25 isSpeakSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakSupported [get]
```

Indicates if this TTS-system is supporting Speak.

Returns

True if this TTS-system supports Speak.

5.150.4.26 isSSMLSupported

```
bool Crosstales.RTVoice.Speaker.isSSMLSupported [get]
```

Indicates if this TTS-system is supporting SSML.

Returns

True if this TTS-system supports SSML.

5.150.4.27 isTTSAvailable

```
bool Crosstales.RTVoice.Speaker.isTTSAvailable [get]
```

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

5.150.4.28 isWorkingInEditor

```
bool Crosstales.RTVoice.Speaker.isWorkingInEditor [get]
```

Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).

Returns

True if this TTS-system is working directly inside the Unity Editor.

5.150.4.29 isWorkingInPlaymode

```
bool Crosstales.RTVoice.Speaker.isWorkingInPlaymode [get]
```

Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.

Returns

True if this TTS-system is working with 'Play'-mode inside the Unity Editor.

5.150.4.30 Languages

```
System.Collections.Generic.List<SystemLanguage> Crosstales.RTVoice.Speaker.Languages [get]
```

Get all available languages from the current TTS-system.

Returns

All available languages as a list.

5.150.4.31 MaxSimultaneousSpeeches

```
int Crosstales.RTVoice.Speaker.MaxSimultaneousSpeeches [get]
```

Maximal number of simultaneous speeches (0 = unlimited).

Returns

The maximal number of simultaneous speeches.

5.150.4.32 MaxTextLength

```
int Crosstales.RTVoice.Speaker.MaxTextLength [get]
```

Maximal length of the speech text (in characters) for the current TTS-system.

Returns

The maximal length of the speech text.

5.150.4.33 SilenceOnDisable

```
bool Crosstales.RTVoice.Speaker.SilenceOnDisable [get], [set]
```

Silence any speeches if this component gets disabled.

5.150.4.34 SilenceOnFocusLost

```
bool Crosstales.RTVoice.Speaker.SilenceOnFocusLost [get], [set]
```

Silence any speeches if the application loses the focus.

5.150.4.35 SpeechCount

```
int? Crosstales.RTVoice.Speaker.SpeechCount [get]
```

Number of active speeches.

5.150.4.36 Voices

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Speaker.↩
Voices [get]
```

Get all available voices from the current TTS-system.

Returns

All available voices (alphabetically ordered by 'Name') as a list.

5.150.4.37 WindowsForce32bit

```
bool Crosstales.RTVoice.Speaker.WindowsForce32bit  [get], [set]
```

Force 32bit under Windows standalone

5.150.5 Event Documentation

5.150.5.1 OnErrorInfo

```
ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo
```

An event triggered whenever an error occurs.

5.150.5.2 OnProviderChange

```
ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange
```

An event triggered whenever a provider changes (e.g. Windows to MaryTTS).

5.150.5.3 OnSpeakAudioGenerationComplete

```
SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete
```

An event triggered whenever a speak audio generation is completed.

5.150.5.4 OnSpeakAudioGenerationStart

```
SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart
```

An event triggered whenever a speak audio generation is started.

5.150.5.5 OnSpeakComplete

```
SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete
```

An event triggered whenever a speak is completed.

5.150.5.6 OnSpeakCurrentPhoneme

`SpeakCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme`

An event triggered whenever a new phoneme is spoken (native, Windows only).

5.150.5.7 OnSpeakCurrentViseme

`SpeakCurrentViseme Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme`

An event triggered whenever a new viseme is spoken (native, Windows only).

5.150.5.8 OnSpeakCurrentWord

`SpeakCurrentWord Crosstales.RTVoice.Speaker.OnSpeakCurrentWord`

An event triggered whenever a new word is spoken (native, Windows and iOS only).

5.150.5.9 OnSpeakCurrentWordString

`SpeakCurrentWordString Crosstales.RTVoice.Speaker.OnSpeakCurrentWordString`

An event triggered whenever a new word is spoken (native, Windows and iOS only).

5.150.5.10 OnSpeakStart

`SpeakStart Crosstales.RTVoice.Speaker.OnSpeakStart`

An event triggered whenever a speak is started.

5.150.5.11 OnVoicesReady

`VoicesReady Crosstales.RTVoice.Speaker.OnVoicesReady`

An event triggered whenever the voices of a provider are ready.

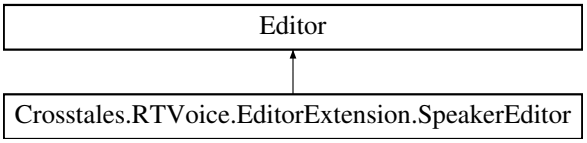
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Speaker.cs

5.151 Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference

Custom editor for the 'Speaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeakerEditor:



Public Member Functions

- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.151.1 Detailed Description

Custom editor for the 'Speaker'-class.

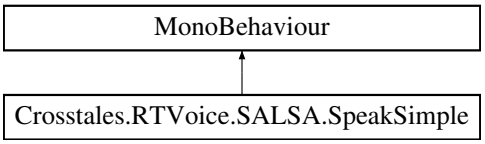
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Extension/SpeakerEditor.cs

5.152 Crosstales.RTVoice.SALSA.SpeakSimple Class Reference

Speaks a given text with RT-Voice and SALSA.

Inheritance diagram for Crosstales.RTVoice.SALSA.SpeakSimple:



Public Member Functions

- void **Silence** ()
- void **Talk** ()

Public Attributes

- AudioSource **Source**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

5.152.1 Detailed Description

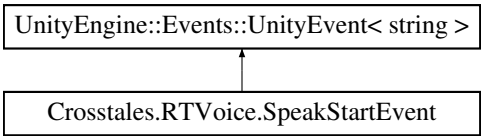
Speaks a given text with RT-Voice and SALSA.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SALSA/↩ Scripts/SpeakSimple.cs

5.153 Crosstales.RTVoice.SpeakStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeakStartEvent:



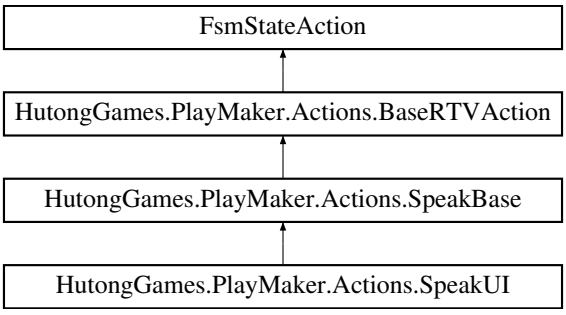
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.154 HutongGames.PlayMaker.Actions.SpeakUI Class Reference

Speak-action for UI-components in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakUI:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- InputField Text
  Text to speak.
- InputField RTVoiceName
  Name of the RT-Voice.
- FsmString Culture = "en"
  Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.154.1 Detailed Description

Speak-action for UI-components in PlayMaker.

5.154.2 Member Data Documentation

5.154.2.1 Culture

```
FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"
```

Fallback culture (e.g. 'en', optional).

5.154.2.2 RTVoiceName

```
InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName
```

Name of the RT-Voice.

5.154.2.3 Text

```
InputField HutongGames.PlayMaker.Actions.SpeakUI.Text
```

Text to speak.

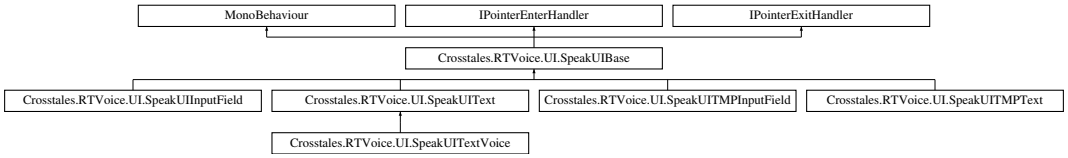
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeakUI.cs

5.155 Crosstales.RTVoice.UI.SpeakUIBase Class Reference

Base-class for all speakable UI elements.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUIBase:



Public Member Functions

- virtual void **OnPointerEnter** (PointerEventData eventData)
- virtual void **OnPointerExit** (PointerEventData eventData)

Protected Member Functions

- virtual void **Start** ()
- virtual string **speak** (string text)
- virtual void **onSpeakStart** (Crosstales.RTVoice.Model.Wrapper wrapper)
- virtual void **onSpeakComplete** (Crosstales.RTVoice.Model.Wrapper wrapper)

Protected Attributes

- float **elapsedTime**
- string **uid**
- bool **isInside**
- bool **spoken**
- bool **isSpeaking**

Properties

- Crosstales.RTVoice.Model.VoiceAlias Voices `[get, set]`

  Voices for the speech.
- Crosstales.RTVoice.Model.Enum.SpeakMode Mode `[get, set]`

  Speak mode.
- float Delay `[get, set]`

  Delay in seconds before the speech starts.
- bool SpeakIfChanged `[get, set]`

  Always speak the text if the content changed.
- bool SpeakOnlyOnce `[get, set]`

  Speak the text only once the user hovered over the component.
- bool SilenceOnExit `[get, set]`

  Silence the speech once exit.
- AudioSource Source `[get, set]`

  AudioSource for the output (optional).
- float Rate `[get, set]`

  Speech rate of the speaker in percent (range: 0-3).
- float Pitch `[get, set]`

  Speech pitch of the speaker in percent (range: 0-2).
- float Volume `[get, set]`

  Volume of the speaker in percent (range: 0-1).

5.155.1 Detailed Description

Base-class for all speakable UI elements.

5.155.2 Property Documentation

5.155.2.1 Delay

```
float Crosstales.RTVoice.UI.SpeakUIBase.Delay  [get], [set]
```

Delay in seconds before the speech starts.

5.155.2.2 Mode

```
Crosstales.RTVoice.Model.Enum.SpeakMode Crosstales.RTVoice.UI.SpeakUIBase.Mode  [get], [set]
```

Speak mode.

5.155.2.3 Pitch

```
float Crosstales.RTVoice.UI.SpeakUIBase.Pitch  [get], [set]
```

Speech pitch of the speaker in percent (range: 0-2).

5.155.2.4 Rate

```
float Crosstales.RTVoice.UI.SpeakUIBase.Rate  [get], [set]
```

Speech rate of the speaker in percent (range: 0-3).

5.155.2.5 SilenceOnExit

```
bool Crosstales.RTVoice.UI.SpeakUIBase.SilenceOnExit  [get], [set]
```

Silence the speech once exit.

5.155.2.6 Source

```
AudioSource Crosstales.RTVoice.UI.SpeakUIBase.Source  [get], [set]
```

AudioSource for the output (optional).

5.155.2.7 SpeakIfChanged

```
bool Crosstales.RTVoice.UI.SpeakUIBase.SpeakIfChanged  [get], [set]
```

Always speak the text if the content changed.

5.155.2.8 SpeakOnlyOnce

```
bool Crosstales.RTVoice.UI.SpeakUIBase.SpeakOnlyOnce  [get], [set]
```

Speak the text only once the user hovered over the component.

5.155.2.9 Voices

```
Crosstales.RTVoice.Model.VoiceAlias Crosstales.RTVoice.UI.SpeakUIBase.Voices  [get], [set]
```

Voices for the speech.

5.155.2.10 Volume

```
float Crosstales.RTVoice.UI.SpeakUIBase.Volume  [get], [set]
```

Volume of the speaker in percent (range: 0-1).

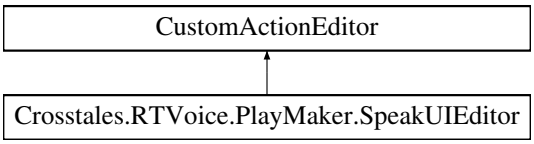
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/Speak↩ UIBase.cs

5.156 Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference

Custom editor for the SpeakUI-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakUIEditor:



Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

5.156.1 Detailed Description

Custom editor for the SpeakUI-action.

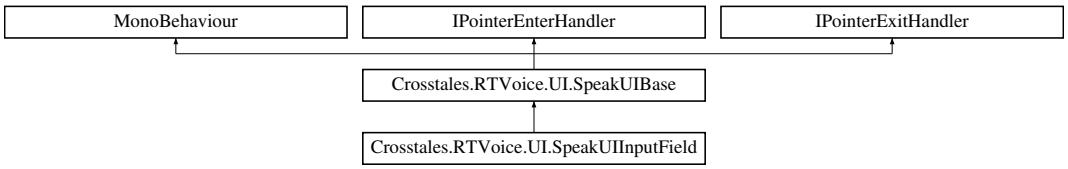
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Play↩ Maker/Scripts/Editor/SpeakUIEditor.cs

5.157 Crosstales.RTVoice.UI.SpeakUIInputField Class Reference

Speaks an InputField.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUIInputField:



Public Member Functions

- override void **OnPointerExit** (PointerEventData eventData)

Public Attributes

- bool **ChangeColor** = true
- Color **TextColor** = Color.green
- bool **ClearTags** = true
- InputField **InputComponent**

Protected Member Functions

- override void **Start** ()
- override void **onSpeakComplete** (Crosstales.RTVoice.Model.Wrapper wrapper)

Additional Inherited Members

5.157.1 Detailed Description

Speaks an InputField.

