RTVoice

2.5.0

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Chapter 4

Namespace Documentation

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Namespaces

4.2 Crosstales.RTVoice Namespace Reference

Namespaces

Classes

- class LiveSpeaker

  Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").
- class Speaker

  Main component of RTVoice.

4.3 Crosstales.RTVoice.AdventureCreator Namespace Reference

Classes

- class ACConnector

  Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.
- class ACConnectorEditor

  Custom editor for the 'ACConnector'-class.
- class ACConnectorMenu

  Editor component for adding the prefabs for 'Adventure Creator'.
- class ACSceneSwitcher

  Allows to switch scenes with Adventure Creator.
- class ACVoiceWrapper

  Wrapper for an AC-character to an RT-Voice.

4.4 Crosstales.RTVoice.Demo Namespace Reference

Namespaces

Classes

- class Dialog

  Simple dialog system with TTS voices.
- class FFTAnalyzer

  FFT analyzer for an audio channel.
- 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 GUISpeechMobile

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

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

  Warapper for the dynamic speakers.

4.5 Crosstales.RTVoice.Demo.Util Namespace Reference

Classes

- class AudioVisualizer

  Simple audio visualizer.
- class MaterialChanger

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

- class PlatformEnabler
  Enables game objects for a given platform.
- class RandomColor
  Random color changer.
- class RandomRotator
  Random rotation changer.
- class RandomScaler
  Random scale changer.
- class ScrollRectHandler
  Changes the sensitivity of ScrollRects under various platforms.

Enumerations

- enum Platform {
  OSX, **Windows**, **IOS**, **Android**,
  Unsupported }
  All available platforms.

4.5.1 Enumeration Type Documentation

4.5.1.1 enum Crosstales.RTVoice.Demo.Util.Platform [strong]

All available platforms.

4.6 Crosstales.RTVoice.EditorExt Namespace Reference

Classes

- class AutoInitalize
  Automatically adds the neccessary RTVoice-prefabs to the current scene.
- class BuildPostprocessor
  BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.
- class ConfigBase
  Base class for editor windows.
- class ConfigLoader
  Loads the configuration of the asset.
- class ConfigPreferences
  Unity "Preferences" extension.
- class ConfigWindow
  Editor window extension.
- class EditorHelper
  Editor helper class.
- class RTVoiceMenu
  Editor component for adding the various prefabs.
- 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 UpdateCheck
  Checks for updates of the asset.

4.7 Crosstales.RTVoice.Model Namespace Reference

Namespaces

Classes

- class Sequence

  Model for a sequence.
- class Voice

  Model for a voice.
- class Wrapper

  Wrapper for "Speak"-function calls.
- class WrapperNative

  Wrapper (native mode) for "SpeakNative"-function calls.

Enumerations

- enum SpeakMode { **Speak**, **SpeakNative** }

  Available Speak-modes.

4.7.1 Enumeration Type Documentation

4.7.1.1 enum Crosstales.RTVoice.Model.SpeakMode [strong]

Available Speak-modes.

4.8 Crosstales.RTVoice.Model.Event Namespace Reference

Classes

- class CurrentPhonemeEventArgs

  EventArgs for the current phoneme.
- class CurrentVisemeEventArgs

  EventArgs for the current viseme.
- class CurrentWordEventArgs

  EventArgs for the current word.
- class SpeakEventArgs

  EventArgs and base class for all speaker events.
- class SpeakNativeEventArgs

  EventArgs and base class for all speaker (native) events.

4.9 Crosstales.RTVoice.PlayMaker Namespace Reference

Classes

- class SpeakEditor

  Custom editor for the Speak-action.
- class SpeakUIEditor

  Custom editor for the SpeakUI-action.

4.10 Crosstales.RTVoice.Provider Namespace Reference

Classes

- class BaseVoiceProvider

  Base class for voice providers.
- class VoiceProviderAndroid

  Android voice provider.
- class VoiceProviderIOS

  iOS voice provider.
- class VoiceProviderMacOS

  MacOS voice provider.
- class VoiceProviderWindows

  Windows voice provider.

4.11 Crosstales.RTVoice.SALSA Namespace Reference

Classes

- class Speak

4.12 Crosstales.RTVoice.SLATE Namespace Reference

Classes

- class CutSceneStart

4.13 Crosstales.RTVoice.Tool Namespace Reference

Classes

- class Loudspeaker

  Loudspeaker for an AudioSource.
- class Sequencer

  Simple sequencer.
- class SpeechText

  Allows to speak and store generated audio.

4.14 Crosstales.RTVoice.UDEA2 Namespace Reference

Classes

- class UDEAConnector

  Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.
- class UDEAConnectorEditor

  Custom editor for the 'UDEAConnector'-class.
- class UDEAVoiceWrapper

  Wrapper for an UDEA-character to an RT-Voice.

4.15 Crosstales.RTVoice.Util Namespace Reference

Classes

- class Constants

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

  Various helper functions.

4.16 HutongGames Namespace Reference

Namespaces

4.17 HutongGames.PlayMaker Namespace Reference

Namespaces

4.18 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- 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.

4.19 PixelCrushers Namespace Reference

Namespaces

4.20 PixelCrushers.DialogueSystem Namespace Reference

Namespaces

Classes

- class RTVoiceActor

4.21 PixelCrushers.DialogueSystem.SequencerCommands Namespace Reference

Classes

- class SequencerCommandRTVoiceWait

  Sequencer command RTVoiceWait(). Waits for the current RT-Voice audio clip to finish.

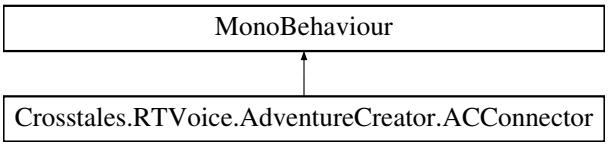
Chapter 5

Class Documentation

5.1 Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference

Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnector:



Public Attributes

- ACVoiceWrapper[ ] Voices

  Voices for the AC-characters (optional).
- string Culture

  Fallback culture for all sequences (e.g. 'en', optional).
- bool CallOnStopSpeech = true

  Calls a AC-'OnStopSpeech' at the end of a speech (default: on).
- bool SimulateSkipSpeech = false

  Simulates AC-'SkipSpeech' at the end of a speech (default: off).

5.1.1 Detailed Description

Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.

5.1.2 Member Data Documentation

5.1.2.1 bool Crosstales.RTVoice.AdventureCreator.ACConnector.CallOnStopSpeech = true

Calls a AC-'OnStopSpeech' at the end of a speech (default: on).

5.1.2.2 string Crosstales.RTVoice.AdventureCreator.ACConnector.Culture

Fallback culture for all sequences (e.g. 'en', optional).

5.1.2.3 bool Crosstales.RTVoice.AdventureCreator.ACConnector.SimulateSkipSpeech = false

Simulates AC-'SkipSpeech' at the end of a speech (default: off).

5.1.2.4 ACVoiceWrapper [ ] Crosstales.RTVoice.AdventureCreator.ACConnector.Voices

Voices for the AC-characters (optional).

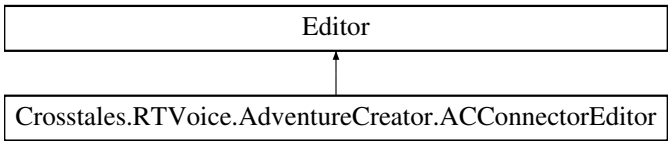
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACConnector.cs

5.2 Crosstales.RTVoice.AdventureCreator.ACConnectorEditor Class Reference

Custom editor for the 'ACConnector'-class.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnectorEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.2.1 Detailed Description

Custom editor for the 'ACConnector'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Editor/ACConnectorEditor.cs

5.3 Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference

Editor component for adding the prefabs for 'Adventure Creator'.

5.3.1 Detailed Description

Editor component for adding the prefabs for 'Adventure Creator'.

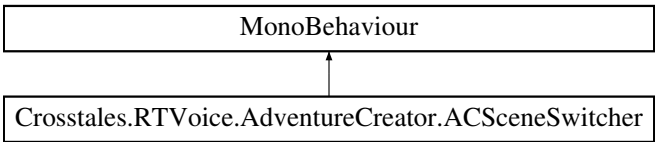
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Editor/ACConnectorMenu.cs

5.4 Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher Class Reference

Allows to switch scenes with Adventure Creator.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher:



5.4.1 Detailed Description

Allows to switch scenes with Adventure Creator.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACSceneSwitcher.cs

5.5 Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference

Wrapper for an AC-character to an RT-Voice.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string ACVoiceName = string.Empty

  Name of the AC-character on-screen.
- string RTVoiceNameWindows = string.Empty

  "Name of the RT-Voice under Windows.
- string RTVoiceNameMac = string.Empty

  Name of the RT-Voice under macOS.
- string RTVoiceNameAndroid = string.Empty

  Name of the RT-Voice under Android.
- string RTVoiceNameIOS = string.Empty

  Name of the RT-Voice under iOS.
- bool UseSpeechAudioSource = true

  Use speech AudioSource of the character (default: on).
- AudioSource Source

  Origin AudioSource (optional).
- float Rate = 1f

  Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f

  Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f

  Volume of the speaker in percent (1 = 100%, default: 1, optional).
- bool IgnoreCharacter = false

  Ignore this character (default: off).
- bool **initalized** = false

Properties

- string RTVoiceName `[get]`

  Name of the RT-Voice.

5.5.1 Detailed Description

Wrapper for an AC-character to an RT-Voice.

5.5.2 Member Data Documentation

5.5.2.1 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.ACVoiceName = string.Empty

Name of the AC-character on-screen.

5.5.2.2 bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.IgnoreCharacter = false

Ignore this character (default: off).

5.5.2.3 float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.5.2.4 float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.5.2.5 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.5.2.6 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameIOS = string.Empty

Name of the RT-Voice under iOS.

5.5.2.7 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameMac = string.Empty

Name of the RT-Voice under macOS.

5.5.2.8 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameWindows = string.Empty

"Name of the RT-Voice under Windows.

5.5.2.9 AudioSource Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Source

Origin AudioSource (optional).

5.5.2.10 bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.UseSpeechAudioSource = true

Use speech AudioSource of the character (default: on).

5.5.2.11 float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional).

5.5.3 Property Documentation

5.5.3.1 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceName [get]

Name of the RT-Voice.

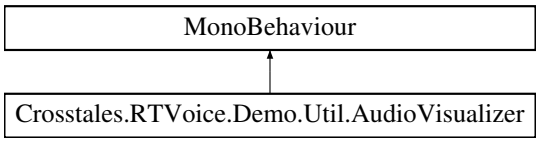
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACVoiceWrapper.cs

5.6 Crosstales.RTVoice.Demo.Util.AudioVisualizer Class Reference

Simple audio visualizer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.AudioVisualizer:



Public Attributes

- FFTAnalyzer **Analyzer**
- GameObject **VisualPrefab**
- float **Width** = 0.075f
- float **Gain** = 70f
- bool **LeftToRight** = true

5.6.1 Detailed Description

Simple audio visualizer.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/Util/AudioVisualizer.cs

5.7 Crosstales.RTVoice.EditorExt.AutoInitalize Class Reference

Automatically adds the neccessary RTVoice-prefabs to the current scene.

5.7.1 Detailed Description

Automatically adds the neccessary RTVoice-prefabs to the current scene.

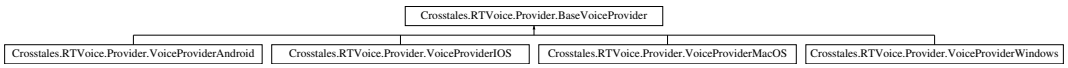
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Editor/AutoInitalize.cs

5.8 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



Public Member Functions

- delegate void **SpeakNativeCurrentWord** (CurrentWordEventArgs e)
- delegate void **SpeakNativeCurrentPhoneme** (CurrentPhonemeEventArgs e)
- delegate void **SpeakNativeCurrentViseme** (CurrentVisemeEventArgs e)
- delegate void **SpeakNativeStart** (SpeakNativeEventArgs e)
- delegate void **SpeakNativeComplete** (SpeakNativeEventArgs e)
- delegate void **SpeakStart** (SpeakEventArgs e)
- delegate void **SpeakComplete** (SpeakEventArgs e)
- delegate void **SpeakAudioGenerationStart** (SpeakEventArgs e)
- delegate void **SpeakAudioGenerationComplete** (SpeakEventArgs e)
- delegate void **ErrorInfo** (string info)
- virtual void Silence ()

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

  Silence the current TTS-provider (native mode).
- abstract IEnumerator SpeakNative (WrapperNative wrapper)

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

  The current provider speaks a text with a given voice.

Protected Member Functions

- void **fileCopy** (string inputFile, string outputFile, bool move=false)

Static Protected Member Functions

- static void **onSpeakNativeCurrentWord** (WrapperNative wrapper, string[ ] speechTextArray, int wordIndex)
- static void **onSpeakNativeCurrentPhoneme** (WrapperNative wrapper, string phoneme)
- static void **onSpeakNativeCurrentViseme** (WrapperNative wrapper, string viseme)
- static void **onSpeakNativeStart** (WrapperNative wrapper)
- static void **onSpeakNativeComplete** (WrapperNative wrapper)
- static void **onSpeakStart** (Wrapper wrapper)
- static void **onSpeakComplete** (Wrapper wrapper)
- static void **onSpeakAudioGenerationStart** (Wrapper wrapper)
- static void **onSpeakAudioGenerationComplete** (Wrapper wrapper)
- static void **onErrorInfo** (string info)

Protected Attributes

- Dictionary< Guid, Process > **processes** = new Dictionary<Guid, Process>()
- bool **silence** = false

Static Protected Attributes

- static List< Voice > **cachedVoices**
- static char[ ] **splitCharWords** = new char[ ] { ' ' }

Properties

- abstract string AudioFileExtension `[get]`

  Returns the extension of the generated audio files.
- abstract List< Voice > Voices `[get]`

  Get all available voices from the current TTS-provider and fills it into a given list.

Events

- static SpeakNativeCurrentWord OnSpeakNativeCurrentWord

  An event triggered whenever a new word is spoken (native mode, Windows only).
- static SpeakNativeCurrentPhoneme OnSpeakNativeCurrentPhoneme

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

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

  An event triggered whenever a native speak is started.
- static SpeakNativeComplete OnSpeakNativeComplete

  An event triggered whenever a native speak is completed.
- static SpeakStart OnSpeakStart

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

  An event triggered whenever a native speak is completed.
- static SpeakAudioGenerationStart OnSpeakAudioGenerationStart

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

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

  An event triggered whenever an error occurs.

5.8.1 Detailed Description

Base class for voice providers.

5.8.2 Member Function Documentation

5.8.2.1 virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence ( ) [virtual]

Silence all active TTS-providers.

Reimplemented in Crosstales.RTVoice.Provider.VoiceProviderAndroid, and Crosstales.RTVoice.Provider.VoiceProviderIOS.

5.8.2.2 virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence (Guid *uid*) [virtual]

Silence the current TTS-provider (native mode).

Parameters

uid	UID of the speaker

5.8.2.3 abstract IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.Speak (Wrapper *wrapper*) [pure virtual]

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.Provider.VoiceProviderMacOS, and Crosstales.RTVoice.Provider.VoiceProviderAndroid.

5.8.2.4 abstract IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.SpeakNative (WrapperNative *wrapper*) [pure virtual]

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

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderMacOS, and Crosstales.RTVoice.Provider.VoiceProvider↩

Android.

5.8.3 Property Documentation

5.8.3.1 abstract string Crosstales.RTVoice.Provider.BaseVoiceProvider.AudioFileExtension [get]

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.8.3.2 abstract List<Voice> Crosstales.RTVoice.Provider.BaseVoiceProvider.Voices [get]

Get all available voices from the current TTS-provider and fills it into a given list.

Returns

All available voices from the current TTS-provider as list.

5.8.4 Event Documentation

5.8.4.1 ErrorInfo Crosstales.RTVoice.Provider.BaseVoiceProvider.OnErrorInfo [static]

An event triggered whenever an error occurs.

5.8.4.2 SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationComplete [static]

An event triggered whenever a speak audio generation is completed.

5.8.4.3 SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationStart [static]

An event triggered whenever a speak audio generation is started.

5.8.4.4 SpeakComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakComplete [static]

An event triggered whenever a native speak is completed.

5.8.4.5 SpeakNativeComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakNativeComplete [static]

An event triggered whenever a native speak is completed.

5.8.4.6 SpeakNativeCurrentPhoneme Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakNativeCurrentPhoneme [static]

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

5.8.4.7 SpeakNativeCurrentViseme Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakNativeCurrentViseme [static]

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

5.8.4.8 SpeakNativeCurrentWord Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakNativeCurrentWord [static]

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

5.8.4.9 SpeakNativeStart Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakNativeStart [static]

An event triggered whenever a native speak is started.

5.8.4.10 SpeakStart Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakStart [static]

An event triggered whenever a speak is started.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Provider/BaseVoiceProvider.cs

5.9 Crosstales.RTVoice.EditorExt.BuildPostprocessor Class Reference

BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.

Static Public Member Functions

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

5.9.1 Detailed Description

BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.

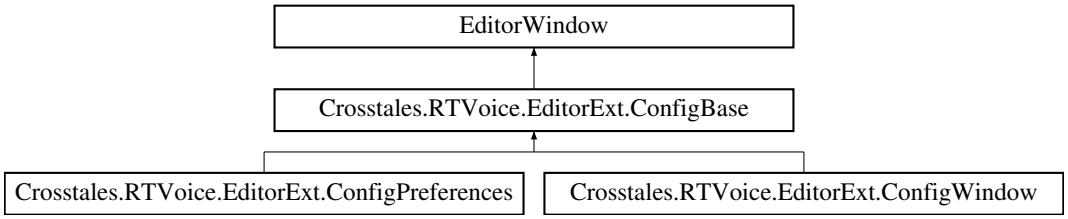
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Editor/BuildPostprocessor.cs

5.10 Crosstales.RTVoice.EditorExt.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigBase:



Static Protected Member Functions

- static void **showConfiguration** ()
- static void **showAbout** ()
- static void **save** ()

Static Protected Attributes

- static string **updateText** = UpdateCheck.TEXT_NOT_CHECKED

5.10.1 Detailed Description

Base class for editor windows.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Editor/ConfigBase.cs

5.11 Crosstales.RTVoice.EditorExt.ConfigLoader Class Reference

Loads the configuration of the asset.

5.11.1 Detailed Description

Loads the configuration of the asset.

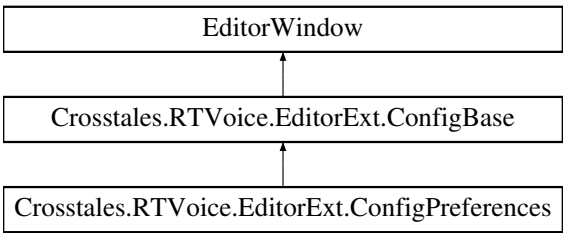
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Editor/ConfigLoader.cs

5.12 Crosstales.RTVoice.EditorExt.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigPreferences:



Additional Inherited Members

5.12.1 Detailed Description

Unity "Preferences" extension.

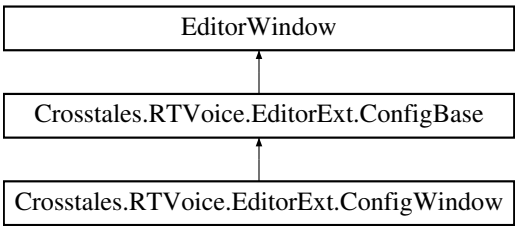
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Editor/ConfigPreferences.cs

5.13 Crosstales.RTVoice.EditorExt.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigWindow:



Public Member Functions

- delegate void **StopPlayback** ()

Static Public Member Functions

- static void **ShowWindow** ()

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

5.13.1 Detailed Description

Editor window extension.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/Editor/ConfigWindow.cs

5.14 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Public Attributes

- const string ASSET_NAME = "RTVoice PRO"
  Name of the asset.
- const string ASSET_VERSION = "2.5.0"
  Version of the asset.
- const int ASSET_BUILD = 250
  Build number of the asset.
- const string ASSET_AUTHOR = "crosstales LLC"
  Author of the asset.
- const string ASSET_AUTHOR_URL = "http://www.crosstales.com"
  URL of the asset author.
- const string ASSET_URL = "https://www.assetstore.unity3d.com/#!/content/41068"
  URL of the asset.
- const string ASSET_UPDATE_CHECK_URL = "http://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 = "http://www.crosstales.com/en/assets/rtvoice/RTVoice-doc.pdf"
  URL of the asset manual.
- const string ASSET_API_URL = "http://goo.gl/6w4Fy0"
  URL of the asset API.
- const string ASSET_FORUM_URL = "http://goo.gl/Z6MZMl"
  URL of the asset forum.
- const string ASSET_CT_URL = "http://www.crosstales.com/en/assets/rtvoice/"
  URL of the asset in crosstales.
- const string RTVOICE_SCENE_OBJECT_NAME = "RTVoice"

Name of the RT-Voice scene object.

- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_UPDATE_OPEN_UAS** = KEY_PREFIX + "UPDATE_OPEN_UAS"
- const string **KEY_PREFAB_PATH** = KEY_PREFIX + "PREFAB_PATH"
- const string **KEY_PREFAB_AUTOLOAD** = KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_AUDIOFILE_PATH** = KEY_PREFIX + "AUDIOFILE_PATH"
- const string **KEY_AUDIOFILE_AUTOMATIC_DELETE** = KEY_PREFIX + "AUDIOFILE_AUTOMATIC_DE↩ LETE"
- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_ENFORCE_32BIT_WINDOWS** = KEY_PREFIX + "ENFORCE_32BIT_WINDOWS"

Static Public Attributes

- static readonly DateTime ASSET_CREATED = new DateTime(2015, 4, 29)

  Create date of the asset (YYYY, MM, DD).
- static readonly DateTime ASSET_CHANGED = new DateTime(2016, 9, 12)

  Change date of the asset (YYYY, MM, DD).
- static readonly Guid ASSET_UID = new Guid("181f4dab-261f-4746-85f8-849c2866d353")

  UID of the asset.
- static bool DEBUG = false

  Enable or disable debug logging for the asset.
- static bool UPDATE_CHECK = true

  <summaryEnable or disable update-checks for the asset.
- static bool UPDATE_OPEN_UAS = false

  <summaryOpen the UAS-site when an update is found.
- static string PREFAB_PATH = "Assets/crosstales/RTVoice/Prefabs/"

  Path of the prefabs.
- static bool PREFAB_AUTOLOAD = true

  Automatically load and add the prefabs to the scene.
- static string AUDIOFILE_PATH = Path.GetTempPath()

  Path to the generated audio files.
- static bool AUDIOFILE_AUTOMATIC_DELETE = true

  Automatically delete the generated audio files.
- static bool ENFORCE_32BIT_WINDOWS = false

  Enforce 32bit versions of voices under Windows.
- static string TTS_WINDOWS_EDITOR = Application.dataPath + @"/crosstales/RTVoice/Plugins/Windows/R↩ TVoiceTTSWrapper.exe"

  Location of the TTS-wrapper under Windows (Editor).
- static string TTS_WINDOWS_EDITOR_x86 = Application.dataPath + @"/crosstales/RTVoice/Plugins/Windows/R↩ TVoiceTTSWrapper_x86.exe"

  Location of the TTS-wrapper under Windows (Editor).
- static string TTS_WINDOWS_BUILD = Application.dataPath + @"/RTVoiceTTSWrapper.exe"

  Location of the TTS-wrapper under Windows (stand-alone).
- static string TTS_WINDOWS_BUILD_x86 = Application.dataPath + @"/RTVoiceTTSWrapper_x86.exe"

  Location of the TTS-wrapper under Windows (stand-alone).
- static string TTS_MACOS = "say"

  Location of the TTS-system under MacOS.
- static int TTS_KILL_TIME = 5000

  Kill processes after 5000 milliseconds.
- static string **TEXT_TOSTRING_START** = " {"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = "', "
- static string **TEXT_TOSTRING_DELIMITER_END** = "'"

5.14.1 Detailed Description

Collected constants of very general utility for the asset.

5.14.2 Member Data Documentation

5.14.2.1 const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "http://goo.gl/6w4Fy0"

URL of the asset API.

5.14.2.2 const string Crosstales.RTVoice.Util.Constants.ASSET_AUTHOR = "crosstales LLC"

Author of the asset.

5.14.2.3 const string Crosstales.RTVoice.Util.Constants.ASSET_AUTHOR_URL = "http://www.crosstales.com"

URL of the asset author.

5.14.2.4 const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 250

Build number of the asset.

5.14.2.5 readonly DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new DateTime(2016, 9, 12) [static]

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

5.14.2.6 const string Crosstales.RTVoice.Util.Constants.ASSET_CONTACT = "rtvoice@crosstales.com"

Contact to the owner of the asset.