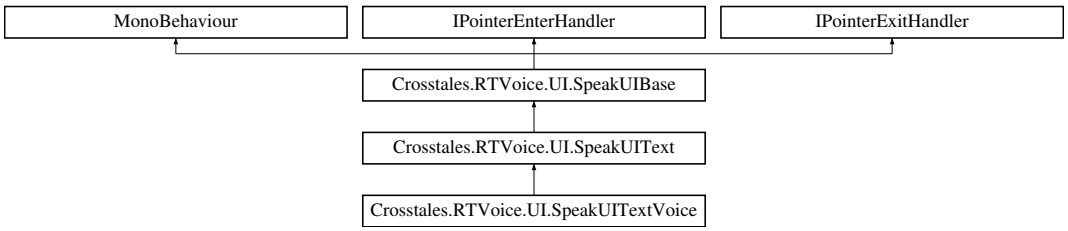
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/Speak↩ UIInputField.cs

5.158 Crosstales.RTVoice.UI.SpeakUIText Class Reference

Speaks a Text.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUIText:



Public Member Functions

- override void **OnPointerExit** (PointerEventData eventData)

Public Attributes

- bool **ChangeColor** = true
- Color **TextColor** = Color.green
- bool **ClearTags** = true
- Text **TextComponent**

Protected Member Functions

- override void **Start** ()
- override void **onSpeakComplete** (Crosstales.RTVoice.Model.Wrapper wrapper)

Additional Inherited Members

5.158.1 Detailed Description

Speaks a Text.

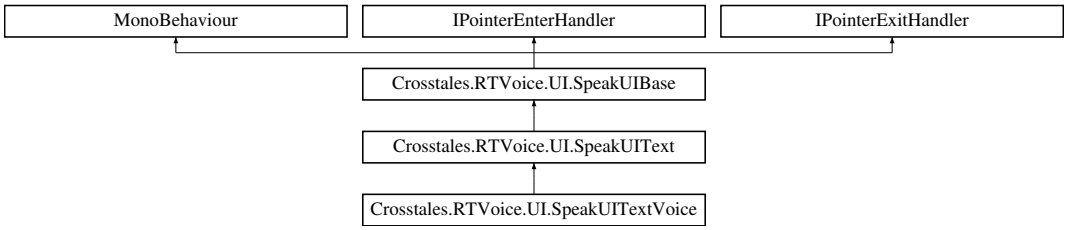
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/Speak↩ UIText.cs

5.159 Crosstales.RTVoice.UI.SpeakUITextVoice Class Reference

Speaks the name of a voice with the actual voice.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUITextVoice:



Protected Member Functions

- override string **speak** (string text)

Additional Inherited Members

5.159.1 Detailed Description

Speaks the name of a voice with the actual voice.

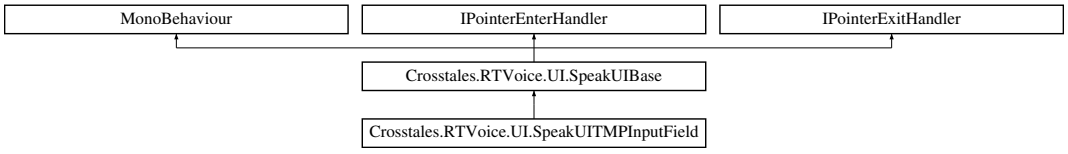
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/Speak↩ UITextVoice.cs

5.160 Crosstales.RTVoice.UI.SpeakUITMPInputField Class Reference

Speaks a TextMesh Pro input field.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUITMPInputField:



Classes

- class CTHelperEditor

Public Member Functions

- override void **OnPointerExit** (PointerEventData eventData)

Public Attributes

- bool **ChangeColor** = true
- Color **TextColor** = Color.green
- bool **ClearTags** = true
- TMPro.TMP_InputField **InputComponent**

Protected Member Functions

- override void **Start** ()
- override void **onSpeakComplete** (Crosstales.RTVoice.Model.Wrapper wrapper)

Additional Inherited Members

5.160.1 Detailed Description

Speaks a TextMesh Pro input field.

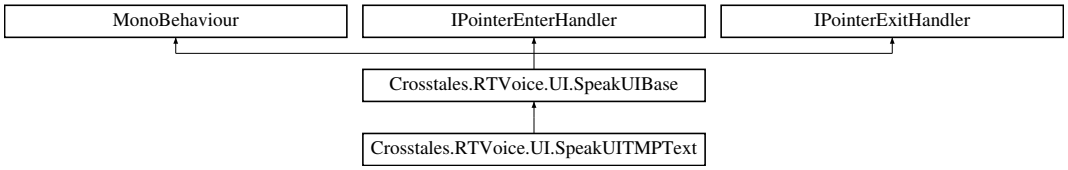
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/Speak↩ UITMPInputField.cs

5.161 Crosstales.RTVoice.UI.SpeakUITMPText Class Reference

Speaks a TextMesh Pro text.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUITMPText:



Classes

- class CTHelperEditor

Public Member Functions

- override void **OnPointerExit** (PointerEventData eventData)

Public Attributes

- bool **ChangeColor** = true
- Color **TextColor** = Color.green
- bool **ClearTags** = true
- TMPro.TextMeshPro **TextComponent**

Protected Member Functions

- override void **Start** ()
- override void **onSpeakComplete** (Crosstales.RTVoice.Model.Wrapper wrapper)

Additional Inherited Members

5.161.1 Detailed Description

Speaks a TextMesh Pro text.

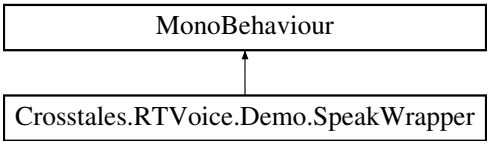
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/Speak↩ UITMPText.cs

5.162 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Wrapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:



Public Member Functions

- void **Speak** ()

Public Attributes

- Crosstales.RTVoice.Model.Voice **SpeakerVoice**
- InputField **Input**
- Text **Label**
- AudioSource **Audio**

5.162.1 Detailed Description

Wrapper for the dynamic speakers.

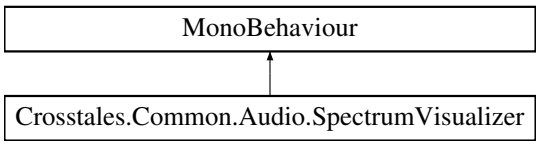
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Speak↩ Wrapper.cs

5.163 Crosstales.Common.Audio.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Audio.SpectrumVisualizer:



Public Attributes

- FFTAnalyzer Analyzer

  FFT-analyzer with the spectrum data.
- GameObject VisualPrefab

  summary>Width per prefab.
- float Width = 0.075f

  summary>Gain-power for the frequency.
- float Gain = 70f

  summary>Frequency band from left-to-right (default: true).
- bool LeftToRight = true

  summary>Opacity of the material of the prefab (default: 1).
- float **Opacity** = 1f

5.163.1 Detailed Description

Simple spectrum visualizer.

5.163.2 Member Data Documentation

5.163.2.1 Analyzer

```
FFTAnalyzer Crosstales.Common.Audio.SpectrumVisualizer.Analyzer
```

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.163.2.2 Gain

```
float Crosstales.Common.Audio.SpectrumVisualizer.Gain = 70f
```

summary>Frequency band from left-to-right (default: true).

5.163.2.3 LeftToRight

```
bool Crosstales.Common.Audio.SpectrumVisualizer.LeftToRight = true
```

summary>Opacity of the material of the prefab (default: 1).

5.163.2.4 VisualPrefab

```
GameObject Crosstales.Common.Audio.SpectrumVisualizer.VisualPrefab
```

summary>Width per prefab.

5.163.2.5 Width

```
float Crosstales.Common.Audio.SpectrumVisualizer.Width = 0.075f
```

summary>Gain-power for the frequency.

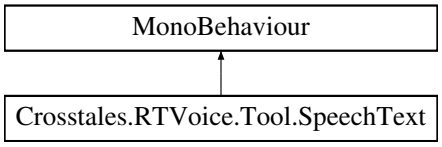
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Audio/↩ Scripts/SpectrumVisualizer.cs

5.164 Crosstales.RTVoice.Tool.SpeechText Class Reference

Allows to speak and store generated audio.

Inheritance diagram for Crosstales.RTVoice.Tool.SpeechText:



Public Member Functions

- void Speak ()

  Speak the text.
- void Silence ()

  Silence the speech.

Public Attributes

- SpeechTextStartEvent **OnStarted**
- SpeechTextStartEvent **OnCompleted**

Properties

- string Text `[get, set]`

  Text to speak.
- Crosstales.RTVoice.Model.VoiceAlias Voices `[get, set]`

  Voices for the speech.
- Crosstales.RTVoice.Model.Enum.SpeakMode Mode `[get, set]`

  Speak mode.
- AudioSource Source `[get, set]`

  AudioSource for the output (optional).
- float Rate `[get, set]`

  Speech rate of the speaker in percent (range: 0-3).
- float Pitch `[get, set]`

  Speech pitch of the speaker in percent (range: 0-2).
- float Volume `[get, set]`

  Volume of the speaker in percent (range: 0-1).
- bool PlayOnStart `[get, set]`

  Enable speaking of the text on start.
- float Delay `[get, set]`

  Delay until the speech for this text starts.
- bool GenerateAudioFile `[get, set]`

  Generate audio file on/off.
- string FileName `[get, set]`

  File name (incl. path) for the generated audio.
- bool FileInsideAssets `[get, set]`

  Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

Events

- SpeechTextStart OnSpeechTextStart

  An event triggered whenever a SpeechText 'Speak' is started.
- SpeechTextComplete OnSpeechTextComplete

  An event triggered whenever a SpeechText 'Speak' is completed.

5.164.1 Detailed Description

Allows to speak and store generated audio.

5.164.2 Member Function Documentation

5.164.2.1 Silence()

```
void Crosstales.RTVoice.Tool.SpeechText.Silence ( )
```

Silence the speech.

5.164.2.2 Speak()

```
void Crosstales.RTVoice.Tool.SpeechText.Speak ( )
```

Speak the text.

5.164.3 Property Documentation

5.164.3.1 Delay

```
float Crosstales.RTVoice.Tool.SpeechText.Delay  [get], [set]
```

Delay until the speech for this text starts.

5.164.3.2 FileInsideAssets

```
bool Crosstales.RTVoice.Tool.SpeechText.FileInsideAssets  [get], [set]
```

Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

5.164.3.3 FileName

```
string Crosstales.RTVoice.Tool.SpeechText.FileName  [get], [set]
```

File name (incl. path) for the generated audio.

5.164.3.4 GenerateAudioFile

```
bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile  [get], [set]
```

Generate audio file on/off.

5.164.3.5 Mode

```
Crosstales.RTVoice.Model.Enum.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode  [get], [set]
```

Speak mode.

5.164.3.6 Pitch

```
float Crosstales.RTVoice.Tool.SpeechText.Pitch  [get], [set]
```

Speech pitch of the speaker in percent (range: 0-2).

5.164.3.7 PlayOnStart

```
bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart  [get], [set]
```

Enable speaking of the text on start.

5.164.3.8 Rate

```
float Crosstales.RTVoice.Tool.SpeechText.Rate  [get], [set]
```

Speech rate of the speaker in percent (range: 0-3).

5.164.3.9 Source

```
AudioSource Crosstales.RTVoice.Tool.SpeechText.Source  [get], [set]
```

AudioSource for the output (optional).

5.164.3.10 Text

```
string Crosstales.RTVoice.Tool.SpeechText.Text  [get], [set]
```

Text to speak.

5.164.3.11 Voices

```
Crosstales.RTVoice.Model.VoiceAlias Crosstales.RTVoice.Tool.SpeechText.Voices  [get], [set]
```

Voices for the speech.

5.164.3.12 Volume

```
float Crosstales.RTVoice.Tool.SpeechText.Volume  [get], [set]
```

Volume of the speaker in percent (range: 0-1).

5.164.4 Event Documentation

5.164.4.1 OnSpeechTextComplete

```
SpeechTextComplete Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextComplete
```

An event triggered whenever a SpeechText 'Speak' is completed.

5.164.4.2 OnSpeechTextStart

```
SpeechTextStart Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextStart
```

An event triggered whenever a SpeechText 'Speak' is started.

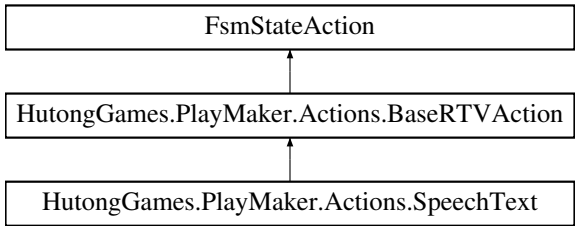
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SpeechText/↩ Scripts/SpeechText.cs

5.165 HutongGames.PlayMaker.Actions.SpeechText Class Reference

SpeechText-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeechText:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- Crosstales.RTVoice.Tool.SpeechText Obj

  Add a SpeechText (default: first object in scene).