5.14.2.7 readonly DateTime Crosstales.RTVoice.Util.Constants.ASSET_CREATED = new DateTime(2015, 4, 29) [static]

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

5.14.2.8 const string Crosstales.RTVoice.Util.Constants.ASSET_CT_URL = "http://www.crosstales.com/en/assets/rtvoice/"

URL of the asset in crosstales.

5.14.2.9 const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://goo.gl/Z6MZMI"

URL of the asset forum.

5.14.2.10 const string Crosstales.RTVoice.Util.Constants.ASSET_MANUAL_URL = "http://www.crosstales.↩ com/en/assets/rtvoice/RTVoice-doc.pdf"

URL of the asset manual.

5.14.2.11 const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RTVoice PRO"

Name of the asset.

5.14.2.12 readonly Guid Crosstales.RTVoice.Util.Constants.ASSET_UID = new Guid("181f4dab-261f-4746-85f8-849c2866d353") [static]

UID of the asset.

5.14.2.13 const string Crosstales.RTVoice.Util.Constants.ASSET_UPDATE_CHECK_URL = "http://www.crosstales.com/media/assets/rtvoice_versions.txt"

URL for update-checks of the asset

5.14.2.14 const string Crosstales.RTVoice.Util.Constants.ASSET_URL = "https://www.assetstore.unity3d.com/#!/content/41068"

URL of the asset.

5.14.2.15 const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2.5.0"

Version of the asset.

5.14.2.16 bool Crosstales.RTVoice.Util.Constants.AUDIOFILE_AUTOMATIC_DELETE = true [static]

Automatically delete the generated audio files.

5.14.2.17 string Crosstales.RTVoice.Util.Constants.AUDIOFILE_PATH = Path.GetTempPath() [static]

Path to the generated audio files.

5.14.2.18 bool Crosstales.RTVoice.Util.Constants.DEBUG = false [static]

Enable or disable debug logging for the asset.

5.14.2.19 bool Crosstales.RTVoice.Util.Constants.ENFORCE_32BIT_WINDOWS = false [static]

Enforce 32bit versions of voices under Windows.

5.14.2.20 bool Crosstales.RTVoice.Util.Constants.PREFAB_AUTOLOAD = true [static]

Automatically load and add the prefabs to the scene.

5.14.2.21 string Crosstales.RTVoice.Util.Constants.PREFAB_PATH = "Assets/crosstales/RTVoice/Prefabs/" [static]

Path of the prefabs.

5.14.2.22 const string Crosstales.RTVoice.Util.Constants.RTVOICE_SCENE_OBJECT_NAME = "RTVoice"

Name of the RT-Voice scene object.

5.14.2.23 int Crosstales.RTVoice.Util.Constants.TTS_KILL_TIME = 5000 [static]

Kill processes after 5000 milliseconds.

5.14.2.24 string Crosstales.RTVoice.Util.Constants.TTS_MACOS = "say" [static]

Location of the TTS-system under MacOS.

5.14.2.25 string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_BUILD = Application.dataPath + @"/RTVoiceTTSWrapper.exe" [static]

Location of the TTS-wrapper under Windows (stand-alone).

5.14.2.26 string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_BUILD_x86 = Application.dataPath + @"/RTVoiceTTSWrapper_x86.exe" [static]

Location of the TTS-wrapper under Windows (stand-alone).

5.14.2.27 string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_EDITOR = Application.dataPath + @"/crosstales/RTVoice/Plugins/Windows/RTVoiceTTSWrapper.exe" [static]

Location of the TTS-wrapper under Windows (Editor).

5.14.2.28 string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_EDITOR_x86 = Application.dataPath + @"/crosstales/RTVoice/Plugins/Windows/RTVoiceTTSWrapper_x86.exe" [static]

Location of the TTS-wrapper under Windows (Editor).

5.14.2.29 bool Crosstales.RTVoice.Util.Constants.UPDATE_CHECK = true [static]

<summaryEnable or disable update-checks for the asset.

5.14.2.30 bool Crosstales.RTVoice.Util.Constants.UPDATE_OPEN_UAS = false [static]

<summaryOpen the UAS-site when an update is found.

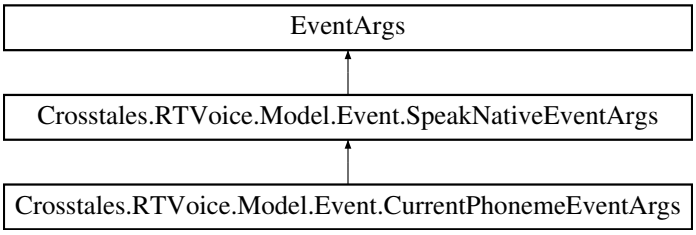
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Util/Constants.cs

5.15 Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs Class Reference

EventArgs for the current phoneme.

Inheritance diagram for Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs:



Public Member Functions

- **CurrentPhonemeEventArgs** (WrapperNative wrapper, string phoneme)

Public Attributes

- string Phoneme

  Current phoneme.

5.15.1 Detailed Description

EventArgs for the current phoneme.

5.15.2 Member Data Documentation

5.15.2.1 string Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs.Phoneme

Current phoneme.

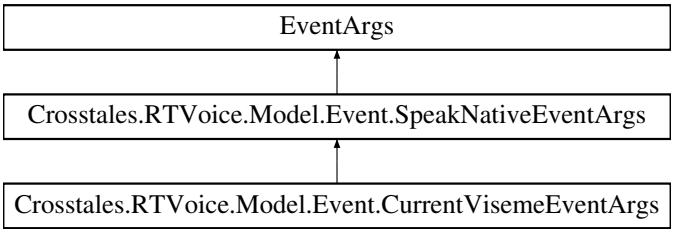
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Model/Event/CurrentPhonemeEventArgs.cs

5.16 Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs Class Reference

EventArgs for the current viseme.

Inheritance diagram for Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs:



Public Member Functions

- **CurrentVisemeEventArgs** (WrapperNative wrapper, string viseme)

Public Attributes

- string Viseme

  Current viseme.

5.16.1 Detailed Description

EventArgs for the current viseme.

5.16.2 Member Data Documentation

5.16.2.1 string Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs.Viseme

Current viseme.

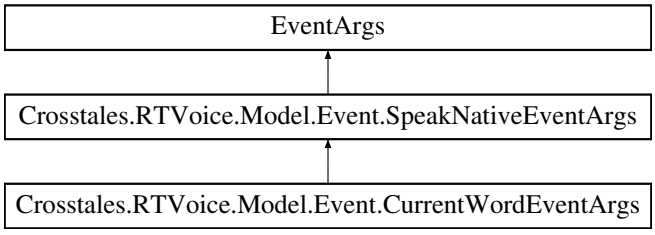
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Model/Event/CurrentVisemeEventArgs.cs

5.17 Crosstales.RTVoice.Model.Event.CurrentWordEventArgs Class Reference

EventArgs for the current word.

Inheritance diagram for Crosstales.RTVoice.Model.Event.CurrentWordEventArgs:



Public Member Functions

- **CurrentWordEventArgs** (WrapperNative wrapper, string[ ] speechTextArray, int wordIndex)

Public Attributes

- string[ ] SpeechTextArray

  Array with the text splitted into words.
- int WordIndex

  Current word index.

5.17.1 Detailed Description

EventArgs for the current word.

5.17.2 Member Data Documentation

5.17.2.1 string [ ] Crosstales.RTVoice.Model.Event.CurrentWordEventArgs.SpeechTextArray

Array with the text splitted into words.

5.17.2.2 int Crosstales.RTVoice.Model.Event.CurrentWordEventArgs.WordIndex

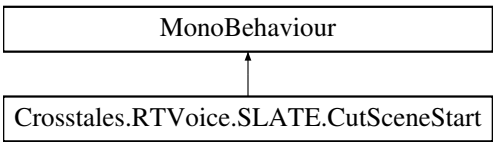
Current word index.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Model/Event/CurrentWordEventArgs.cs

5.18 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference

Inheritance diagram for Crosstales.RTVoice.SLATE.CutSceneStart:



Public Attributes

- Cutscene **Cut**

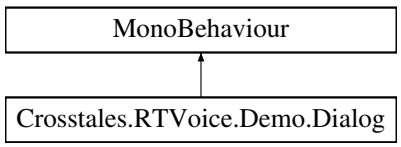
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/SLATE/Scripts/CutSceneStart.cs

5.19 Crosstales.RTVoice.Demo.Dialog Class Reference

Simple dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



Public Member Functions

- void **Start** ()
- IEnumerator **DialogSequence** ()

Public Attributes

- string **Culture** = "en"
- AudioSource **AudioPersonA**
- AudioSource **AudioPersonB**
- GameObject **VisualsA**
- GameObject **VisualsB**
- string[ ] **DialogPersonA**
- string[ ] **DialogPersonB**
- string **CurrentDialogA** = string.Empty
- string **CurrentDialogB** = string.Empty
- bool **Running** = false
- float **RateA** = 1f
- float **RateB** = 1f
- float **VolumeA** = 1f
- float **VolumeB** = 1f

5.19.1 Detailed Description

Simple dialog system with TTS voices.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/Dialog.cs

5.20 Crosstales.RTVoice.EditorExt.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void NoVoicesUI ()

  Shows the "no voices found"-UI.
- static void SeparatorUI (int space=20)

  Shows a separator-UI.
- static void AddRTVoice ()

  Adds the 'RTVoice'-prefab to the scene.

Public Attributes

- const int MENU_ID = 2000

  Start index inside the "Tools"-menu.

Properties

- static bool isRTVoiceInScene `[get]`

  Checks if the 'RTVoice'-prefab is in the scene.

5.20.1 Detailed Description

Editor helper class.

5.20.2 Member Function Documentation

5.20.2.1 static void Crosstales.RTVoice.EditorExt.EditorHelper.AddRTVoice ( ) `[static]`

Adds the 'RTVoice'-prefab to the scene.

5.20.2.2 static void Crosstales.RTVoice.EditorExt.EditorHelper.NoVoicesUI ( ) `[static]`

Shows the "no voices found"-UI.

5.20.2.3 static void Crosstales.RTVoice.EditorExt.EditorHelper.SeparatorUI (int *space* = `20`) `[static]`

Shows a separator-UI.

5.20.3 Member Data Documentation

5.20.3.1 const int Crosstales.RTVoice.EditorExt.EditorHelper.MENU_ID = 2000

Start index inside the "Tools"-menu.

5.20.4 Property Documentation

5.20.4.1 bool Crosstales.RTVoice.EditorExt.EditorHelper.isRTVoiceInScene [static],[get]

Checks if the 'RTVoice'-prefab is in the scene.

Returns

True if the 'RTVoice'-prefab is in the scene.

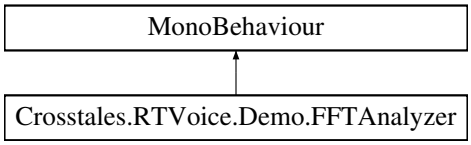
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Editor/EditorHelper.cs

5.21 Crosstales.RTVoice.Demo.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.RTVoice.Demo.FFTAnalyzer:



Public Attributes

- float[ ] **Samples** = new float[256]
- int **Channel** = 0
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.21.1 Detailed Description

FFT analyzer for an audio channel.

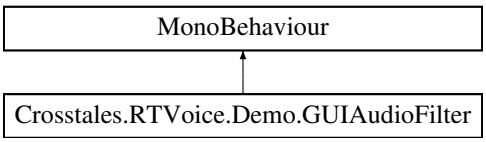
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/Util/FFTAnalyzer.cs

5.22 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** (Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- 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**

5.22.1 Detailed Description

Simple GUI for audio filters.

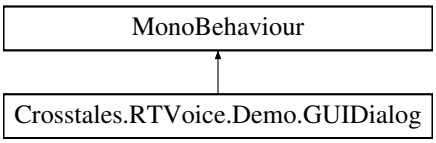
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/GUIAudioFilter.cs

5.23 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 **Start** ()
- void **Update** ()
- void **StartDialog** ()
- void **Silence** ()
- void **ChangeRateA** (float value)
- void **ChangeRateB** (float value)
- void **ChangeVolumeA** (float value)
- void **ChangeVolumeB** (float value)

Public Attributes

- Dialog **DialogScript**
- Image **PanelPersonA**
- Image **PanelPersonB**
- Text **PersonA**
- Text **PersonB**
- Color32 **SpeakerColor** = new Color32(0, 255, 0, 192)

5.23.1 Detailed Description

Simple GUI for runtime dialogs with all available OS voices.