5.165.1 Detailed Description

SpeechText-action for PlayMaker.

5.165.2 Member Data Documentation

5.165.2.1 Obj

`Crosstales.RTVoice.Tool.SpeechText HutongGames.PlayMaker.Actions.SpeechText.Obj`

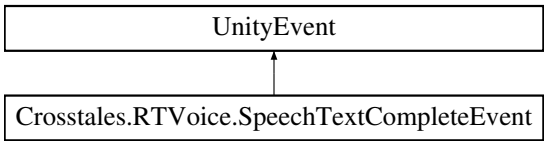
Add a SpeechText (default: first object in scene).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeechText.cs

5.166 Crosstales.RTVoice.SpeechTextCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeechTextCompleteEvent:



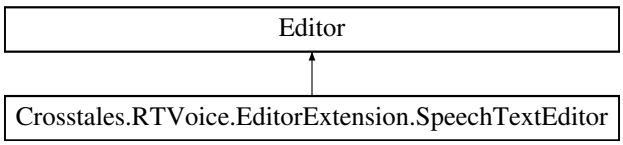
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.167 Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeechTextEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.167.1 Detailed Description

Custom editor for the 'SpeechText'-class.

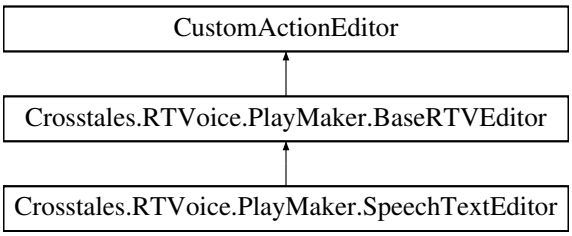
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SpeechText/↩ Scripts/Editor/SpeechTextEditor.cs

5.168 Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference

Custom editor for the SpeechText-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeechTextEditor:



Additional Inherited Members

5.168.1 Detailed Description

Custom editor for the SpeechText-action.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Play↩ Maker/Scripts/Editor/SpeechTextEditor.cs

5.169 Crosstales.RTVoice.EditorIntegration.SpeechTextGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.169.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SpeechText/↩ Scripts/Editor/SpeechTextGameObject.cs

5.170 Crosstales.RTVoice.EditorIntegration.SpeechTextMenu Class Reference

Editor component for the "Tools"-menu.

5.170.1 Detailed Description

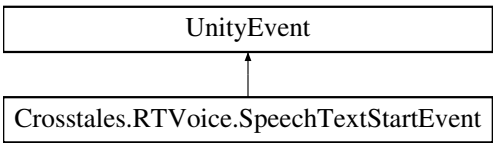
Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SpeechText/↩ Scripts/Editor/SpeechTextMenu.cs

5.171 Crosstales.RTVoice.SpeechTextStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeechTextStartEvent:



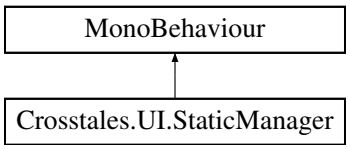
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.172 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.172.1 Detailed Description

Static Button Manager.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Static↩ Manager.cs

5.173 Crosstales.RTVoice.Azure.Synthesize Class Reference

Sample synthesize request

Classes

- class InputOptions

  Inputs Options for the TTS Service.

Public Member Functions

- Synthesize ()

  Initializes a new instance of the Synthesize class.
- async System.Threading.Tasks.Task< System.IO.Stream > Speak (System.Threading.CancellationToken cancellationToken, InputOptions inputOptions)

  Sends the specified text to be spoken to the TTS service and saves the response audio to a file.

5.173.1 Detailed Description

Sample synthesize request

5.173.2 Constructor & Destructor Documentation

5.173.2.1 Synthesize()

```
Crosstales.RTVoice.Azure.Synthesize.Synthesize ( )
```

Initializes a new instance of the Synthesize class.

5.173.3 Member Function Documentation

5.173.3.1 Speak()

```
async System.Threading.Tasks.Task<System.IO.Stream> Crosstales.RTVoice.Azure.Synthesize.Speak
(
            System.Threading.CancellationToken cancellationToken,
            InputOptions inputOptions )
```

Sends the specified text to be spoken to the TTS service and saves the response audio to a file.

Parameters

cancellationToken	The cancellation token.
inputOptions	Input options for the speech.

Returns

A Task

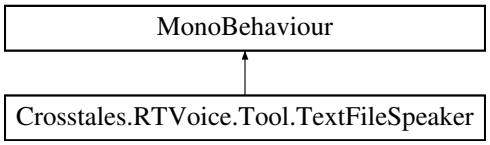
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↩ Scripts/TTSClient.cs

5.174 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



Public Member Functions

- void SpeakAll ()

  Speaks all texts until StopAll is called.
- void StopAll ()

  Stops speaking all texts.
- void Next ()

  Speaks the next text (main use for UI).
- void Next (bool random)

  Speaks the next text.
- void Previous ()

  Speaks the previous text (main use for UI).
- void Previous (bool random)

  Speaks the previous text.
- void Speak ()

  Speaks a text (main use for UI).
- string SpeakText (int index=-1, bool random=false)

  Speaks a text with an optional index.
- void Silence ()

  Silence the speech.
- void Reload ()

  Reloads all text files (e.g. when new text files were added during runtime).

Public Attributes

- TextFileSpeakerStartEvent **OnStarted**
- TextFileSpeakerCompleteEvent **OnCompleted**

Properties

- TextAsset[ ] TextFiles `[get, set]`

  Text files to speak.
- Crosstales.RTVoice.Model.VoiceAlias Voices `[get, set]`

  Voices for the speech.
- Crosstales.RTVoice.Model.Enum.SpeakMode Mode `[get, set]`

  Speak mode.
- AudioSource Source `[get, set]`

  AudioSource for the output (optional).
- float Rate `[get, set]`

  Speech rate of the speaker in percent (range: 0-3).
- float Pitch `[get, set]`

  Speech pitch of the speaker in percent (range: 0-2).
- float Volume `[get, set]`

  Volume of the speaker in percent (range: 0-1).
- bool PlayOnStart `[get, set]`

  Enable speaking of the text on start.
- bool PlayAllOnStart `[get, set]`

  Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "StopAll"-method
- bool SpeakRandom `[get, set]`

  Speaks the text files in random order.
- float Delay `[get, set]`

  Delay in seconds until the speech for this text starts.

Events

- TextFileSpeakerStart OnTextFileSpeakerStart

  An event triggered whenever a TextFileSpeaker 'Speak' is started.
- TextFileSpeakerComplete OnTextFileSpeakerComplete

  An event triggered whenever a TextFileSpeaker 'Speak' is completed.

5.174.1 Detailed Description

Allows to speak text files.

5.174.2 Member Function Documentation

5.174.2.1 Next() [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ( )
```

Speaks the next text (main use for UI).

5.174.2.2 Next() [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next (
            bool random )
```

Speaks the next text.

Parameters

random	Speak a random text

5.174.2.3 Previous() [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ( )
```

Speaks the previous text (main use for UI).

5.174.2.4 Previous() [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous (
            bool random )
```

Speaks the previous text.

Parameters

random	Speak a random text

5.174.2.5 Reload()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Reload ( )
```

Reloads all text files (e.g. when new text files were added during runtime).

5.174.2.6 Silence()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ( )
```

Silence the speech.

5.174.2.7 Speak()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ( )
```

Speaks a text (main use for UI).

5.174.2.8 SpeakAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakAll ( )
```

Speaks all texts until StopAll is called.

5.174.2.9 SpeakText()

```
string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (
            int index = -1,
            bool random = false )
```

Speaks a text with an optional index.

Parameters

index	Index of the text (default: -1 (random), optional).
random	Speak a random text (default: false, optional)

Returns

UID of the speaker.

5.174.2.10 StopAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.StopAll ( )
```

Stops speaking all texts.

5.174.3 Property Documentation

5.174.3.1 Delay

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay  [get], [set]
```

Delay in seconds until the speech for this text starts.

5.174.3.2 Mode

```
Crosstales.RTVoice.Model.Enum.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode  [get],
[set]
```

Speak mode.

5.174.3.3 Pitch

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch  [get], [set]
```

Speech pitch of the speaker in percent (range: 0-2).

5.174.3.4 PlayAllOnStart

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayAllOnStart  [get], [set]
```

Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "Stop↩ All"-method

5.174.3.5 PlayOnStart

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart  [get], [set]
```

Enable speaking of the text on start.

5.174.3.6 Rate

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate [get], [set]
```

Speech rate of the speaker in percent (range: 0-3).

5.174.3.7 Source

```
AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source [get], [set]
```

AudioSource for the output (optional).

5.174.3.8 SpeakRandom

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakRandom [get], [set]
```

Speaks the text files in random order.

5.174.3.9 TextFiles

```
TextAsset [] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles [get], [set]
```

Text files to speak.

5.174.3.10 Voices

```
Crosstales.RTVoice.Model.VoiceAlias Crosstales.RTVoice.Tool.TextFileSpeaker.Voices [get],
[set]
```

Voices for the speech.

5.174.3.11 Volume

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume [get], [set]
```

Volume of the speaker in percent (range: 0-1).

5.174.4 Event Documentation

5.174.4.1 OnTextFileSpeakerComplete

```
TextFileSpeakerComplete Crosstales.RTVoice.Tool.TextFileSpeaker.OnTextFileSpeakerComplete
```

An event triggered whenever a TextFileSpeaker 'Speak' is completed.

5.174.4.2 OnTextFileSpeakerStart

```
TextFileSpeakerStart Crosstales.RTVoice.Tool.TextFileSpeaker.OnTextFileSpeakerStart
```

An event triggered whenever a TextFileSpeaker 'Speak' is started.

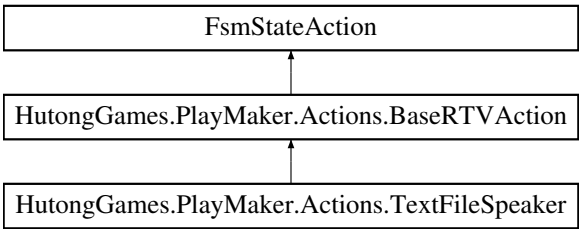
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/TextFile↩ Speaker/Scripts/TextFileSpeaker.cs

5.175 HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference

TextFileSpeaker-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.TextFileSpeaker:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- Crosstales.RTVoice.Tool.TextFileSpeaker Obj

  Add a TextFileSpeaker (default: first object in scene).

5.175.1 Detailed Description

TextFileSpeaker-action for PlayMaker.

5.175.2 Member Data Documentation

5.175.2.1 Obj

`Crosstales.RTVoice.Tool.TextFileSpeaker HutongGames.PlayMaker.Actions.TextFileSpeaker.Obj`

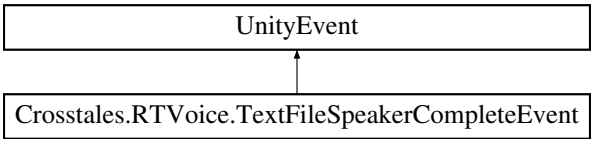
Add a TextFileSpeaker (default: first object in scene).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/TextFileSpeaker.cs

5.176 Crosstales.RTVoice.TextFileSpeakerCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.TextFileSpeakerCompleteEvent:



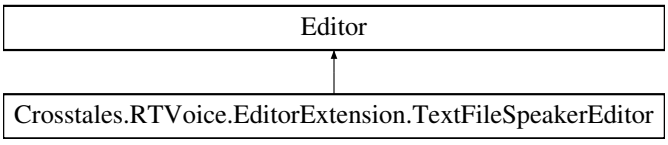
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.177 Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference

Custom editor for the 'TextFileSpeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.177.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

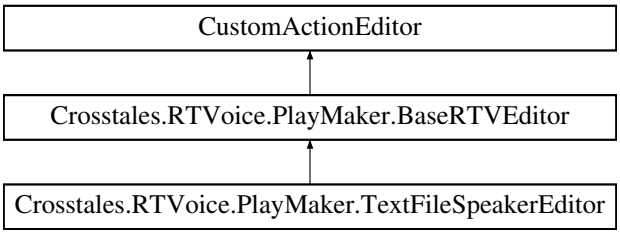
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/TextFile↩ Speaker/Scripts/Editor/TextFileSpeakerEditor.cs

5.178 Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference

Custom editor for the TextFileSpeaker-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor:



Additional Inherited Members

5.178.1 Detailed Description

Custom editor for the TextFileSpeaker-action.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Play↩ Maker/Scripts/Editor/TextFileSpeakerEditor.cs

5.179 Crosstales.RTVoice.EditorIntegration.TextFileSpeakerGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.179.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/TextFileSpeaker/Scripts/Editor/TextFileSpeakerGameObject.cs

5.180 Crosstales.RTVoice.EditorIntegration.TextFileSpeakerMenu Class Reference

Editor component for the "Tools"-menu.