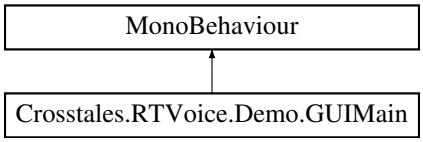
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/GUIDialog.cs

5.24 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 **Version**
- Text **Scene**
- GameObject **NoVoices**
- Text **Errors**

5.24.1 Detailed Description

Main GUI component for all demo scenes.

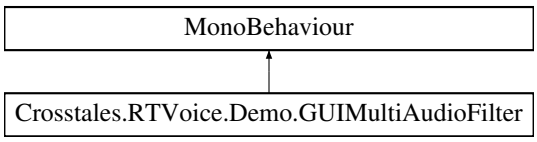
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/GUIMain.cs

5.25 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** (Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

Public Attributes

- List< AudioSource > **Sources** = new List<AudioSource>()
- List< AudioReverbFilter > **ReverbFilters** = new List<AudioReverbFilter>()
- List< AudioChorusFilter > **ChorusFilters** = new List<AudioChorusFilter>()
- List< AudioEchoFilter > **EchoFilters** = new List<AudioEchoFilter>()
- List< AudioDistortionFilter > **DistortionFilters** = new List<AudioDistortionFilter>()
- List< AudioLowPassFilter > **LowPassFilters** = new List<AudioLowPassFilter>()
- List< AudioHighPassFilter > **HighPassFilters** = new List<AudioHighPassFilter>()
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**

5.25.1 Detailed Description

Simple GUI for audio filters on multiple objects.

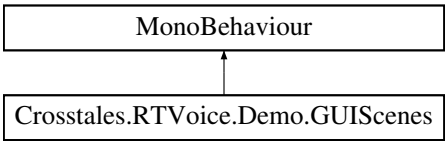
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/GUIMultiAudioFilter.cs

5.26 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 **LoadPrevoiusScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **NextScene**

5.26.1 Detailed Description

Main GUI scene manager for all demo scenes.

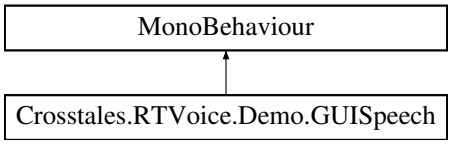
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/GUIScenes.cs

5.27 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)

Public Attributes

- 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**
- bool **StartAsNative** = false
- GUIMultiAudioFilter **AudioFilter**

Static Public Attributes

- static float **Rate** = 1f
- static float **Pitch** = 1f
- static float **Volume** = 1f
- static bool **isNative** = false

5.27.1 Detailed Description

Simple GUI for runtime TTS with all available OS voices.

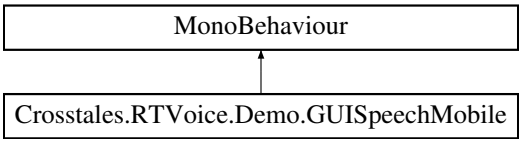
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/GUISpeech.cs

5.28 Crosstales.RTVoice.Demo.GUISpeechMobile Class Reference

Simple GUI for runtime TTS with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUISpeechMobile:



Public Member Functions

- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)

Public Attributes

- 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**

Static Public Attributes

- static float **Rate** = 1f
- static float **Pitch** = 1f
- static float **Volume** = 1f
- static bool **isNative** = false

5.28.1 Detailed Description

Simple GUI for runtime TTS with all available OS voices.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/GUISpeechMobile.cs

5.29 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Static Public Member Functions

- static string CleanText (string text, bool removePunctuation=true)

  Cleans a given text to contain only letters or digits.
- static string ClearSpaces (string text)

  Cleans a given text from multiple spaces.
- static string ValidatePath (string path)

  Validates a given path and add missing slash.
- static List< string > SplitStringToLines (string text)

  Split the given text to lines and return it as list.
- 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 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 string CTDump< T > (this T[] array)

  Extension method for Arrays. Dumps an array to a string.
- static string CTDump< T > (this List< T > list)

  Extension method for Lists. Dumps a list to a string.

Properties

- static bool isWindowsPlatform [get]

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

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

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

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

  Checks if we are in Editor mode.
- static bool isSupportedPlatform [get]

  Checks if the current platform is supported.

5.29.1 Detailed Description

Various helper functions.

5.29.2 Member Function Documentation

5.29.2.1 static string Crosstales.RTVoice.Util.Helper.CleanText (string *text,* bool *removePunctuation* = `true`) [static]

Cleans a given text to contain only letters or digits.

Parameters

text	Text to clean.
removePunctuation	Remove punctuation from text (default: true, optional).

Returns

Clean text with only letters and digits.

5.29.2.2 static string Crosstales.RTVoice.Util.Helper.ClearSpaces (string *text*) [static]

Cleans a given text from multiple spaces.

Parameters

text	Text to clean.

Returns

Clean text without multiple spaces.

5.29.2.3 static string Crosstales.RTVoice.Util.Helper.CTDump< T > (this T[ ] *array*) [static]

Extension method for Arrays. Dumps an array to a string.

Parameters

array	Array to dump.

Returns

String with lines for all array entries.

5.29.2.4 static string Crosstales.RTVoice.Util.Helper.CTDump< T > (this List< T > *list*) [static]

Extension method for Lists. Dumps a list to a string.

Parameters

list	List to dump.

Returns

String with lines for all list entries.

5.29.2.5 static Color Crosstales.RTVoice.Util.Helper.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.

5.29.2.6 static string Crosstales.RTVoice.Util.Helper.MarkSpokenText (string[ ] *speechTextArray*, int *wordIndex*, bool *markAllSpokenWords* = false, string *markPrefix* = "<color=green>", string *markPostfix* = "</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.

5.29.2.7 static List<string> Crosstales.RTVoice.Util.Helper.SplitStringToLines (string *text*) [static]

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

Parameters

text	Complete text fragment

Returns

Splitted lines as array

5.29.2.8 static string Crosstales.RTVoice.Util.Helper.ValidatePath (string *path*) [static]

Validates a given path and add missing slash.

Parameters

path	Path to validate

Returns

Valid path

5.29.3 Property Documentation

5.29.3.1 bool Crosstales.RTVoice.Util.Helper.isAndroidPlatform [static],[get]

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.29.3.2 bool Crosstales.RTVoice.Util.Helper.isEditorMode [static],[get]

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.29.3.3 bool Crosstales.RTVoice.Util.Helper.isIOSPlatform [static],[get]

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.29.3.4 bool Crosstales.RTVoice.Util.Helper.isMacOSPlatform [static],[get]

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.29.3.5 bool Crosstales.RTVoice.Util.Helper.isSupportedPlatform [static],[get]

Checks if the current platform is supported.

Returns

True if the current platform is supported.

5.29.3.6 bool Crosstales.RTVoice.Util.Helper.isWindowsPlatform [static],[get]

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

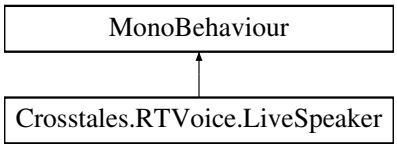
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Util/Helper.cs

5.30 Crosstales.RTVoice.LiveSpeaker Class Reference

Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").

Inheritance diagram for Crosstales.RTVoice.LiveSpeaker:



Public Member Functions

- void SpeakNative (WrapperNative wrapper)

  Speaks a text with a given wrapper -> native mode.
- void SpeakNative (string args)

  Speaks a text with a given array of arguments (native mode).
- void SpeakNative (string[ ] args)

  Speaks a text with a given array of arguments (native mode).
- void Speak (Wrapper wrapper)

  Speaks a text with a given wrapper.
- void Speak (string args)

  Speaks a text with a given array of arguments.
- void Speak (string[ ] args)

  Speaks a text with a given array of arguments.
- void Silence ()

  Silence all active TTS-voices.

5.30.1 Detailed Description

Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").

5.30.2 Member Function Documentation

5.30.2.1 void Crosstales.RTVoice.LiveSpeaker.Silence ( )

Silence all active TTS-voices.

5.30.2.2 void Crosstales.RTVoice.LiveSpeaker.Speak (Wrapper *wrapper*)

Speaks a text with a given wrapper.

Parameters

wrapper	Wrapper with the speech details.

5.30.2.3 void Crosstales.RTVoice.LiveSpeaker.Speak (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).

5.30.2.4 void Crosstales.RTVoice.LiveSpeaker.Speak (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 = volume (optional), 5 = pitch (optional).

5.30.2.5 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (**WrapperNative** *wrapper*)

Speaks a text with a given wrapper -> native mode.

Parameters

wrapper	Wrapper with the speech details.

5.30.2.6 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (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).

5.30.2.7 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (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 = volume (optional), 5 = pitch (optional).

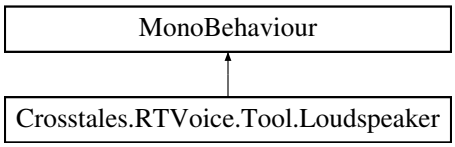
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/LiveSpeaker.cs

5.31 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

Loudspeaker for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



Public Attributes

- AudioSource Source

  Origin AudioSource.
- bool Synchronized = true

  Synchronized with the origin (default: on).
- bool SilenceSource = false

  Silence the origin (default: off).

5.31.1 Detailed Description

Loudspeaker for an AudioSource.

5.31.2 Member Data Documentation

5.31.2.1 bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource = false

Silence the origin (default: off).

5.31.2.2 AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source

Origin AudioSource.

5.31.2.3 bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized = true

Synchronized with the origin (default: on).

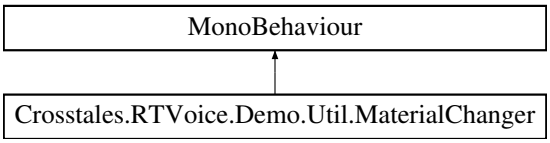
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Tool/Loudspeaker.cs

5.32 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**

5.32.1 Detailed Description

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

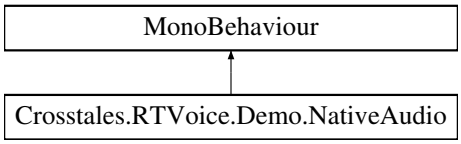
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/Util/MaterialChanger.cs

5.33 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** = false
- float **Delay** = 1f

5.33.1 Detailed Description

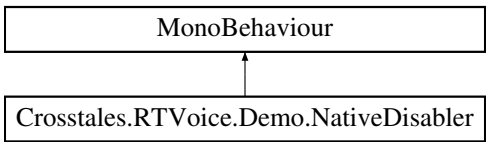
Simple example with native audio for exact timing.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/NativeAudio.cs

5.34 Crosstales.RTVoice.Demo.NativeDisabler Class Reference

Inheritance diagram for Crosstales.RTVoice.Demo.NativeDisabler:



Public Attributes

- GameObject[ ] **Objects**

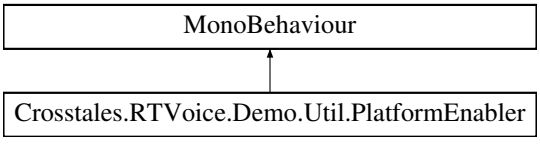
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/NativeDisabler.cs

5.35 Crosstales.RTVoice.Demo.Util.PlatformEnabler Class Reference

Enables game objects for a given platform.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.PlatformEnabler:



Public Attributes

- List< Platform > **EnabledPlatforms**
- GameObject[ ] **Objects**

5.35.1 Detailed Description

Enables game objects for a given platform.

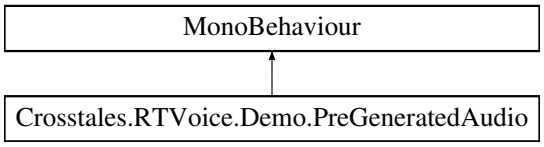
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/Util/PlatformEnabler.cs

5.36 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** = false

5.36.1 Detailed Description

Simple example with pre-generated audio for exact timing.

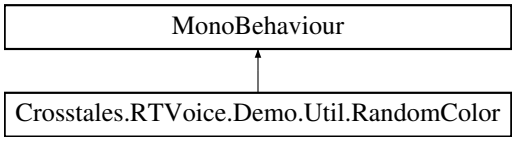
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/PreGeneratedAudio.cs

5.37 Crosstales.RTVoice.Demo.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.RandomColor:



Public Attributes

- Vector2 **ChangeInterval** = new Vector2(5, 15)

5.37.1 Detailed Description

Random color changer.