5.180.1 Detailed Description

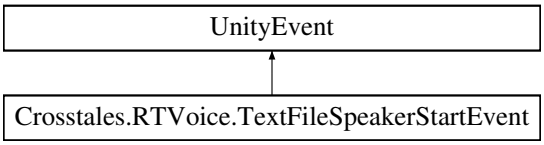
Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/TextFileSpeaker/Scripts/Editor/TextFileSpeakerMenu.cs

5.181 Crosstales.RTVoice.TextFileSpeakerStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.TextFileSpeakerStartEvent:



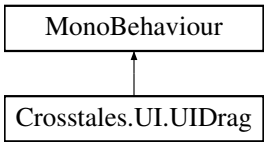
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.182 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **OnDrag** ()

5.182.1 Detailed Description

Allow to Drag the Windows around.

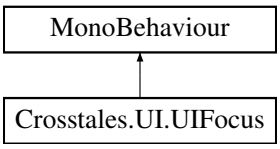
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIDrag.cs

5.183 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void OnPanelEnter ()

  Panel entered.

Public Attributes

- string ManagerName = "Canvas"

  Name of the gameobject containing the UIWindowManager.

5.183.1 Detailed Description

Change the Focus on from a Window.

5.183.2 Member Function Documentation

5.183.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.183.3 Member Data Documentation

5.183.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the UIWindowManager.

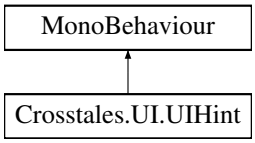
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIFocus.cs

5.184 Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup Group

  Group to fade.
- float Delay = 2f

  Delay in seconds before fading (default: 2).
- float FadeTime = 2f

  Fade time in seconds (default: 2).
- bool Disable = true

  Disable UI element after the fade (default: true).
- bool FadeAtStart = true

  Fade at Start (default: true).

5.184.1 Detailed Description

Controls a UI group (hint).

5.184.2 Member Data Documentation

5.184.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.184.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable UI element after the fade (default: true).

5.184.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.184.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.184.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

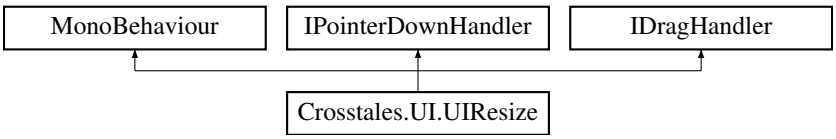
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIHint.cs

5.185 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 MinSize = new Vector2(300, 160)

  Minimum size of the UI element.
- Vector2 MaxSize = new Vector2(800, 600)

  Maximum size of the UI element.
- bool IgnoreMaxSize = false

  Ignore maximum size of the UI element (default: false).
- float SpeedFactor = 2

  Resize speed (default: 2).

5.185.1 Detailed Description

Resize a UI element.

5.185.2 Member Data Documentation

5.185.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the UI element (default: false).

5.185.2.2 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the UI element.

5.185.2.3 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the UI element.

5.185.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

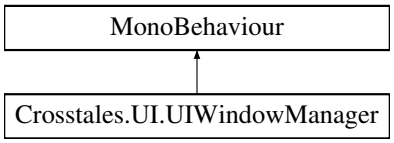
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIResize.cs

5.186 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void ChangeState (GameObject active)

  Change the state of all windows.

Public Attributes

- GameObject[ ] Windows

  All Windows of the scene.

5.186.1 Detailed Description

Change the state of all Window panels.

5.186.2 Member Function Documentation

5.186.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
            GameObject active )
```

Change the state of all windows.

Parameters

active	Active window.

5.186.3 Member Data Documentation

5.186.3.1 Windows

```
GameObject [] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIWindowManager.cs

5.187 Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out UpdateStatus st)
- static void **UpdateCheckWithDialog** ()

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.187.1 Detailed Description

Checks for updates of the asset.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↩ Task/UpdateCheck.cs

5.188 Crosstales.RTVoice.Model.Voice Class Reference

Model for a voice.

Public Member Functions

- Voice ()

  Default.
- Voice (string name, string description, Crosstales.RTVoice.Model.Enum.Gender gender, string age, string culture, string id="", string vendor="unknown", int sampleRate=0, bool neural=false)

  Instantiate the class.
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **ToString** ()

Public Attributes

- string Name

  Name of the voice.
- string Description

  Description of the voice.
- Crosstales.RTVoice.Model.Enum.Gender Gender

  Gender of the voice.
- string Age

  Age of the voice.
- string Identifier = string.Empty

  Identifier of the voice.
- string Vendor = string.Empty

  Vendor of the voice.
- int SampleRate

  Sample rate in Hz of the voice.
- bool isNeural

  Is the voice neural?
- SystemLanguage Language => Crosstales.RTVoice.Util.Helper.ISO639ToLanguage(Culture)

  Language of the voice.
- string SimplifiedCulture => culture.Replace("-", string.Empty)

  Simplified culture of the voice.

Properties

- string Culture [get, set]

  Culture of the voice (ISO 639-1).

5.188.1 Detailed Description

Model for a voice.

5.188.2 Constructor & Destructor Documentation

5.188.2.1 Voice() [1/2]

```
Crosstales.RTVoice.Model.Voice.Voice ( )
```

Default.

5.188.2.2 Voice() [2/2]

```
Crosstales.RTVoice.Model.Voice.Voice (
            string name,
            string description,
            Crosstales.RTVoice.Model.Enum.Gender gender,
            string age,
            string culture,
            string id = "",
            string vendor = "unknown",
            int sampleRate = 0,
            bool neural = false )
```

Instantiate the class.

Parameters

name	Name of the voice.
description	Description of the voice.
gender	Gender of the voice.
age	Age of the voice.
culture	Culture of the voice.
id	Identifier of the voice (optional).
vendor	Vendor of the voice (optional).
sampleRate	Sample rate in Hz of the voice (optional).
neural	Is the voice neural (optional).

5.188.3 Member Data Documentation

5.188.3.1 Age

```
string Crosstales.RTVoice.Model.Voice.Age
```

Age of the voice.

5.188.3.2 Description

```
string Crosstales.RTVoice.Model.Voice.Description
```

Description of the voice.

5.188.3.3 Gender

```
Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Model.Voice.Gender
```

Gender of the voice.

5.188.3.4 Identifier

```
string Crosstales.RTVoice.Model.Voice.Identifier = string.Empty
```

Identifier of the voice.

5.188.3.5 isNeural

```
bool Crosstales.RTVoice.Model.Voice.isNeural
```

Is the voice neural?

5.188.3.6 Language

```
SystemLanguage Crosstales.RTVoice.Model.Voice.Language => Crosstales.RTVoice.Util.Helper.ISO639ToLanguage(Cult
```

Language of the voice.

5.188.3.7 Name

```
string Crosstales.RTVoice.Model.Voice.Name
```

Name of the voice.

5.188.3.8 SampleRate

```
int Crosstales.RTVoice.Model.Voice.SampleRate
```

Sample rate in Hz of the voice.

5.188.3.9 SimplifiedCulture

```
string Crosstales.RTVoice.Model.Voice.SimplifiedCulture => culture.Replace("-", string.Empty)
```

Simplified culture of the voice.

5.188.3.10 Vendor

```
string Crosstales.RTVoice.Model.Voice.Vendor = string.Empty
```

Vendor of the voice.

5.188.4 Property Documentation

5.188.4.1 Culture

```
string Crosstales.RTVoice.Model.Voice.Culture  [get], [set]
```

Culture of the voice (ISO 639-1).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Voice.cs

5.189 Crosstales.RTVoice.Model.VoiceAlias Class Reference

Alias for multiple voices on different platforms.

Public Member Functions

- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Public Attributes

- string VoiceNameWindows

  Name of the voice under Windows.
- string VoiceNameMac

  Name of the voice under macOS.
- string VoiceNameLinux

  Name of the voice under Linux and for eSpeak.
- string VoiceNameAndroid

  Name of the voice under Android.
- string VoiceNameIOS

  Name of the voice under iOS.
- string VoiceNameWSA

  Name of the voice under WSA.
- string VoiceNameCustom

  Name of the voice for custom TTS-systems.
- string Culture = "en"

  Fallback culture for the text (e.g. 'en', optional).
- Crosstales.RTVoice.Model.Enum.Gender Gender = Crosstales.RTVoice.Model.Enum.Gender.UNKNOWN

  Fallback gender for the text.

Properties

- string VoiceName `[get]`

  Returns the name of the voice for the current platform.
- Voice?? Voice `[get]`

  Returns the voice for the current platform.

5.189.1 Detailed Description

Alias for multiple voices on different platforms.

5.189.2 Member Data Documentation

5.189.2.1 Culture

```
string Crosstales.RTVoice.Model.VoiceAlias.Culture = "en"
```

Fallback culture for the text (e.g. 'en', optional).

5.189.2.2 Gender

```
Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Model.VoiceAlias.Gender = Crosstales.↩
RTVoice.Model.Enum.Gender.UNKNOWN
```

Fallback gender for the text.

5.189.2.3 VoiceNameAndroid

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameAndroid
```

Name of the voice under Android.

5.189.2.4 VoiceNameCustom

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameCustom
```

Name of the voice for custom TTS-systems.

5.189.2.5 VoiceNameIOS

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameIOS
```

Name of the voice under iOS.

5.189.2.6 VoiceNameLinux

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameLinux
```

Name of the voice under Linux and for eSpeak.

5.189.2.7 VoiceNameMac

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMac
```

Name of the voice under macOS.

5.189.2.8 VoiceNameWindows

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWindows
```

Name of the voice under Windows.

5.189.2.9 VoiceNameWSA

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWSA
```

Name of the voice under WSA.

5.189.3 Property Documentation

5.189.3.1 Voice

```
Voice?? Crosstales.RTVoice.Model.VoiceAlias.Voice [get]
```

Returns the voice for the current platform.

Returns

The voice for the current platform.

5.189.3.2 VoiceName

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceName  [get]
```

Returns the name of the voice for the current platform.

Returns

The name of the voice for the current platform.

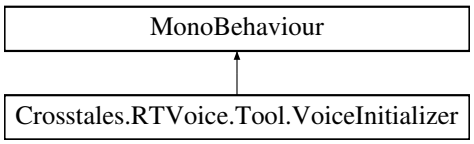
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/VoiceAlias.cs

5.190 Crosstales.RTVoice.Tool.VoiceInitializer Class Reference

Allows to initialize voices (useful on Android).

Inheritance diagram for Crosstales.RTVoice.Tool.VoiceInitializer:



Public Attributes

- Crosstales.RTVoice.Model.Enum.ProviderType Provider = Crosstales.RTVoice.Model.Enum.ProviderType.Any

  Selected provider to initialize the voices (default: Any).
- string[ ] VoiceNames

  Initialize voices by name.
- bool AllVoices

  Initialize all voices (default: false).
- bool DestroyWhenFinished = true

  Destroy the gameobject after initialize (default: true).

5.190.1 Detailed Description

Allows to initialize voices (useful on Android).

5.190.2 Member Data Documentation

5.190.2.1 AllVoices

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices
```

Initialize all voices (default: false).

5.190.2.2 DestroyWhenFinished

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true
```

Destroy the gameobject after initialize (default: true).

5.190.2.3 Provider

```
Crosstales.RTVoice.Model.Enum.ProviderType Crosstales.RTVoice.Tool.VoiceInitializer.Provider =
Crosstales.RTVoice.Model.Enum.ProviderType.Any
```

Selected provider to initialize the voices (default: Any).

5.190.2.4 VoiceNames

```
string [] Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames
```

Initialize voices by name.

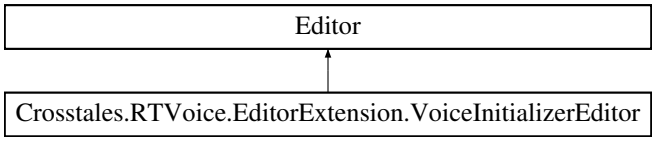
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/VoiceInitializer/↩ Scripts/VoiceInitializer.cs

5.191 Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor Class Reference

Custom editor for the 'VoiceInitalizer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.191.1 Detailed Description

Custom editor for the 'VoiceInitalizer'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/VoiceInitializer/↩ Scripts/Editor/VoiceInitializerEditor.cs

5.192 Crosstales.RTVoice.EditorIntegration.VoiceInitializerGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.192.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/VoiceInitializer/↩ Scripts/Editor/VoiceInitializerGameObject.cs

5.193 Crosstales.RTVoice.EditorIntegration.VoiceInitializerMenu Class Reference

Editor component for the "Tools"-menu.

5.193.1 Detailed Description

Editor component for the "Tools"-menu.