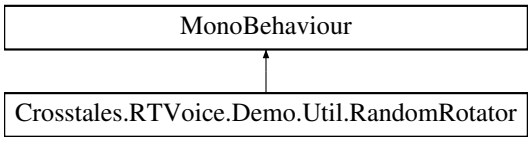
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/Util/RandomColor.cs

5.38 Crosstales.RTVoice.Demo.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.RandomRotator:



Public Attributes

- Vector3 **Speed**
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.38.1 Detailed Description

Random rotation changer.

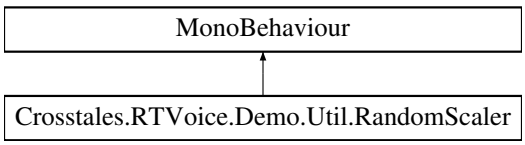
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/Util/RandomRotator.cs

5.39 Crosstales.RTVoice.Demo.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.RandomScaler:



Public Attributes

- Vector3 **ScaleMin** = Vector3.zero
- Vector3 **ScaleMax** = Vector3.one
- bool **Uniform** = false
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.39.1 Detailed Description

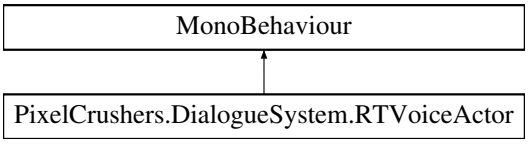
Random scale changer.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/Util/RandomScaler.cs

5.40 PixelCrushers.DialogueSystem.RTVoiceActor Class Reference

Inheritance diagram for PixelCrushers.DialogueSystem.RTVoiceActor:



Classes

- class VoicePreference

Public Types

- enum **Gender** { **Female**, **Male** }

Public Member Functions

- virtual void **Awake** ()
- void OnConversationLine (Subtitle subtitle)

  When a conversation line is spoken, speak it through RT-Voice.
- void OnBarkLine (Subtitle subtitle)

  When a bark line is spoken, speak it through RT-Voice.
- void **SpeakSubtitle** (Subtitle subtitle, bool wait)
- virtual void Speak (string text)

  Speak the specified text using RT-Voice. You can override this if you need to do anything extra.
- Voice GetVoice ()

  Gets the system's closest match voice to the preferred voice for the current language.

Public Attributes

- VoicePreference[ ] voicePreferences = new VoicePreference[0]

  The voice preferences to try to match.
- bool waitForVoiceInConversations = true

  In conversations, make the dialogue entry wait until RT-Voice is done playing.

Protected Member Functions

- bool **MatchesVoicePreference** (Voice voice, VoicePreference voicePreference)
- string **StripRichText** (string s)

Protected Attributes

- AudioSource **myAudioSource** = null

5.40.1 Member Function Documentation

5.40.1.1 Voice PixelCrushers.DialogueSystem.RTVoiceActor.GetVoice ( )

Gets the system's closest match voice to the preferred voice for the current language.

Returns

The voice.

5.40.1.2 void PixelCrushers.DialogueSystem.RTVoiceActor.OnBarkLine (Subtitle *subtitle*)

When a bark line is spoken, speak it through RT-Voice.

Parameters

subtitle	Subtitle.

5.40.1.3 void PixelCrushers.DialogueSystem.RTVoiceActor.OnConversationLine (Subtitle *subtitle*)

When a conversation line is spoken, speak it through RT-Voice.

Parameters

subtitle	Subtitle.

5.40.1.4 virtual void PixelCrushers.DialogueSystem.RTVoiceActor.Speak (string *text*) [virtual]

Speak the specified text using RT-Voice. You can override this if you need to do anything extra.

Parameters

text	Text.

5.40.2 Member Data Documentation

5.40.2.1 VoicePreference [ ] PixelCrushers.DialogueSystem.RTVoiceActor.voicePreferences = new VoicePreference[0]

The voice preferences to try to match.

5.40.2.2 bool PixelCrushers.DialogueSystem.RTVoiceActor.waitForVoiceInConversations = true

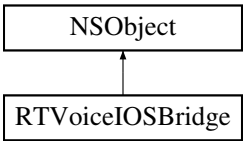
In conversations, make the dialogue entry wait until RT-Voice is done playing.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Dialogue System/Scripts/RTVoiceActor.cs

5.41 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Instance Methods

- (void) - setVoices
- (void) - speak:rate:pitch:volume:culture:
- (void) - stop

5.41.1 Method Documentation

5.41.1.1 - (void) setVoices

Collects and sends all voices to RTVoice.

5.41.1.2 - (void) speak: (NSString ∗) *text* rate:(float) *rate* pitch:(float) *pitch* volume:(float) *volume* culture:(NSString ∗) *culture*

Speaks the string with a given rate, pitch, volume and culture.

Parameters

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
culture	Culture of the voice to speak

5.41.1.3 - (void) stop

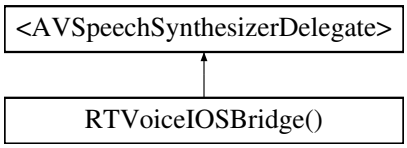
Stops speaking

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/↩ Plugins/iOS/RTVoiceIOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/↩ Plugins/iOS/RTVoiceIOSBridge.mm

5.42 RTVoiceIOSBridge() Category Reference

Inheritance diagram for RTVoiceIOSBridge():



Properties

- AVSpeechSynthesizer ∗ **synthesizer**

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/↩ Plugins/iOS/RTVoiceIOSBridge.mm

5.43 Crosstales.RTVoice.EditorExt.RTVoiceMenu Class Reference

Editor component for adding the various prefabs.

5.43.1 Detailed Description

Editor component for adding the various prefabs.

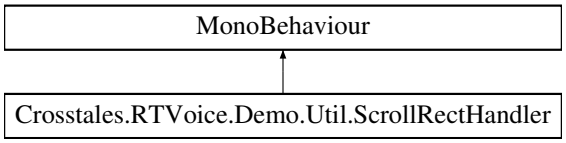
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Editor/RTVoiceMenu.cs

5.44 Crosstales.RTVoice.Demo.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.ScrollRectHandler:



Public Attributes

- ScrollRect **Scroll**

5.44.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

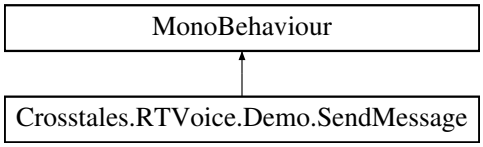
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/Util/ScrollRectHandler.cs

5.45 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** = false

5.45.1 Detailed Description

Simple "SendMessage" example.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/SendMessage.cs

5.46 Crosstales.RTVoice.Model.Sequence Class Reference

Model for a sequence.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string Text

  Text to speak.
- string RTVoiceNameWindows = string.Empty

  Name of the RT-Voice under Windows (optional).
- string RTVoiceNameMac = string.Empty

  Name of the RT-Voice under macOS (optional).
- string RTVoiceNameAndroid = string.Empty

  Name of the RT-Voice under Android.
- string RTVoiceNameIOS = string.Empty

  Name of the RT-Voice under iOS.
- SpeakMode Mode = SpeakMode.Speak

  Speak mode (default = 'Speak').
- AudioSource Source

  AudioSource for the output (optional).
- float Rate = 1f

  <summarySpeech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f

  Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f

  Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool **initalized** = false

Properties

- string RTVoiceName [get]
  Name of the RT-Voice.

5.46.1 Detailed Description

Model for a sequence.

5.46.2 Member Data Documentation

5.46.2.1 SpeakMode Crosstales.RTVoice.Model.Sequence.Mode = SpeakMode.Speak

Speak mode (default = 'Speak').

5.46.2.2 float Crosstales.RTVoice.Model.Sequence.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.46.2.3 float Crosstales.RTVoice.Model.Sequence.Rate = 1f

<summarySpeech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.46.2.4 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.46.2.5 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameIOS = string.Empty

Name of the RT-Voice under iOS.

5.46.2.6 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameMac = string.Empty

Name of the RT-Voice under macOS (optional).

5.46.2.7 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameWindows = string.Empty

Name of the RT-Voice under Windows (optional).

5.46.2.8 AudioSource Crosstales.RTVoice.Model.Sequence.Source

AudioSource for the output (optional).

5.46.2.9 string Crosstales.RTVoice.Model.Sequence.Text

Text to speak.

5.46.2.10 float Crosstales.RTVoice.Model.Sequence.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.46.3 Property Documentation

5.46.3.1 string Crosstales.RTVoice.Model.Sequence.RTVoiceName [get]

Name of the RT-Voice.

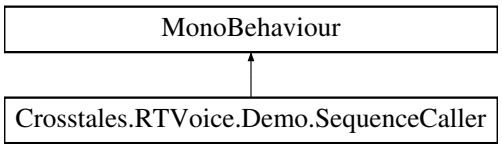
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Model/Sequence.cs

5.47 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

5.47.1 Detailed Description

Simple Sequence caller example.

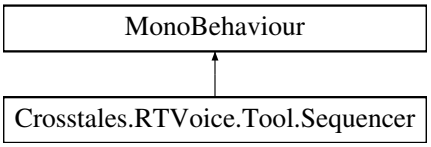
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/SequenceCaller.cs

5.48 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer.

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

- Sequence[] Sequences

  All available sequences.
- string Culture

  Fallback culture for all sequences (e.g. 'en', optional).
- float Delay = 0f

  Delay in seconds before the Sequencer starts processing (default: 0).
- bool PlayOnStart = false

  Run the Sequencer on start on/off (default: off).

Properties

- Sequence CurrentSequence `[get]`

  Returns the current Sequence.

5.48.1 Detailed Description

Simple sequencer.

5.48.2 Member Function Documentation

5.48.2.1 void Crosstales.RTVoice.Tool.Sequencer.PlayAllSequences ( )

Plays all Sequences.

5.48.2.2 void Crosstales.RTVoice.Tool.Sequencer.PlayNextSequence ( )

Plays the next Sequence in the array.

5.48.2.3 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).

5.48.2.4 void Crosstales.RTVoice.Tool.Sequencer.StopAllSequences ( )

Stops and silences all active Sequences.

5.48.3 Member Data Documentation

5.48.3.1 string Crosstales.RTVoice.Tool.Sequencer.Culture

Fallback culture for all sequences (e.g. 'en', optional).

5.48.3.2 float Crosstales.RTVoice.Tool.Sequencer.Delay = 0f

Delay in seconds before the Sequencer starts processing (default: 0).

5.48.3.3 bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false

Run the Sequencer on start on/off (default: off).

5.48.3.4 Sequence [ ] Crosstales.RTVoice.Tool.Sequencer.Sequences

All available sequences.

5.48.4 Property Documentation

5.48.4.1 Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence [get]

Returns the current Sequence.

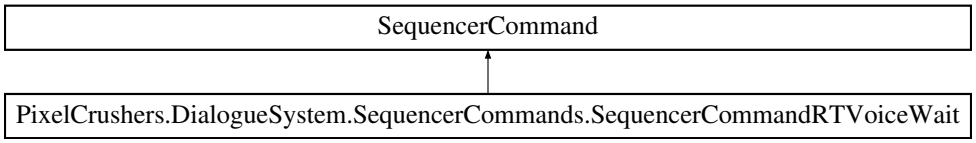
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Tool/Sequencer.cs

5.49 PixelCrushers.DialogueSystem.SequencerCommands.SequencerCommandRTVoiceWait Class Reference

Sequencer command RTVoiceWait(). Waits for the current RT-Voice audio clip to finish.

Inheritance diagram for PixelCrushers.DialogueSystem.SequencerCommands.SequencerCommandRTVoiceWait:



Public Member Functions

- IEnumerator **Start** ()
- void **OnDestroy** ()

5.49.1 Detailed Description

Sequencer command RTVoiceWait(). Waits for the current RT-Voice audio clip to finish.

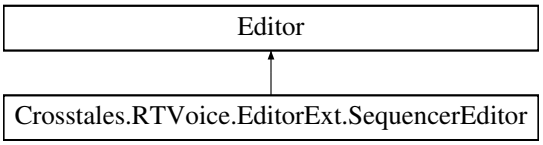
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Dialogue System/Scripts/SequencerCommandRTVoiceWait.cs

5.50 Crosstales.RTVoice.EditorExt.SequencerEditor Class Reference

Custom editor for the 'Sequencer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExt.SequencerEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.50.1 Detailed Description

Custom editor for the 'Sequencer'-class.

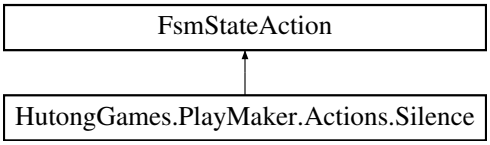
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Editor/SequencerEditor.cs

5.51 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



Public Member Functions

- override void **OnEnter** ()

5.51.1 Detailed Description

Silence-action for PlayMaker.

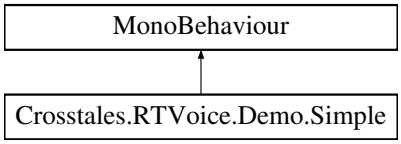
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Silence.cs

5.52 Crosstales.RTVoice.Demo.Simple Class Reference

Simple TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:



Public Member Functions

- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- bool **PlayOnStart** = false

5.52.1 Detailed Description

Simple TTS example.

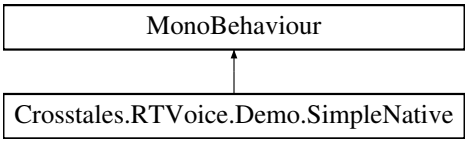
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/Simple.cs

5.53 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

- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **TextSpeakerC**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **PhonemeSpeakerC**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- Text **VisemeSpeakerC**
- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- float **RateSpeakerC** = 2.5f
- bool **PlayOnStart** = false

5.53.1 Detailed Description

Simple native TTS example.

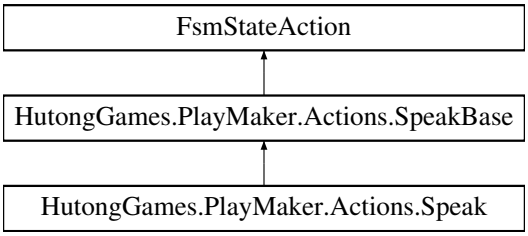
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/SimpleNative.cs

5.54 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 = "Microsoft David Desktop"

  Name of the RT-Voice under Windows.
- FsmString RTVoiceNameMac = "Alex"

  Name of the RT-Voice under macOS.
- FsmString RTVoiceNameAndroid = string.Empty

  Name of the RT-Voice under Android.
- FsmString RTVoiceNameIOS = "Daniel"

  Name of the RT-Voice under iOS.
- FsmString Culture = "en"

  Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.54.1 Detailed Description

Speak-action for PlayMaker.

5.54.2 Member Data Documentation

5.54.2.1 FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"

Fallback culture (e.g. 'en', optional).

5.54.2.2 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.54.2.3 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

5.54.2.4 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"

Name of the RT-Voice under macOS.

5.54.2.5 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "Microsoft David Desktop"

Name of the RT-Voice under Windows.

5.54.2.6 FsmString HutongGames.PlayMaker.Actions.Speak.Text = "Hello world!"

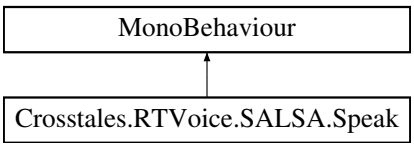
Text to speak.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Speak.cs

5.55 Crosstales.RTVoice.SALSA.Speak Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.Speak:



Public Member Functions

- void **Talk** ()

Public Attributes

- AudioSource **Source**
- Salsa3D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

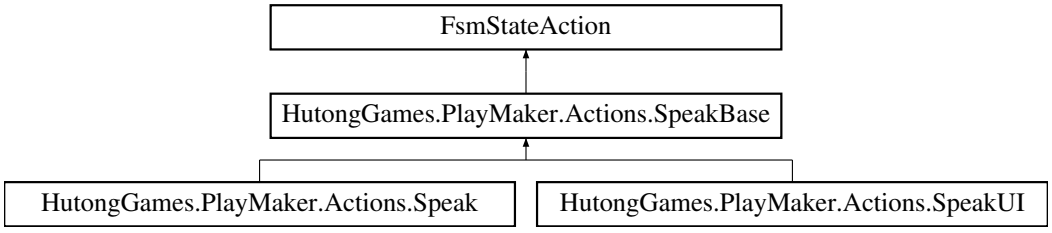
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/SALSA/Scripts/Speak.cs

5.56 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** ()

Public Attributes

- FsmEvent **sendEvent**
- 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

- Guid **uid**

5.56.1 Detailed Description

Base for Speak-actions in PlayMaker.

5.56.2 Member Data Documentation

5.56.2.1 FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

5.56.2.2 SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode

Speak mode (default = Speak).

5.56.2.3 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.56.2.4 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.56.2.5 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1

Volume of the speaker in percent (1 = 100%, default: 1, optional).

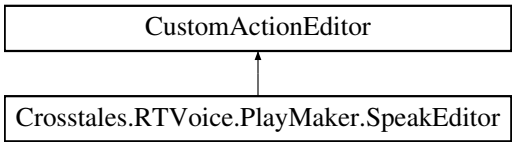
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeakBase.cs

5.57 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** ()

5.57.1 Detailed Description

Custom editor for the Speak-action.

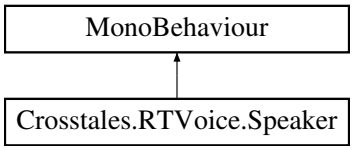
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Editor/SpeakEditor.cs

5.58 Crosstales.RTVoice.Speaker Class Reference

Main component of RTVoice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Member Functions

- delegate void **SpeakNativeCurrentWord** (object sender, CurrentWordEventArgs e)
- delegate void **SpeakNativeCurrentPhoneme** (object sender, CurrentPhonemeEventArgs e)
- delegate void **SpeakNativeCurrentViseme** (object sender, CurrentVisemeEventArgs e)
- delegate void **SpeakNativeStart** (object sender, SpeakNativeEventArgs e)
- delegate void **SpeakNativeComplete** (object sender, SpeakNativeEventArgs e)
- delegate void **SpeakStart** (object sender, SpeakEventArgs e)
- delegate void **SpeakComplete** (object sender, SpeakEventArgs e)
- delegate void **SpeakAudioGenerationStart** (object sender, SpeakEventArgs e)
- delegate void **SpeakAudioGenerationComplete** (object sender, SpeakEventArgs e)
- delegate void **ErrorInfo** (string info)

Static Public Member Functions

- static float ApproximateSpeechLength (string text, float rate=1f, float wordsPerMinute=175f, float time↩ Factor=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"!
- static List< Voice > VoicesForCulture (string culture)

  Get all available voices for a given culture from the current TTS-system.
- static Voice VoiceForCulture (string culture, int index=0)

  Get a voice from for a given culture and otional index from the current TTS-system.
- static Voice VoiceForName (string name)

  Get a voice for a given name from the current TTS-system.
- static Guid SpeakNative (string text, Voice voice=null, float rate=1f, float volume=1f, float pitch=1f)

  Speaks a text with a given voice (native mode).
- static void SpeakNativeWithUID (WrapperNative wrapper)

  Speaks a text with a given voice (native mode).
- static Guid SpeakNative (WrapperNative wrapper)

  Speaks a text with a given wrapper (native mode).
- static Guid Speak (string text, AudioSource source=null, Voice voice=null, bool speakImmediately=true, float rate=1f, float volume=1f, string outputFile="", float pitch=1f)

  Speaks a text with a given voice.
- static void SpeakWithUID (Wrapper wrapper)

  Speaks a text with a given voice.
- static Guid Speak (Wrapper wrapper)

  Speaks a text with a given wrapper.
- static void SpeakMarkedWordsWithUID (Guid uid, string text, AudioSource source, Voice voice=null, float rate=1f, float pitch=1f)

  Speaks a text with a given voice and tracks the word position.
- static void Silence ()

  Silence all active TTS-voices.
- static void Silence (Guid uid)

  Silence an active TTS-voice with a UID.

Properties

- static string AudioFileExtension `[get]`

  Returns the extension of the generated audio files.
- static List< Voice > Voices `[get]`

  Get all available voices from the current TTS-system.
- static List< string > Cultures `[get]`

  Get all available cultures from the current TTS-system..
- static bool isTTSAvailable `[get]`

  Checks if TTS is available on this system.

Events

- static SpeakNativeCurrentWord OnSpeakNativeCurrentWord

  An event triggered whenever a new word is spoken (native mode).
- static SpeakNativeCurrentPhoneme OnSpeakNativeCurrentPhoneme

  An event triggered whenever a new phoneme is spoken (native mode).
- static SpeakNativeCurrentViseme OnSpeakNativeCurrentViseme

  An event triggered whenever a new viseme is spoken (native mode).
- static SpeakNativeStart OnSpeakNativeStart

  An event triggered whenever a native speak is started.
- static SpeakNativeComplete OnSpeakNativeComplete

  An event triggered whenever a native speak is completed.
- static SpeakStart OnSpeakStart

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

  An event triggered whenever a native speak is completed.
- static SpeakAudioGenerationStart OnSpeakAudioGenerationStart

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

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

  An event triggered whenever an error occurs.

5.58.1 Detailed Description

Main component of RTVoice.

5.58.2 Member Function Documentation

5.58.2.1 static float Crosstales.RTVoice.Speaker.ApproximateSpeechLength (string *text*, float *rate* = `1f`, float *wordsPerMinute* = `175f`, float *timeFactor* = `0.9f`) `[static]`

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.

5.58.2.2 static void Crosstales.RTVoice.Speaker.Silence ( ) [static]

Silence all active TTS-voices.

5.58.2.3 static void Crosstales.RTVoice.Speaker.Silence (Guid *uid*) [static]

Silence an active TTS-voice with a UID.

Parameters

uid	UID of the speaker

5.58.2.4 static Guid Crosstales.RTVoice.Speaker.Speak (string *text*, AudioSource *source* = null, Voice *voice* = null, bool *speakImmediately* = true, float *rate* = 1f, float *volume* = 1f, string *outputFile* = "", float *pitch* = 1f) [static]

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).
rate	Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
pitch	Pitch of the speech (1 = 100%, default: 1, optional).
volume	Volume of the speaker in percent (1 = 100%, default: 1, optional).

///

Parameters

outputFile	Saves the generated audio to an output file (optional).
pitch	Pitch of the speech in percent (1 = 100%, default: 1, optional).

Returns

UID of the speaker.

5.58.2.5 static Guid Crosstales.RTVoice.Speaker.Speak (Wrapper *wrapper*) [static]

Speaks a text with a given wrapper.

Parameters

wrapper	Speak wrapper.

Returns

UID of the speaker.

5.58.2.6 static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (Guid *uid,* string *text,* AudioSource *source,* Voice *voice* = null, float *rate* = 1f, float *pitch* = 1f) [static]

Speaks 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%, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, default: 1, optional).

5.58.2.7 static Guid Crosstales.RTVoice.Speaker.SpeakNative (string *text,* Voice *voice* = null, float *rate* = 1f, float *volume* = 1f, float *pitch* = 1f) [static]

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%, default: 1, optional).
volume	Volume of the speaker in percent (1 = 100%, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, default: 1, optional).

Returns

UID of the speaker.

5.58.2.8 static Guid Crosstales.RTVoice.Speaker.SpeakNative (WrapperNative *wrapper*) [static]

Speaks a text with a given wrapper (native mode).

Parameters

wrapper	Speak wrapper.

Returns

UID of the speaker.

5.58.2.9 static void Crosstales.RTVoice.Speaker.SpeakNativeWithUID (WrapperNative *wrapper*) [static]

Speaks a text with a given voice (native mode).

Parameters

wrapper	Speak wrapper.

5.58.2.10 static void Crosstales.RTVoice.Speaker.SpeakWithUID (Wrapper *wrapper*) [static]

Speaks a text with a given voice.

Parameters

wrapper	Speak wrapper.

5.58.2.11 static Voice Crosstales.RTVoice.Speaker.VoiceForCulture (string *culture,* int *index* = 0) [static]

Get a voice from for a given culture and otional index from the current TTS-system.

Parameters

culture	Culture of the voice (e.g. "en")
index	Index of the voice (default = 0, optional)

Returns

Voice for the given culture and index.

5.58.2.12 static Voice Crosstales.RTVoice.Speaker.VoiceForName (string *name*) [static]

Get a voice for a given name from the current TTS-system.

Parameters

name	Name of the voice (e.g. "Alex")

Returns

Voice for the given name or null if not found.

5.58.2.13 static List<Voice> Crosstales.RTVoice.Speaker.VoicesForCulture (string *culture*) [static]

Get all available voices for a given culture from the current TTS-system.

Parameters

culture	Culture of the voice (e.g. "en")

Returns

All available voices (alphabetically ordered by 'Name') for a given culture as a list.