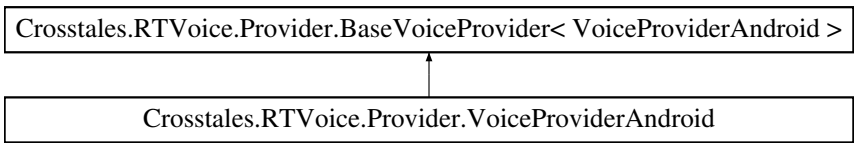
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/VoiceInitializer/↩ Scripts/Editor/VoiceInitializerMenu.cs

5.194 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override IEnumerator **Generate** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override void **Silence** ()
- override void **GenerateInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override void **SpeakNativeInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)

Static Public Member Functions

- static void **ShutdownTTS** ()

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "English (United States)"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 3999
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => Crosstales.RTVoice.Util.Helper.isAndroidPlatform
- override bool **isSSMLSupported** => isSSML
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- System.Collections.Generic.List< string > Engines => cachedEngines

  Returns all installed TTS engines on Android.
- override int **MaxSimultaneousSpeeches** => 0

Additional Inherited Members

5.194.1 Detailed Description

Android voice provider.

5.194.2 Member Data Documentation

5.194.2.1 Engines

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Provider.VoiceProviderAndroid.↩
Engines => cachedEngines
```

Returns all installed TTS engines on Android.

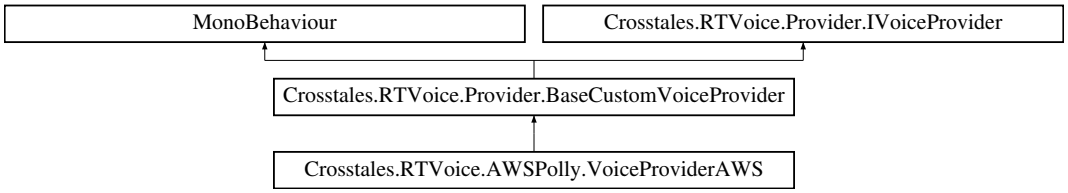
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/Voice↩ ProviderAndroid.cs

5.195 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference

AWS Polly voice provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWS:



Public Member Functions

- override void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- override IEnumerator Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override void GenerateInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => ".ogg"
- override AudioType **AudioFileType** => AudioType.OGGVORBIS
- override string **DefaultVoiceName** => "Matthew"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => !Crosstales.RTVoice.Util.Helper.isWebPlatform
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0
- bool isValidCognitoCredentials => !string.IsNullOrEmpty(CognitoCredentials) && apiRegex.IsMatch(CognitoCredentials)

  Indicates if the Cognito Credentials are valid.
- override System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > **Voices** => cachedVoices
- bool hasNeuralVoices

  Checks if neural voices are supported on the current AWS endpoint.

Protected Member Functions

- override void **Start** ()

Properties

- string? CognitoCredentials `[get, set]`

  Cognito credentials to access AWS Polly.
- string **CognitoCredentials** `[get, set]`
- Endpoint Endpoint `[get, set]`

  AWS endpoint for the connection.
- bool AutoBreath `[get, set]`

  Enables or disables the simulation of natural breathing while speaking. Ignored if neural voices are used.
- SampleRate SampleRate `[get, set]`

  Desired sample rate in Hz.

Additional Inherited Members

5.195.1 Detailed Description

AWS Polly voice provider.

5.195.2 Member Function Documentation

5.195.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.195.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.GenerateInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.195.2.3 Load()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Load (
            bool forceReload = false )  [virtual]
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.195.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.195.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.195.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNativeInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.195.3 Member Data Documentation

5.195.3.1 hasNeuralVoices

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.hasNeuralVoices
```

Initial value:

```
=>
        endpoint == Endpoint.USEast1 ||
        endpoint == Endpoint.USWest2 ||
        endpoint == Endpoint.EUWest1 ||
        endpoint == Endpoint.EUWest2 ||
        endpoint == Endpoint.CACentral1 ||
        endpoint == Endpoint.EUCentral1 ||
        endpoint == Endpoint.APNortheast1 ||
        endpoint == Endpoint.APSoutheast1 ||
        endpoint == Endpoint.APSoutheast2
```

Checks if neural voices are supported on the current AWS endpoint.

Returns

True if neural voices are supported on the current AWS endpoint.

5.195.3.2 isValidCognitoCredentials

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.isValidCognitoCredentials => !string.Is↩
NullOrEmpty(CognitoCredentials) && apiRegex.IsMatch(CognitoCredentials)
```

Indicates if the Cognito Credentials are valid.

Returns

True if the Cognito Credentials are valid.

5.195.4 Property Documentation

5.195.4.1 AutoBreath

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.AutoBreath  [get], [set]
```

Enables or disables the simulation of natural breathing while speaking. Ignored if neural voices are used.

5.195.4.2 CognitoCredentials

```
string?  Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.CognitoCredentials  [get], [set]
```

Cognito credentials to access AWS Polly.

5.195.4.3 Endpoint

```
Endpoint Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Endpoint  [get], [set]
```

AWS endpoint for the connection.

5.195.4.4 SampleRate

```
SampleRate Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SampleRate  [get], [set]
```

Desired sample rate in Hz.

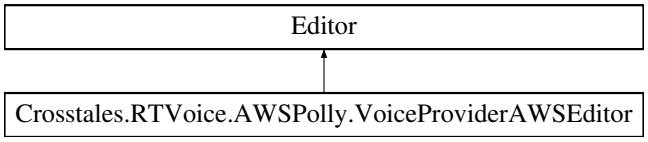
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Scripts/VoiceProviderAWS.cs

5.196 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor Class Reference

Custom editor for the 'VoiceProviderAWS'-class.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("AWS Polly") != null

5.196.1 Detailed Description

Custom editor for the 'VoiceProviderAWS'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Scripts/Editor/VoiceProviderAWSEditor.cs

5.197 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

5.197.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Scripts/Editor/VoiceProviderAWSGameObject.cs

5.198 Crosstales.RTVoice.Azure.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'Azure' in the "Tools"-menu.

5.198.1 Detailed Description

Editor component for for adding the prefabs from 'Azure' in the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/Scripts/Editor/VoiceProviderAzureMenu.cs

5.199 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

5.199.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

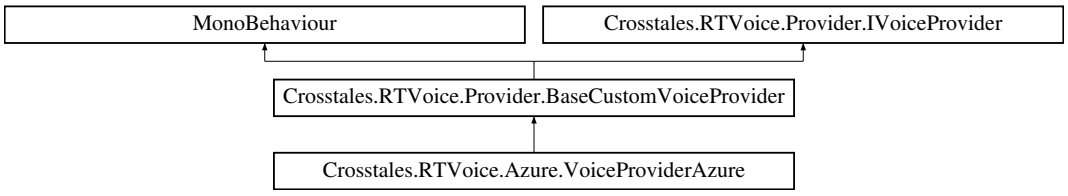
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Scripts/Editor/VoiceProviderAWSMenu.cs

5.200 Crosstales.RTVoice.Azure.VoiceProviderAzure Class Reference

Azure (Bing Speech) voice provider.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzure:



Public Member Functions

- override void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- override IEnumerator Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override void GenerateInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "JessaRUS"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => !Crosstales.RTVoice.Util.Helper.isWebPlatform
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0
- bool isValidAPIKey => APIKey?.Length >= 32

  Indicates if the API key is valid.
- bool isValidEndpoint => !string.IsNullOrEmpty(endpoint) && endpoint.Contains("api.cognitive.microsoft.↩ com")

  Indicates if the endpoint is valid.
- bool isValidRequestUri => !string.IsNullOrEmpty(requestUri) && requestUri.Contains("tts.speech.↩ microsoft.com")

  Indicates if the request URI is valid.

Protected Member Functions

- override void **Start** ()

Properties

- string? APIKey [get, set]

  API-key to access Azure.
- string **APIKey** [get, set]
- string Endpoint [get, set]

  Endpoint to access Azure.
- string RequestUri [get, set]

  Request URI associated with the API-key.
- SampleRate SampleRate [get, set]

  Desired sample rate in Hz.

Additional Inherited Members

5.200.1 Detailed Description

Azure (Bing Speech) voice provider.

5.200.2 Member Function Documentation

5.200.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.200.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.GenerateInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.200.2.3 Load()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.Load (
            bool forceReload = false )  [virtual]
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.200.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.200.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.200.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNativeInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.200.3 Member Data Documentation

5.200.3.1 isValidAPIKey

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidAPIKey => APIKey?.Length >= 32
```

Indicates if the API key is valid.

Returns

True if the API key is valid.

5.200.3.2 isValidEndpoint

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidEndpoint => !string.IsNullOrEmpty(endpoint)
&& endpoint.Contains("api.cognitive.microsoft.com")
```

Indicates if the endpoint is valid.

Returns

True if the endpoint is valid.

5.200.3.3 isValidRequestUri

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidRequestUri => !string.IsNullOrEmpty(request↩
Uri) && requestUri.Contains("tts.speech.microsoft.com")
```

Indicates if the request URI is valid.

Returns

True if the request URI is valid.

5.200.4 Property Documentation

5.200.4.1 APIKey

```
string?  Crosstales.RTVoice.Azure.VoiceProviderAzure.APIKey  [get], [set]
```

API-key to access Azure.

5.200.4.2 Endpoint

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.Endpoint  [get], [set]
```

Endpoint to access Azure.

5.200.4.3 RequestUri

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.RequestUri  [get], [set]
```

Request URI associated with the API-key.

5.200.4.4 SampleRate

```
SampleRate Crosstales.RTVoice.Azure.VoiceProviderAzure.SampleRate  [get], [set]
```

Desired sample rate in Hz.

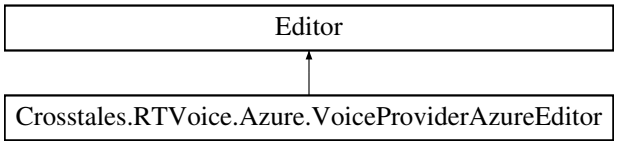
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↩ Scripts/VoiceProviderAzure.cs

5.201 Crosstales.RTVoice.Azure.VoiceProviderAzureEditor Class Reference

Custom editor for the 'VoiceProviderAzure'-class.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzureEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Azure") != null

5.201.1 Detailed Description

Custom editor for the 'VoiceProviderAzure'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↩ Scripts/Editor/VoiceProviderAzureEditor.cs

5.202 Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject Class Reference

Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu.

5.202.1 Detailed Description

Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu.

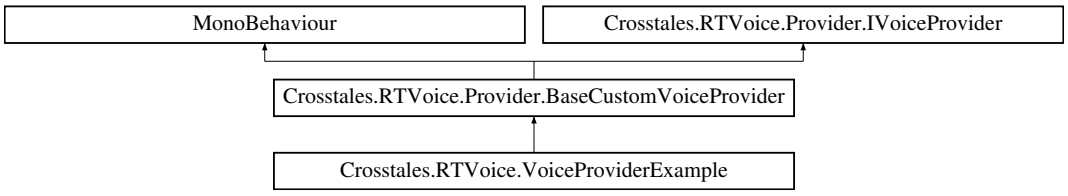
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↩ Scripts/Editor/VoiceProviderAzureGameObject.cs

5.203 Crosstales.RTVoice.VoiceProviderExample Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.VoiceProviderExample:



Public Member Functions

- override void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
- override IEnumerator **Speak** (Model.Wrapper wrapper)
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
- override void **GenerateInEditor** (Model.Wrapper wrapper)
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)

Properties

- override string **AudioFileExtension** `[get]`
- override AudioType **AudioFileType** `[get]`
- override string **DefaultVoiceName** `[get]`
- override bool **isWorkingInEditor** `[get]`
- override bool **isWorkingInPlaymode** `[get]`
- override bool **isPlatformSupported** `[get]`
- override int **MaxTextLength** `[get]`
- override bool **isSpeakNativeSupported** `[get]`
- override bool **isSpeakSupported** `[get]`
- override bool **isSSMLSupported** `[get]`
- override bool **isOnlineService** `[get]`
- override bool **hasCoRoutines** `[get]`
- override bool **isIL2CPPSupported** `[get]`
- override bool **hasVoicesInEditor** `[get]`
- override int **MaxSimultaneousSpeeches** `[get]`

Additional Inherited Members

5.203.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables

5.203.2 Member Function Documentation

5.203.2.1 Load()

```
override void Crosstales.RTVoice.VoiceProviderExample.Load (
            bool forceReload = false )  [virtual]
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

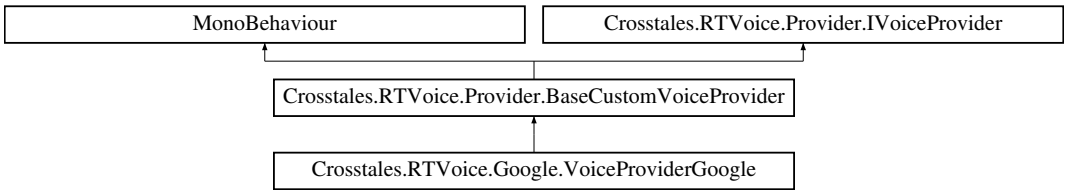
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/VoiceProviderExample.cs

5.204 Crosstales.RTVoice.Google.VoiceProviderGoogle Class Reference

Google Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" https://assetstore.unity.com/packages/slug/115170?aid=1011lNGT

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogle:



Public Member Functions

- override void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- override IEnumerator Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override void GenerateInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode & Editor only).
- override IEnumerator SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override IEnumerator Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- override void SpeakNativeInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode & Editor only).
- override void GenerateInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file with the current provider (Editor only).