5.58.3 Property Documentation

5.58.3.1 string Crosstales.RTVoice.Speaker.AudioFileExtension [static],[get]

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.58.3.2 List<string> Crosstales.RTVoice.Speaker.Cultures [static],[get]

Get all available cultures from the current TTS-system..

Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

5.58.3.3 bool Crosstales.RTVoice.Speaker.isTTSAvailable [static],[get]

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

5.58.3.4 List<Voice> Crosstales.RTVoice.Speaker.Voices [static],[get]

Get all available voices from the current TTS-system.

Returns

All available voices (alphabetically ordered by 'Name') as a list.

5.58.4 Event Documentation

5.58.4.1 ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo [static]

An event triggered whenever an error occurs.

5.58.4.2 SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete [static]

An event triggered whenever a speak audio generation is completed.

5.58.4.3 SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart [static]

An event triggered whenever a speak audio generation is started.

5.58.4.4 SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete [static]

An event triggered whenever a native speak is completed.

5.58.4.5 SpeakNativeComplete Crosstales.RTVoice.Speaker.OnSpeakNativeComplete [static]

An event triggered whenever a native speak is completed.

5.58.4.6 SpeakNativeCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentPhoneme [static]

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

5.58.4.7 SpeakNativeCurrentViseme Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentViseme [static]

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

5.58.4.8 SpeakNativeCurrentWord Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentWord [static]

An event triggered whenever a new word is spoken (native mode).

5.58.4.9 SpeakNativeStart Crosstales.RTVoice.Speaker.OnSpeakNativeStart [static]

An event triggered whenever a native speak is started.

5.58.4.10 SpeakStart Crosstales.RTVoice.Speaker.OnSpeakStart [static]

An event triggered whenever a speak is started.

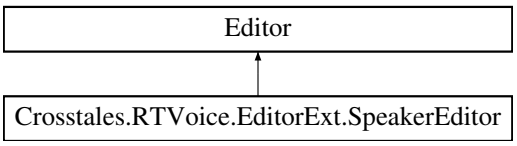
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Speaker.cs

5.59 Crosstales.RTVoice.EditorExt.SpeakerEditor Class Reference

Custom editor for the 'Speaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExt.SpeakerEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.59.1 Detailed Description

Custom editor for the 'Speaker'-class.

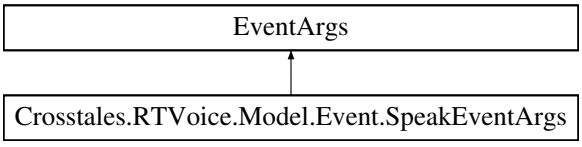
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Editor/SpeakerEditor.cs

5.60 Crosstales.RTVoice.Model.Event.SpeakEventArgs Class Reference

EventArgs and base class for all speaker events.

Inheritance diagram for Crosstales.RTVoice.Model.Event.SpeakEventArgs:



Public Member Functions

- **SpeakEventArgs** (Wrapper wrapper)
- override string **ToString** ()

Public Attributes

- Wrapper Wrapper

  Wrapper with "Speak"-function call.

5.60.1 Detailed Description

EventArgs and base class for all speaker events.

5.60.2 Member Data Documentation

5.60.2.1 Wrapper Crosstales.RTVoice.Model.Event.SpeakEventArgs.Wrapper

Wrapper with "Speak"-function call.

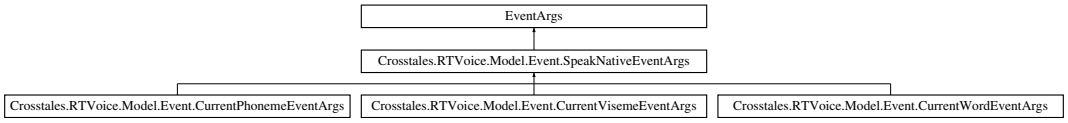
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Model/Event/SpeakEventArgs.cs

5.61 Crosstales.RTVoice.Model.Event.SpeakNativeEventArgs Class Reference

EventArgs and base class for all speaker (native) events.

Inheritance diagram for Crosstales.RTVoice.Model.Event.SpeakNativeEventArgs:



Public Member Functions

- **SpeakNativeEventArgs** (WrapperNative wrapper)
- override string **ToString** ()

Public Attributes

- WrapperNative Wrapper

  Wrapper with "SpeakNative"-function call.

5.61.1 Detailed Description

EventArgs and base class for all speaker (native) events.

5.61.2 Member Data Documentation

5.61.2.1 WrapperNative Crosstales.RTVoice.Model.Event.SpeakNativeEventArgs.Wrapper

Wrapper with "SpeakNative"-function call.

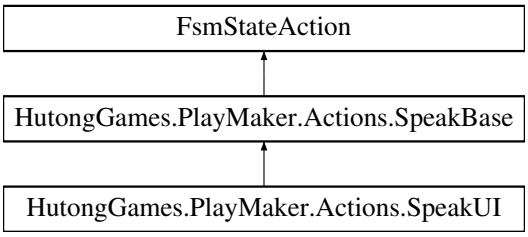
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Model/Event/SpeakNativeEventArgs.cs

5.62 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

5.62.1 Detailed Description

Speak-action for UI-components in PlayMaker.

5.62.2 Member Data Documentation

5.62.2.1 FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"

Fallback culture (e.g. 'en', optional).

5.62.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

5.62.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

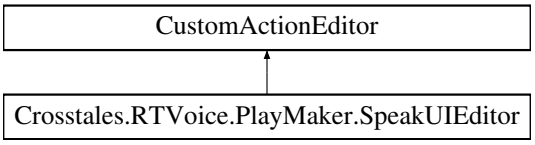
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeakUI.cs

5.63 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** ()

5.63.1 Detailed Description

Custom editor for the SpeakUI-action.

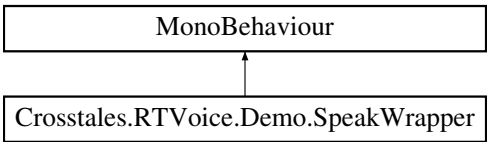
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Editor/SpeakUIEditor.cs

5.64 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Warapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:



Public Member Functions

- void **Start** ()
- void **Speak** ()

Public Attributes

- Voice **SpeakerVoice**
- InputField **Input**
- Text **Label**
- AudioSource **Audio**

5.64.1 Detailed Description

Warapper for the dynamic speakers.

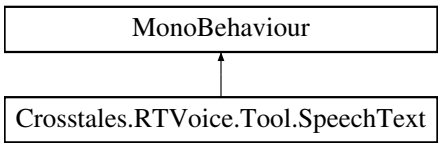
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↩ Scripts/SpeakWrapper.cs

5.65 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** ()
- void **Silence** ()

Public Attributes

- string Text = "Hello world!"

  Text to speak.
- string RTVoiceNameWindows = "Microsoft David Desktop"

  Name of the RT-Voice under Windows (optional).
- string RTVoiceNameMac = "Alex"

  Name of the RT-Voice under macOS (optional).
- string RTVoiceNameAndroid = string.Empty

  Name of the RT-Voice under Android.
- string RTVoiceNameIOS = "Daniel"

  Name of the RT-Voice under iOS.
- SpeakMode Mode = SpeakMode.Speak

  Speak mode (default = Speak).
- string Culture = "en"

  Fallback culture for the text (e.g. 'en', optional).
- AudioSource Source

  AudioSource for the output (optional).
- float Rate = 1f

  Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f

  Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f

  Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool PlayOnStart = false

  Speak this text on start on/off (default: off).
- bool GenerateAudioFile = false

  Generate audio file on/off (default: off).
- string FilePath = @"_generatedAudio/"

  File path for the generated audio.
- string FileName = "RTVGeneratedAudio"

  File name of the generated audio.
- bool FileInsideAssets = true

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

Properties

- string RTVoiceName `[get]`

  Name of the RT-Voice.

5.65.1 Detailed Description

Allows to speak and store generated audio.

5.65.2 Member Data Documentation

5.65.2.1 string Crosstales.RTVoice.Tool.SpeechText.Culture = "en"

Fallback culture for the text (e.g. 'en', optional).

5.65.2.2 bool Crosstales.RTVoice.Tool.SpeechText.FileInsideAssets = true

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

5.65.2.3 string Crosstales.RTVoice.Tool.SpeechText.FileName = "RTVGeneratedAudio"

File name of the generated audio.

5.65.2.4 string Crosstales.RTVoice.Tool.SpeechText.FilePath = @"_generatedAudio/"

File path for the generated audio.

5.65.2.5 bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile = false

Generate audio file on/off (default: off).

5.65.2.6 SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode = SpeakMode.Speak

Speak mode (default = Speak).

5.65.2.7 float Crosstales.RTVoice.Tool.SpeechText.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.65.2.8 bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false

Speak this text on start on/off (default: off).

5.65.2.9 float Crosstales.RTVoice.Tool.SpeechText.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.65.2.10 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.65.2.11 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

5.65.2.12 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameMac = "Alex"

Name of the RT-Voice under macOS (optional).

5.65.2.13 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameWindows = "Microsoft David Desktop"

Name of the RT-Voice under Windows (optional).

5.65.2.14 AudioSource Crosstales.RTVoice.Tool.SpeechText.Source

AudioSource for the output (optional).

5.65.2.15 string Crosstales.RTVoice.Tool.SpeechText.Text = "Hello world!"

Text to speak.

5.65.2.16 float Crosstales.RTVoice.Tool.SpeechText.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.65.3 Property Documentation

5.65.3.1 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceName [get]

Name of the RT-Voice.

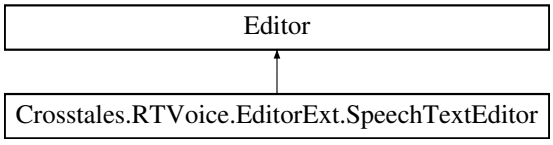
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Tool/SpeechText.cs

5.66 Crosstales.RTVoice.EditorExt.SpeechTextEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExt.SpeechTextEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.66.1 Detailed Description

Custom editor for the 'SpeechText'-class.

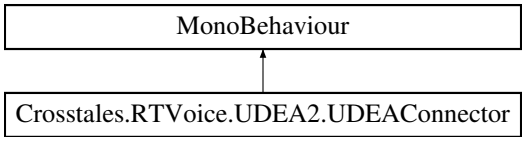
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Editor/SpeechTextEditor.cs

5.67 Crosstales.RTVoice.UDEA2.UDEAConnector Class Reference

Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.

Inheritance diagram for Crosstales.RTVoice.UDEA2.UDEAConnector:



Public Member Functions

- void **SpeakRT** ()

Public Attributes

- UDEAVoiceWrapper[ ] Voices

  Voices for the UDEA-characters (optional).
- string Culture

  Fallback culture for all sequences (e.g. 'en', optional).

5.67.1 Detailed Description

Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.

5.67.2 Member Data Documentation

5.67.2.1 string Crosstales.RTVoice.UDEA2.UDEAConnector.Culture

Fallback culture for all sequences (e.g. 'en', optional).

5.67.2.2 UDEAVoiceWrapper [ ] Crosstales.RTVoice.UDEA2.UDEAConnector.Voices

Voices for the UDEA-characters (optional).

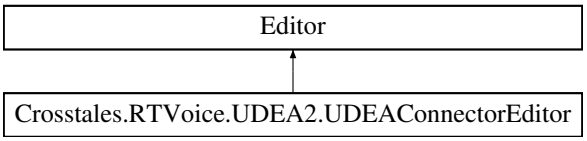
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAConnector.cs

5.68 Crosstales.RTVoice.UDEA2.UDEAConnectorEditor Class Reference

Custom editor for the 'UDEAConnector'-class.

Inheritance diagram for Crosstales.RTVoice.UDEA2.UDEAConnectorEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.68.1 Detailed Description

Custom editor for the 'UDEAConnector'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Editor/UDEAConnectorEditor.cs

5.69 Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper Class Reference

Wrapper for an UDEA-character to an RT-Voice.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string UDEAVoiceName = string.Empty

  "Name of the UDEA-character on-screen.
- string RTVoiceNameWindows = string.Empty

  "Name of the RT-Voice under Windows.
- string RTVoiceNameMac = string.Empty

  Name of the RT-Voice under macOS.
- string RTVoiceNameAndroid = string.Empty

  Name of the RT-Voice under Android.
- string RTVoiceNameIOS = string.Empty

  Name of the RT-Voice under iOS.
- AudioSource Source

  Origin AudioSource (optional).
- float Rate = 1f

  Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f

  Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f

  Volume of the speaker in percent (1 = 100%, default: 1, optional).
- bool IgnoreCharacter = false

  Ignore this character (default: off).
- bool **initalized** = false

Properties

- string RTVoiceName `[get]`

  Name of the RT-Voice.