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "en-US-Standard-B"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => true
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- override int **MaxSimultaneousSpeeches** => 0
- bool isValidAPIKey => FrostweepGames.Plugins.GoogleCloud.TextToSpeech.GCTextToSpeech.↩ Instance?.apiKey?.Length >= 32

  Indicates if the API key is valid.

Protected Member Functions

- override void **Start** ()
- override void **OnDestroy** ()
- override void **Start** ()

Additional Inherited Members

5.204.1 Detailed Description

Google Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" https↩ ://assetstore.unity.com/packages/slug/115170?aid=1011lNGT

5.204.2 Member Function Documentation

5.204.2.1 Generate() [1/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.2.2 Generate() [2/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.2.3 GenerateInEditor() [1/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.GenerateInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.2.4 GenerateInEditor() [2/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.GenerateInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.2.5 Load() [1/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.Load (
            bool forceReload = false )  [virtual]
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.2.6 Load() [2/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.Load (
            bool forceReload = false )  [virtual]
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.2.7 Speak() [1/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.2.8 Speak() [2/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.2.9 SpeakNative() [1/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.2.10 SpeakNative() [2/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.2.11 SpeakNativeInEditor() [1/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNativeInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.2.12 SpeakNativeInEditor() [2/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNativeInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.204.3 Member Data Documentation

5.204.3.1 isValidAPIKey

```
bool Crosstales.RTVoice.Google.VoiceProviderGoogle.isValidAPIKey => FrostweepGames.Plugins.↩
GoogleCloud.TextToSpeech.GCTextToSpeech.Instance?.apiKey?.Length >= 32
```

Indicates if the API key is valid.

Returns

True if the API key is valid.

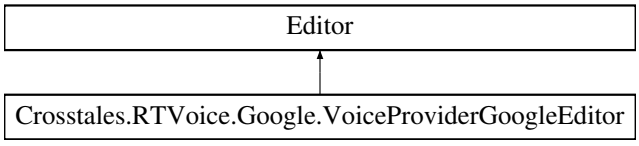
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Scripts/VoiceProviderGoogle.cs

5.205 Crosstales.RTVoice.Google.VoiceProviderGoogleEditor Class Reference

Custom editor for the 'VoiceProviderGoogle'-class.

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogleEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Google Cloud") != null

5.205.1 Detailed Description

Custom editor for the 'VoiceProviderGoogle'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Scripts/Editor/VoiceProviderGoogleEditor.cs

5.206 Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject Class Reference

Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.

5.206.1 Detailed Description

Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Scripts/Editor/VoiceProviderGoogleGameObject.cs

5.207 Crosstales.RTVoice.Google.VoiceProviderGoogleMenu Class Reference

Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

5.207.1 Detailed Description

Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

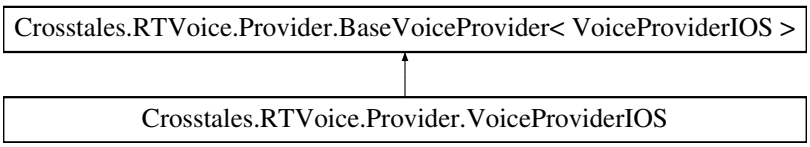
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Scripts/Editor/VoiceProviderGoogleMenu.cs

5.208 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override IEnumerator **Generate** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override void **Silence** ()
- override void **Silence** (string uid)
- void **Pause** ()
- override void **GenerateInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override void **SpeakNativeInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)

Static Public Member Functions

- static void SetVoices (string voicesText)

  Receives all voices
- static void SetState (string state)

  Receives the state of the speaker.
- static void WordSpoken (string word)

  Called every time a new word is spoken.

Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "Daniel"
- override System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > **Voices** => cachediOSVoices
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isPlatformSupported** => Crosstales.RTVoice.Util.Helper.isIOSBasedPlatform
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- override int **MaxSimultaneousSpeeches** => 1

Additional Inherited Members

5.208.1 Detailed Description

iOS voice provider.

5.208.2 Member Function Documentation

5.208.2.1 SetState()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetState (
            string state )  [static]
```

Receives the state of the speaker.

Parameters

state	The state of the speaker.

5.208.2.2 SetVoices()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices (
            string voicesText )  [static]
```

Receives all voices

Parameters

voicesText	All voices as text string.

5.208.2.3 WordSpoken()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken (
            string word )  [static]
```

Called every time a new word is spoken.

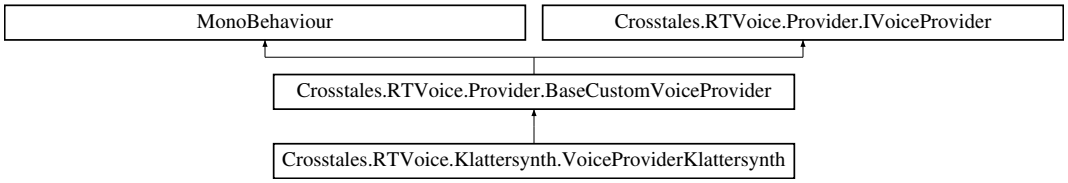
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/Voice↩ ProviderIOS.cs

5.209 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference

Klattersynth voice provider. NOTE: This provider needs "Klattersynth" https://assetstore.unity.com/packages/slug/95453?aid=1011lNGT

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth:



Public Member Functions

- override void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- override IEnumerator Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override void GenerateInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => string.Empty
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => true
- override int **MaxTextLength** => 2150
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => false
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0

Properties

- Strobotnik.Klattersynth.Speech[ ] Speeches `[get, set]`

  All available speeches (=voice configurations) from Klattersynth.
- Crosstales.Common.Model.Enum.SampleRate SampleRate `[get, set]`

  Desired sample rate.

Additional Inherited Members

5.209.1 Detailed Description

Klattersynth voice provider. NOTE: This provider needs "Klattersynth" https://assetstore.unity.↩com/packages/slug/95453?aid=1011lNGT

5.209.2 Member Function Documentation

5.209.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.209.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.GenerateInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.209.2.3 Load()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Load (
            bool forceReload = false )  [virtual]
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.209.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.209.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.209.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNativeInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.209.3 Property Documentation

5.209.3.1 SampleRate

```
Crosstales.Common.Model.Enum.SampleRate Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.↩
SampleRate [get], [set]
```

Desired sample rate.

5.209.3.2 Speeches

```
Strobotnik.Klattersynth.Speech [] Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.↩
Speeches [get], [set]
```

All available speeches (=voice configurations) from Klattersynth.

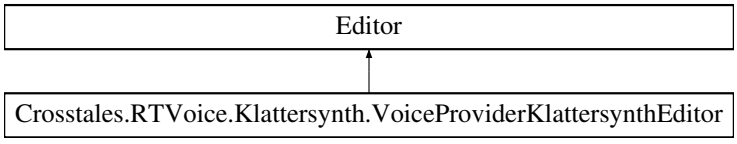
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/↩ Scripts/VoiceProviderKlattersynth.cs

5.210 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference

Custom editor for the 'VoiceProviderKlattersynth'-class.

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Klattersynth") != null

5.210.1 Detailed Description

Custom editor for the 'VoiceProviderKlattersynth'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/↩ Scripts/Editor/VoiceProviderKlattersynthEditor.cs

5.211 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGame↩ Object Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

5.211.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/↩ Scripts/Editor/VoiceProviderKlattersynthGameObject.cs

5.212 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

5.212.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

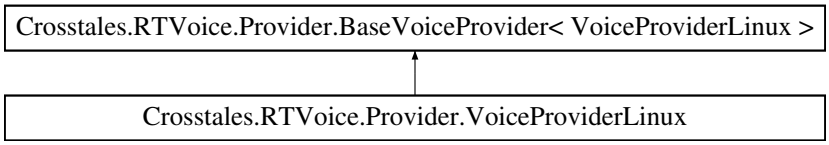
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/↩ Scripts/Editor/VoiceProviderKlattersynthMenu.cs

5.213 Crosstales.RTVoice.Provider.VoiceProviderLinux Class Reference

Linux voice provider. NOTE: needs eSpeak to work: http://espeak.sourceforge.net/

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderLinux:



Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override IEnumerator **Generate** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override void **Silence** ()
- override void **Silence** (string uid)
- override void **GenerateInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override void **SpeakNativeInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "en"
- override bool **isWorkingInEditor** => true
- override bool **isWorkingInPlaymode** => true
- override int **MaxTextLength** => 32000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => isSupported
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0

Static Public Attributes

- static bool **isSupported** => Crosstales.RTVoice.Util.Helper.isWindowsPlatform || Crosstales.RTVoice.Util.Helper.isMacOSPlat || Crosstales.RTVoice.Util.Helper.isLinuxPlatform

Protected Member Functions

- override string **getVoiceName** (Crosstales.RTVoice.Model.Wrapper wrapper)

Additional Inherited Members

5.213.1 Detailed Description

Linux voice provider. NOTE: needs eSpeak to work: http://espeak.sourceforge.net/

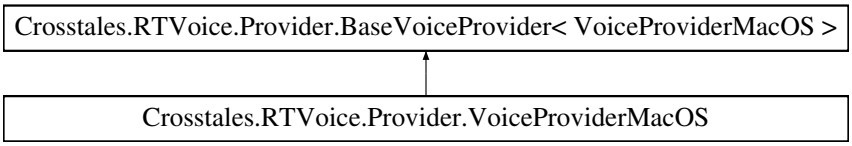
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderLinux.cs

5.214 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "Alex"
- override bool **isWorkingInEditor** => Crosstales.RTVoice.Util.Helper.isMacOSEditor
- override bool **isWorkingInPlaymode** => Crosstales.RTVoice.Util.Helper.isMacOSEditor
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => Crosstales.RTVoice.Util.Helper.isMacOSPlatform
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 50

Additional Inherited Members

5.214.1 Detailed Description

MacOS voice provider.

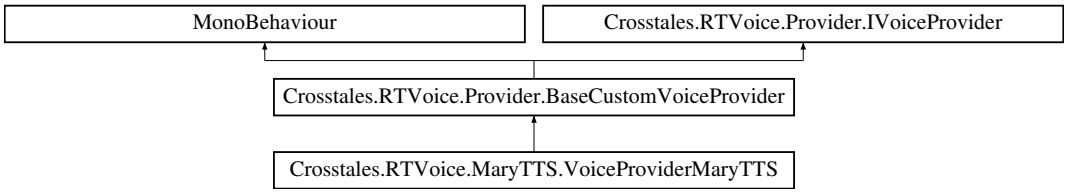
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderMacOS.cs

5.215 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS Class Reference

MaryTTS voice provider.

Inheritance diagram for Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS:



Public Member Functions

- override void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- override IEnumerator SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override IEnumerator Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override void GenerateInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "cmu-rms-hsmm"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0

Properties

- string URL `[get, set]`
  Server URL for MaryTTS.
- int Port `[get, set]`
  Server port for MaryTTS.
- string Username `[get, set]`
  User name for MaryTTS.
- string Password `[get, set]`
  User password for MaryTTS.
- MaryTTSType Type `[get, set]`
  Input type for MaryTTS.

Additional Inherited Members

5.215.1 Detailed Description

MaryTTS voice provider.

5.215.2 Member Function Documentation

5.215.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.215.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.GenerateInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.215.2.3 Load()

```
override void Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Load (
            bool forceReload = false )  [virtual]
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.215.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.215.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.215.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.SpeakNativeInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.215.3 Property Documentation

5.215.3.1 Password

```
string Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Password  [get], [set]
```

User password for MaryTTS.

5.215.3.2 Port

```
int Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Port  [get], [set]
```

Server port for MaryTTS.

5.215.3.3 Type

```
MaryTTSType Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Type  [get], [set]
```

Input type for MaryTTS.

5.215.3.4 URL

```
string Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.URL  [get], [set]
```

Server URL for MaryTTS.

5.215.3.5 Username

```
string Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Username  [get], [set]
```

User name for MaryTTS.

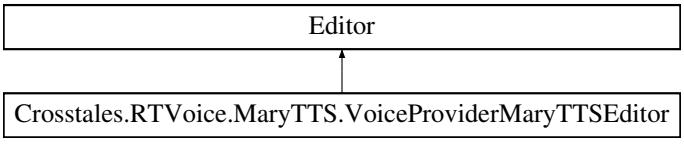
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↩ Scripts/VoiceProviderMaryTTS.cs

5.216 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSEditor Class Reference

Custom editor for the 'VoiceProviderMaryTTS'-class.

Inheritance diagram for Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("MaryTTS") != null

5.216.1 Detailed Description

Custom editor for the 'VoiceProviderMaryTTS'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↩ Scripts/Editor/VoiceProviderMaryTTSEditor.cs

5.217 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSGameObject Class Reference

Editor component for for adding the prefabs from 'MaryTTS' in the "Hierarchy"-menu.

5.217.1 Detailed Description

Editor component for for adding the prefabs from 'MaryTTS' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↩ Scripts/Editor/VoiceProviderMaryTTSGameObject.cs

5.218 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSMenu Class Reference

Editor component for for adding the prefabs from 'MaryTTS' in the "Tools"-menu.

5.218.1 Detailed Description

Editor component for for adding the prefabs from 'MaryTTS' in the "Tools"-menu.

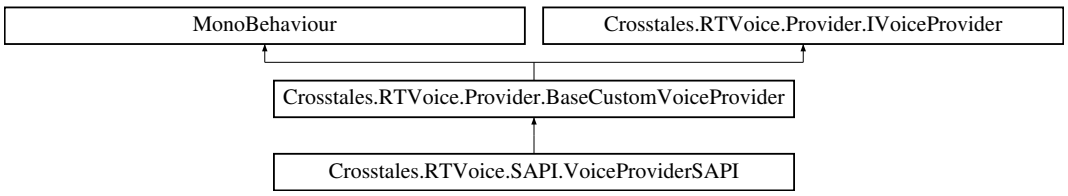
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↩ Scripts/Editor/VoiceProviderMaryTTSMenu.cs

5.219 Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPI:



Public Member Functions

- override void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- override IEnumerator Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override void Silence ()

  Silence all active TTS-providers.
- override void Silence (string uid)

  Silence the current TTS-provider (native mode).
- override void GenerateInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "David"
- override bool **isWorkingInEditor** => Crosstales.RTVoice.Util.Helper.isWindowsEditor
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => Crosstales.RTVoice.Util.Helper.isWindowsPlatform || Crosstales.RTVoice.Util.Helper.is
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 1

Protected Member Functions

- override void **Start** ()

Additional Inherited Members

5.219.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables

5.219.2 Member Function Documentation

5.219.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.219.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.GenerateInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.219.2.3 Load()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Load (
            bool forceReload = false )  [virtual]
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.219.2.4 Silence() [1/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence ( )  [virtual]
```

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.219.2.5 Silence() [2/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence (
            string uid )  [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

uid	UID of the speaker

Reimplemented from Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.219.2.6 Speak()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.219.2.7 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.219.2.8 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNativeInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

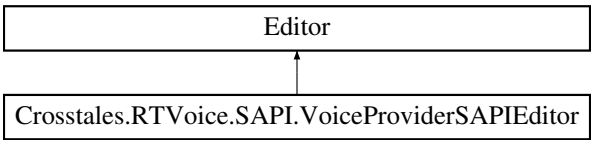
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SAPI Unity/↩ Scripts/VoiceProviderSAPI.cs

5.220 Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor Class Reference

Custom editor for the 'VoiceProviderSAPI'-class.

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("SAPI Unity") != null

5.220.1 Detailed Description

Custom editor for the 'VoiceProviderSAPI'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SAPI Unity/↩ Scripts/Editor/VoiceProviderSAPIEditor.cs

5.221 Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

5.221.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SAPI Unity/↩ Scripts/Editor/VoiceProviderSAPIGameObject.cs

5.222 Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

5.222.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

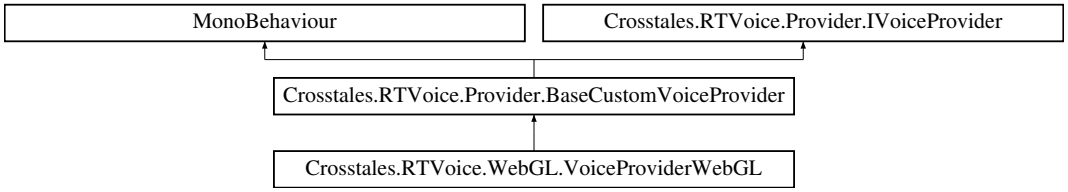
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SAPI Unity/Scripts/Editor/VoiceProviderSAPIMenu.cs

5.223 Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference

WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" https://assetstore.unity.com/packages/slug/81861?aid=1011lNGT

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGL:



Public Member Functions

- override void Load (bool forceReload=false)

  Load the provider (e.g. all voices).
- override IEnumerator Generate (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override void Silence ()

  Silence all active TTS-providers.
- override void GenerateInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  Generates an audio file with the current provider (Editor only).
- override void SpeakNativeInEditor (Crosstales.RTVoice.Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "Google US English"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => Crosstales.RTVoice.Util.Helper.isWebGLPlatform && !Crosstales.RTVoice.Util.Helper.i
- override int **MaxTextLength** => 32000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- override int **MaxSimultaneousSpeeches** => 0

Protected Member Functions

- override void **Start** ()
- override void **OnDestroy** ()

Additional Inherited Members

5.223.1 Detailed Description

WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" https://assetstore.↩ unity.com/packages/slug/81861?aid=1011lNGT

5.223.2 Member Function Documentation

5.223.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Generate (
            Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.223.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.GenerateInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.223.2.3 Load()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Load (
            bool forceReload = false )  [virtual]
```

Load the provider (e.g. all voices).

Parameters

forceReload	Force reload the provider (default: false, optional).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.223.2.4 Silence()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Silence ( )  [virtual]
```

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.223.2.5 Speak()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Speak (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.223.2.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNative (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.223.2.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNativeInEditor (
            Crosstales.RTVoice.Model.Wrapper wrapper )  [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

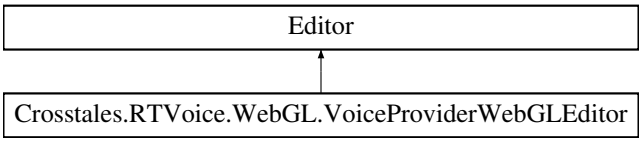
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Scripts/VoiceProviderWebGL.cs

5.224 Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor Class Reference

Custom editor for the 'VoiceProviderWebGL'-class.

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("WebGL Speech Synthesis") != null

5.224.1 Detailed Description

Custom editor for the 'VoiceProviderWebGL'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Scripts/Editor/VoiceProviderWebGLEditor.cs

5.225 Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

5.225.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Scripts/Editor/VoiceProviderWebGLGameObject.cs

5.226 Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

5.226.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

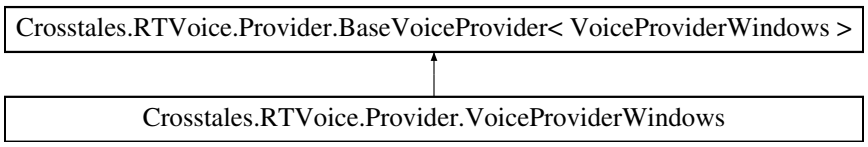
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Scripts/Editor/VoiceProviderWebGLMenu.cs

5.227 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "Microsoft David Desktop"
- override bool **isWorkingInEditor** => Crosstales.RTVoice.Util.Helper.isWindowsEditor
- override bool **isWorkingInPlaymode** => Crosstales.RTVoice.Util.Helper.isWindowsEditor
- override int **MaxTextLength** => 32000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => Crosstales.RTVoice.Util.Helper.isWindowsPlatform
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0

Additional Inherited Members

5.227.1 Detailed Description

Windows voice provider.

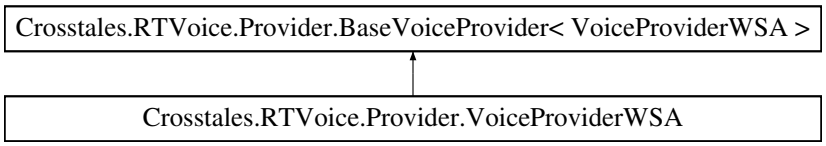
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderWindows.cs

5.228 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

WSA (UWP) voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:



Public Member Functions

- VoiceProviderWSA ()
  Constructor for VoiceProviderWSA.
- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override IEnumerator **Generate** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override void **GenerateInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)
- override void **SpeakNativeInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "Microsoft David"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 64000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => Crosstales.RTVoice.Util.Helper.isWSABasedPlatform
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- override int **MaxSimultaneousSpeeches** => 0

Additional Inherited Members

5.228.1 Detailed Description

WSA (UWP) voice provider.

5.228.2 Constructor & Destructor Documentation

5.228.2.1 VoiceProviderWSA()

```
Crosstales.RTVoice.Provider.VoiceProviderWSA.VoiceProviderWSA ( )
```

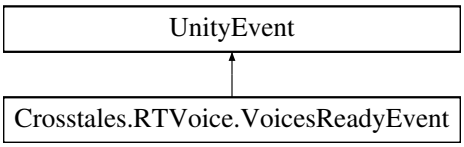
Constructor for VoiceProviderWSA.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderWSA.cs

5.229 Crosstales.RTVoice.VoicesReadyEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.VoicesReadyEvent:



The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.230 Crosstales.Common.Audio.WavMaster Class Reference

WAV utility for recording and audio playback functions in Unity.

Static Public Member Functions

- static AudioClip ToAudioClip (string filePath, string name="wav")

  Load PCM format ∗.wav audio file and convert to AudioClip.
- static AudioClip ToAudioClip (System.IO.Stream stream, string name="wav")

  Load PCM format ∗.wav audio stream and convert to AudioClip.
- static AudioClip ToAudioClip (byte[ ] fileBytes, string name="wav")

  Load PCM format byte-array and convert to AudioClip.
- static byte[ ] FromAudioClip (AudioClip audioClip)

  Convert an AudioClip to a byte-array.
- static byte[ ] FromAudioClip (AudioClip audioClip, string filepath, bool saveAsFile=true)

  Convert an AudioClip to a byte-array and save it to a file.
- static ushort BitDepth (AudioClip audioClip)

  Calculates the bit depth of an AudioClip.

5.230.1 Detailed Description

WAV utility for recording and audio playback functions in Unity.

- Use "ToAudioClip" method for loading wav file / bytes. Loads .wav (PCM uncompressed) files at 8,16,24 and 32 bits and converts data to Unity's AudioClip.
- Use "FromAudioClip" method for saving wav file / bytes. Converts an AudioClip's float data into wav byte array at 16 bit.

Partially based on: https://github.com/deadlyfingers/UnityWav

5.230.2 Member Function Documentation

5.230.2.1 BitDepth()

```
static ushort Crosstales.Common.Audio.WavMaster.BitDepth (
            AudioClip audioClip )  [static]
```

Calculates the bit depth of an AudioClip.

Parameters

audioClip	Audio clip.

Returns

The bit depth. Should be 8 or 16 or 32 bit.

5.230.2.2 FromAudioClip() [1/2]

```
static byte [] Crosstales.Common.Audio.WavMaster.FromAudioClip (
            AudioClip audioClip ) [static]
```

Convert an AudioClip to a byte-array.

Parameters

audioClip	AudioClip to convert

Returns

AudioClip as byte-array.

5.230.2.3 FromAudioClip() [2/2]

```
static byte [] Crosstales.Common.Audio.WavMaster.FromAudioClip (
            AudioClip audioClip,
            string filepath,
            bool saveAsFile = true ) [static]
```

Convert an AudioClip to a byte-array and save it to a file.

Parameters

audioClip	AudioClip to save
filepath	File path
saveAsFile	Save the file (optional, default: true)

Returns

AudioClip as byte-array.

5.230.2.4 ToAudioClip() [1/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (
            byte[] fileBytes,
            string name = "wav" ) [static]
```

Load PCM format byte-array and convert to AudioClip.

Parameters

fileBytes	Byte array with the PCM data
name	Name of the AudioClip (optional, default: wav)

Returns

AudioClip from the byte-array.

5.230.2.5 ToAudioClip() [2/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (
            string filePath,
            string name = "wav" )  [static]
```

Load PCM format ∗.wav audio file and convert to AudioClip.

Parameters

filePath	Local file path to .wav file
name	Name of the AudioClip (optional, default: wav)

Returns

AudioClip from the byte-array.

5.230.2.6 ToAudioClip() [3/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (
            System.IO.Stream stream,
            string name = "wav" )  [static]
```

Load PCM format ∗.wav audio stream and convert to AudioClip.

Parameters

stream	Local file path to .wav file
name	Name of the AudioClip (optional, default: wav)

Returns

AudioClip from the byte-array.

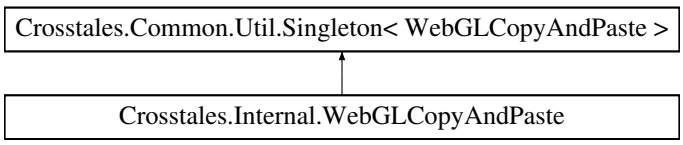
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Audio/↩ Scripts/WavMaster.cs

5.231 Crosstales.Internal.WebGLCopyAndPaste Class Reference

Allows copy and paste in WebGL.

Inheritance diagram for Crosstales.Internal.WebGLCopyAndPaste:



Public Member Functions

- delegate void **StringCallback** (string content)

Static Public Member Functions

- static void **GetClipboard** (string key)
- static void **ReceivePaste** (string str)

Additional Inherited Members

5.231.1 Detailed Description

Allows copy and paste in WebGL.

Based on https://github.com/greggman/unity-webgl-copy-and-paste

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/WebGL↩ CopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.232 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

Static Public Member Functions

- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

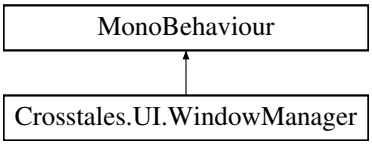
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/WebGL↩ CopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.233 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **ClosePanel** ()

Public Attributes

- float Speed = 3f

  Window movement speed (default: 3).
- GameObject[ ] Dependencies

  Dependent GameObjects (active == open).
- bool ClosedAtStart = true

  Close the window at Start (default: true).

5.233.1 Detailed Description

Manager for a Window.

5.233.2 Member Data Documentation

5.233.2.1 ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

5.233.2.2 Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

5.233.2.3 Speed

```
float Crosstales.UI.WindowManager.Speed = 3f
```

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Window↩ Manager.cs

5.234 Crosstales.RTVoice.Model.Wrapper Class Reference

Wrapper for "Speak"-function calls.

Public Member Functions

- Wrapper ()
  Default.
- Wrapper (string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
  Instantiate the class.
- Wrapper (string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)
  Instantiate the class.
- Wrapper (string uid, string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)
  Instantiate the class.
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Public Attributes

- System.DateTime Created => created
  Returns the creation time of the Wrapper.

Properties

- string Text `[get, set]`
  Text for the speech.
- AudioSource Source `[get, set]`
  AudioSource for the speech.
- Voice Voice `[get, set]`
  Voice for the speech.
- bool SpeakImmediately `[get, set]`
  Speak immediately after the audio generation. Only works if 'Source' is not null.
- float Rate `[get, set]`
  Rate of the speech (range: 0.01-3).

- float Pitch `[get, set]`

  Pitch of the speech (range: 0-2).
- float Volume `[get, set]`

  Volume of the speech (range: 0.01-1).
- string OutputFile `[get, set]`

  Output file (without extension) for the generated audio.
- bool ForceSSML `[get, set]`

  Force SSML on supported platforms.
- bool isPartial `[get, set]`

  Is the current wrapper just a part of a speech (only used in iOS).
- string Uid `[get, set]`

  UID of the speech.
- float SpeechTime `[get]`

  Returns the speech time in seconds (0: no audio file was generated).

5.234.1 Detailed Description

Wrapper for "Speak"-function calls.

5.234.2 Constructor & Destructor Documentation

5.234.2.1 Wrapper() [1/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper ( )
```

Default.

5.234.2.2 Wrapper() [2/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (
            string text,
            Voice voice = null,
            float rate = 1f,
            float pitch = 1f,
            float volume = 1f,
            bool forceSSML = true )
```

Instantiate the class.

Parameters

text	Text for the speech.
voice	Voice for the speech (default: null, optional).
rate	Rate of the speech (values: 0-3, default: 1, optional).
pitch	Pitch of the speech (values: 0-2, default: 1, optional).
volume	Volume of the speech (values: 0-1, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.234.2.3 Wrapper() [3/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (
            string text,
            Voice voice = null,
            float rate = 1f,
            float pitch = 1f,
            float volume = 1f,
            AudioSource source = null,
            bool speakImmediately = true,
            string outputFile = "",
            bool forceSSML = true )
```

Instantiate the class.

Parameters

text	Text for the speech.
voice	Voice for the speech (default: null, optional).
rate	Rate of the speech (values: 0-3, default: 1, optional).
pitch	Pitch of the speech (values: 0-2, default: 1, optional).
volume	Volume of the speech (values: 0-1, default: 1, optional).
source	AudioSource for the speech (default: null, optional).
speakImmediately	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
outputFile	Output file (without extension) for the generated audio (default: empty, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.234.2.4 Wrapper() [4/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (
            string uid,
            string text,
            Voice voice = null,
            float rate = 1f,
            float pitch = 1f,
            float volume = 1f,
            AudioSource source = null,
            bool speakImmediately = true,
            string outputFile = "",
            bool forceSSML = true )
```

Instantiate the class.

Parameters

uid	UID of the speech.
text	Text for the speech.

Parameters

voice	Voice for the speech (default: null, optional).
rate	Rate of the speech (values: 0-3, default: 1, optional).
pitch	Pitch of the speech (values: 0-2, default: 1, optional).
volume	Volume of the speech (values: 0-1, default: 1, optional).
source	AudioSource for the speech (default: null, optional).
speakImmediately	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
outputFile	Output file (without extension) for the generated audio (default: empty, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.234.3 Member Data Documentation

5.234.3.1 Created

```
System.DateTime Crosstales.RTVoice.Model.Wrapper.Created => created
```

Returns the creation time of the Wrapper.

Returns

Creation time of the Wrapper.

5.234.4 Property Documentation

5.234.4.1 ForceSSML

```
bool Crosstales.RTVoice.Model.Wrapper.ForceSSML  [get], [set]
```

Force SSML on supported platforms.

5.234.4.2 isPartial

```
bool Crosstales.RTVoice.Model.Wrapper.isPartial  [get], [set]
```

Is the current wrapper just a part of a speech (only used in iOS).

5.234.4.3 OutputFile

```
string Crosstales.RTVoice.Model.Wrapper.OutputFile [get], [set]
```

Output file (without extension) for the generated audio.

5.234.4.4 Pitch

```
float Crosstales.RTVoice.Model.Wrapper.Pitch [get], [set]
```

Pitch of the speech (range: 0-2).

5.234.4.5 Rate

```
float Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]
```

Rate of the speech (range: 0.01-3).

5.234.4.6 Source

```
AudioSource Crosstales.RTVoice.Model.Wrapper.Source [get], [set]
```

AudioSource for the speech.

5.234.4.7 SpeakImmediately

```
bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately [get], [set]
```

Speak immediately after the audio generation. Only works if 'Source' is not null.

5.234.4.8 SpeechTime

```
float Crosstales.RTVoice.Model.Wrapper.SpeechTime [get]
```

Returns the speech time in seconds (0: no audio file was generated).

Returns

Speech time in seconds.

5.234.4.9 Text

```
string Crosstales.RTVoice.Model.Wrapper.Text  [get], [set]
```

Text for the speech.

5.234.4.10 Uid

```
string Crosstales.RTVoice.Model.Wrapper.Uid  [get], [set]
```

UID of the speech.

5.234.4.11 Voice

```
Voice Crosstales.RTVoice.Model.Wrapper.Voice  [get], [set]
```

Voice for the speech.

5.234.4.12 Volume

```
float Crosstales.RTVoice.Model.Wrapper.Volume  [get], [set]
```

Volume of the speech (range: 0.01-1).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Wrapper.↩ cs

5.235 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)

  Serialize an object to a XML-file.
- static string SerializeToString< T > (T obj)

  Serialize an object to a XML-string.
- static byte[ ] SerializeToByteArray< T > (T obj)

  Serialize an object to a XML byte-array.
- static T DeserializeFromFile< T > (string filename, bool skipBOM=false)

  Deserialize a XML-file to an object.
- static T DeserializeFromString< T > (string xmlAsString, bool skipBOM=true)

  Deserialize a XML-string to an object.
- static T DeserializeFromByteArray< T > (byte[ ] data)

  Deserialize a XML byte-array to an object.
- static T DeserializeFromResource< T > (string resourceName, bool skipBOM=true)

  Deserialize a Unity XML resource (TextAsset) to an object.

5.235.1 Detailed Description

Helper-class for XML.

5.235.2 Member Function Documentation

5.235.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromByteArray< T > (
            byte[] data ) [static]
```

Deserialize a XML byte-array to an object.

Parameters

data	XML of the object

Returns

Object

5.235.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
            string filename,
            bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

filename	XML-file of the object
skipBOM	Skip BOM (optional, default: false)

Returns

Object

5.235.2.3 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (
            string resourceName,
            bool skipBOM = true )  [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

resourceName	Name of the resource
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.235.2.4 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (
            string xmlAsString,
            bool skipBOM = true )  [static]
```

Deserialize a XML-string to an object.

Parameters

xmlAsString	XML of the object
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.235.2.5 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.XmlHelper.SerializeToByteArray< T > (
            T obj )  [static]
```

Serialize an object to a XML byte-array.

Parameters

obj	Object to serialize.

Returns

Object as byte-array

5.235.2.6 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
            T obj,
            string filename )  [static]
```

Serialize an object to a XML-file.

Parameters

obj	Object to serialize.
filename	File name of the XML.

5.235.2.7 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
            T obj )  [static]
```

Serialize an object to a XML-string.

Parameters

obj	Object to serialize.

Returns

Object as XML-string

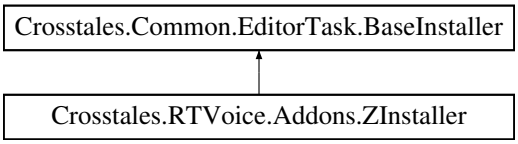
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs

5.236 Crosstales.RTVoice.Addons.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.Addons.ZInstaller:



Additional Inherited Members

5.236.1 Detailed Description

Installs the Demos-package.

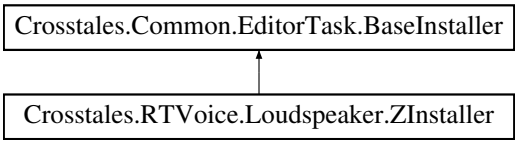
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Scripts/Editor/ZInstaller.cs

5.237 Crosstales.RTVoice.Loudspeaker.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.Loudspeaker.ZInstaller:



Additional Inherited Members

5.237.1 Detailed Description

Installs the Demos-package.

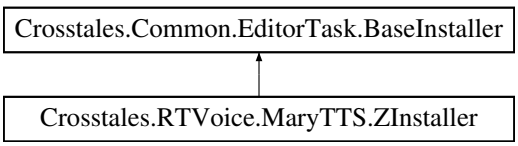
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Loudspeaker/Scripts/Editor/ZInstaller.cs

5.238 Crosstales.RTVoice.MaryTTS.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.MaryTTS.ZInstaller:



Additional Inherited Members

5.238.1 Detailed Description

Installs the Demos-package.

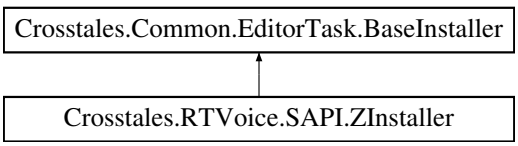
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↩ Scripts/Editor/ZInstaller.cs

5.239 Crosstales.RTVoice.SAPI.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.SAPI.ZInstaller:



Additional Inherited Members

5.239.1 Detailed Description

Installs the Demos-package.

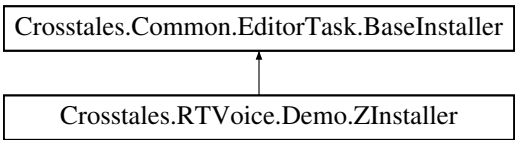
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SAPI Unity/↩ Scripts/Editor/ZInstaller.cs

5.240 Crosstales.RTVoice.Demo.ZInstaller Class Reference

Installs the packages from Common.

Inheritance diagram for Crosstales.RTVoice.Demo.ZInstaller:



Additional Inherited Members

5.240.1 Detailed Description

Installs the packages from Common.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↩ Editor/ZInstaller.cs

Chapter 6

More information

6.1 Homepage

https://www.crosstales.com/en/portfolio/rtvoice/

6.2 AssetStore

https://assetstore.unity.com/lists/crosstales-42213?aid=1011lNGT

6.3 Forum

https://forum.unity.com/threads/rt-voice-run-time-text-to-speech-solution.340046/

6.4 Documentation

https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf

6.5 Discord

https://discord.gg/ZbZ2sh4

6.6 Demos

6.6.1 WebGL

https://www.crosstales.com/media/data/assets/rtvoice/webgl/

6.6.2 Windows

https://drive.google.com/file/d/11BFDLbj9vmyrfltXeS_d9zK3oM9h8TaS/view?usp=sharing

6.6.3 macOS

https://drive.google.com/file/d/11A7u7g7Cs63Bu7lv7ER9KFTVCU9oWAaT/view?usp=sharing

6.6.4 Linux

https://drive.google.com/file/d/1XViADtStr8NXKHPMejXQ6iY4C2U_Bh3o/view?usp=sharing

6.6.5 Android

https://drive.google.com/file/d/11FUbfuvSAAT5JgdolUKZO1sCPkTAFYJG/view?usp=sharing

6.7 Videos

https://www.youtube.com/c/Crosstales

6.7.1 Promotion

https://youtu.be/iVhTWDLY7g8?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

6.7.2 Tutorial

https://youtu.be/OJyVgCmX3wU?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

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