5.69.1 Detailed Description

Wrapper for an UDEA-character to an RT-Voice.

5.69.2 Member Data Documentation

5.69.2.1 bool Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.IgnoreCharacter = false

Ignore this character (default: off).

5.69.2.2 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.69.2.3 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.69.2.4 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.69.2.5 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameIOS = string.Empty

Name of the RT-Voice under iOS.

5.69.2.6 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameMac = string.Empty

Name of the RT-Voice under macOS.

5.69.2.7 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWindows = string.Empty

"Name of the RT-Voice under Windows.

5.69.2.8 AudioSource Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Source

Origin AudioSource (optional).

5.69.2.9 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.UDEAVoiceName = string.Empty

"Name of the UDEA-character on-screen.

5.69.2.10 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional).

5.69.3 Property Documentation

5.69.3.1 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceName [get]

Name of the RT-Voice.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAVoiceWrapper.cs

5.70 Crosstales.RTVoice.EditorExt.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result)

Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.70.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/Editor/UpdateCheck.cs

5.71 Crosstales.RTVoice.Model.Voice Class Reference

Model for a voice.

Public Member Functions

- Voice (string name, string description, string gender, string age, string culture)
  Instantiate the class.
- Voice (string name, string description, string culture)
  Instantiate the class.
- string ToShortString ()
  Returns a short ToString()-variant.
- override string **ToString** ()

Public Attributes

- string Name
  Name of the RT-Voice.
- string Description = string.Empty
  Description of the RT-Voice.
- string Gender = string.Empty
  Gender of the RT-Voice (Windows only).
- string Age = string.Empty
  Age of the RT-Voice (Windows only).
- string Culture = string.Empty
  Culture of the RT-Voice.

5.71.1 Detailed Description

Model for a voice.

5.71.2 Constructor & Destructor Documentation

5.71.2.1 Crosstales.RTVoice.Model.Voice.Voice (string *name,* string *description,* string *gender,* string *age,* string *culture*)

Instantiate the class.

Parameters

name	Name of the RT-Voice.
description	Description of the RT-Voice.
gender	Gender of the RT-Voice (Windows only).
age	Age of the RT-Voice (Windows only).
culture	Culture of the RT-Voice.

5.71.2.2 Crosstales.RTVoice.Model.Voice.Voice (string *name,* string *description,* string *culture*)

Instantiate the class.

Parameters

name	Name of the RT-Voice.
description	Description of the RT-Voice.
culture	Culture of the RT-Voice.

5.71.3 Member Function Documentation

5.71.3.1 string Crosstales.RTVoice.Model.Voice.ToShortString ( )

Returns a short ToString()-variant.

Returns

Returns a short ToString()-variant.

5.71.4 Member Data Documentation

5.71.4.1 string Crosstales.RTVoice.Model.Voice.Age = string.Empty

Age of the RT-Voice (Windows only).

5.71.4.2 string Crosstales.RTVoice.Model.Voice.Culture = string.Empty

Culture of the RT-Voice.

5.71.4.3 string Crosstales.RTVoice.Model.Voice.Description = string.Empty

Description of the RT-Voice.

5.71.4.4 string Crosstales.RTVoice.Model.Voice.Gender = string.Empty

Gender of the RT-Voice (Windows only).

5.71.4.5 string Crosstales.RTVoice.Model.Voice.Name

Name of the RT-Voice.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Model/Voice.cs

5.72 PixelCrushers.DialogueSystem.RTVoiceActor.VoicePreference Class Reference

Public Attributes

- string **language**
- string **name**
- Gender **gender**
- int **minAge** = 0
- int **maxAge** = 100

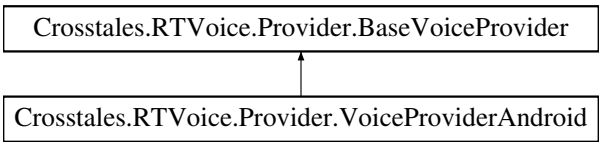
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Dialogue System/Scripts/RTVoiceActor.cs

5.73 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



Public Member Functions

- override IEnumerator SpeakNative (WrapperNative wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override void Silence ()

  Silence all active TTS-providers.
- void **ShutdownTTS** ()

Properties

- override string **AudioFileExtension** [get]
- override List< Voice > **Voices** [get]

Additional Inherited Members

5.73.1 Detailed Description

Android voice provider.

5.73.2 Member Function Documentation

5.73.2.1 override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.Silence ( ) [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.73.2.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Speak (Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.73.2.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNative (WrapperNative *wrapper*) [virtual]

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

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

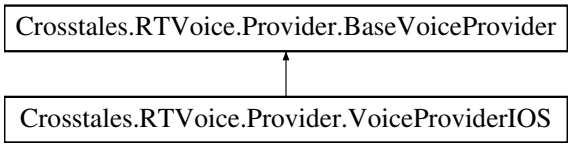
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Provider/VoiceProviderAndroid.cs

5.74 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



Public Member Functions

- override void Silence ()

  Silence all active TTS-providers.
- override IEnumerator SpeakNative (WrapperNative wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Wrapper wrapper)

  The current provider speaks a text with a given voice.

Static Public Member Functions

- static void Stop ()

  Silence the current TTS-provider (native mode).
- static void GetVoices ()

  Silence the current TTS-provider (native mode).
- static void Speak (string gameObject, string text, float rate=0.5f, float pitch=1f, float volume=1f, string culture="")

  Bridge to the native tts system
- static void SetVoices (string voicesText)

  Receives all voices
- static void SetState (string state)

  Receives the state of the speaker.
- static void WordSpoken ()

  Called everytime a new word is spoken.

Properties

- override string **AudioFileExtension** `[get]`
- override List< Voice > **Voices** `[get]`

Additional Inherited Members

5.74.1 Detailed Description

iOS voice provider.

5.74.2 Member Function Documentation

5.74.2.1 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.GetVoices ( ) [static]

Silence the current TTS-provider (native mode).

5.74.2.2 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetState (string *state*) [static]

Receives the state of the speaker.

Parameters

state	The state of the speaker.

5.74.2.3 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices (string *voicesText*) [static]

Receives all voices

Parameters

voicesText	All voices as text string.

5.74.2.4 override void Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence ( ) [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.74.2.5 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.Speak (string *gameObject*, string *text*, float *rate* = 0.5f, float *pitch* = 1f, float *volume* = 1f, string *culture* = "") [static]

Bridge to the native tts system

Parameters

gameObject	Receiving gameobject for the messages from iOS
text	Text to speak.
rate	Speech rate of the speaker in percent (default: 0.5, optional).
pitch	Pitch of the speech in percent (default: 1, optional).
volume	Volume of the speaker in percent (default: 1, optional).
culture	Culture of the voice to speak (optional).

5.74.2.6 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Speak (Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.74.2.7 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNative (WrapperNative *wrapper*) [virtual]

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

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.74.2.8 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.Stop ( ) [static]

Silence the current TTS-provider (native mode).

5.74.2.9 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken ( ) [static]

Called everytime a new word is spoken.

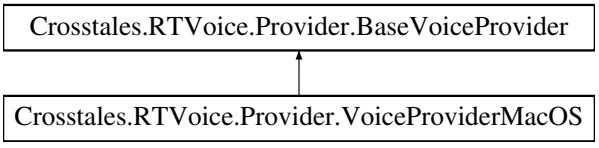
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Provider/VoiceProviderIOS.cs

5.75 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



Public Member Functions

- override IEnumerator SpeakNative (WrapperNative wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Wrapper wrapper)

  The current provider speaks a text with a given voice.

Properties

- override string **AudioFileExtension** `[get]`
- override List< Voice > **Voices** `[get]`

Additional Inherited Members

5.75.1 Detailed Description

MacOS voice provider.

5.75.2 Member Function Documentation

5.75.2.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Speak (Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.75.2.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.SpeakNative (WrapperNative *wrapper*) `[virtual]`

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

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

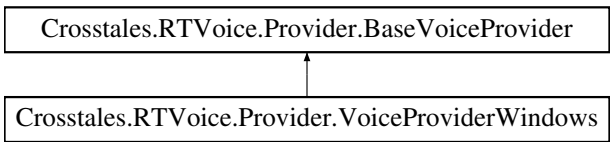
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Provider/VoiceProviderMacOS.cs

5.76 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



Public Member Functions

- override IEnumerator SpeakNative (WrapperNative wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Wrapper wrapper)

  The current provider speaks a text with a given voice.

Properties

- override string **AudioFileExtension** `[get]`
- override List< Voice > **Voices** `[get]`

Additional Inherited Members

5.76.1 Detailed Description

Windows voice provider.

5.76.2 Member Function Documentation

5.76.2.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.Speak (Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.76.2.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.SpeakNative (WrapperNative *wrapper*) [virtual]

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

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Provider/VoiceProviderWindows.cs

5.77 Crosstales.RTVoice.Model.Wrapper Class Reference

Wrapper for "Speak"-function calls.

Public Member Functions

- Wrapper (string text, AudioSource source=null, Voice voice=null, bool speakImmediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="")

  Instantiate the class.
- Wrapper (Guid uid, string text, AudioSource source=null, Voice voice=null, bool speakImmediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="")

  Instantiate the class.
- override string **ToString** ()

Public Attributes

- Guid Uid

  UID of the speech.
- string Text

  Text for the speech.
- AudioSource Source

  AudioSource for the speech.
- Voice Voice

  Voice for the speech.
- bool SpeakImmediately

  Speak immediatlely after the audio generation.
- string OutputFile

  Output file for the generated audio.

Properties

- float Rate [get, set]

  Rate of the speech (values: 0-3).
- float Pitch [get, set]

  Pitch of the speech (values: 0-2).
- float Volume [get, set]

  Volume of the speech (values: 0-1).

5.77.1 Detailed Description

Wrapper for "Speak"-function calls.

5.77.2 Constructor & Destructor Documentation

5.77.2.1 Crosstales.RTVoice.Model.Wrapper.Wrapper (string *text*, AudioSource *source* = null, Voice *voice* = null, bool *speakImmediately* = true, float *rate* = 1f, float *pitch* = 1f, float *volume* = 1f, string *outputFile* = " ")

Instantiate the class.

Parameters

text	Text for the speech.
source	AudioSource for the speech.
voice	Voice for the speech.
speakImmediately	>Speak immediatlely after the audio generation.
rate	Rate of the speech (values: 0-3).
pitch	Pitch of the speech (values: 0-2).
volume	Volume of the speech (values: 0-1, Windows only).
outputFile	Output file for the generated audio.

5.77.2.2 Crosstales.RTVoice.Model.Wrapper.Wrapper (Guid *uid*, string *text*, AudioSource *source* = null, Voice *voice* = null, bool *speakImmediately* = true, float *rate* = 1f, float *pitch* = 1f, float *volume* = 1f, string *outputFile* = " ")

Instantiate the class.

Parameters

uid	UID of the speech.
text	Text for the speech.
source	AudioSource for the speech.
voice	Voice for the speech.
speakImmediately	>Speak immediatlely after the audio generation.
rate	Rate of the speech (values: 0-3).
pitch	Pitch of the speech (values: 0-2).
volume	Volume of the speech (values: 0-1, Windows only).
outputFile	Output file for the generated audio.

5.77.3 Member Data Documentation

5.77.3.1 string Crosstales.RTVoice.Model.Wrapper.OutputFile

Output file for the generated audio.

5.77.3.2 AudioSource Crosstales.RTVoice.Model.Wrapper.Source

AudioSource for the speech.

5.77.3.3 bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately

Speak immediatlely after the audio generation.

5.77.3.4 string Crosstales.RTVoice.Model.Wrapper.Text

Text for the speech.

5.77.3.5 Guid Crosstales.RTVoice.Model.Wrapper.Uid

UID of the speech.

5.77.3.6 Voice Crosstales.RTVoice.Model.Wrapper.Voice

Voice for the speech.

5.77.4 Property Documentation

5.77.4.1 float Crosstales.RTVoice.Model.Wrapper.Pitch [get], [set]

Pitch of the speech (values: 0-2).

5.77.4.2 float Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]

Rate of the speech (values: 0-3).

5.77.4.3 float Crosstales.RTVoice.Model.Wrapper.Volume [get], [set]

Volume of the speech (values: 0-1).

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Model/Wrapper.cs

5.78 Crosstales.RTVoice.Model.WrapperNative Class Reference

Wrapper (native mode) for "SpeakNative"-function calls.

Public Member Functions

- WrapperNative (string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f)

  Instantiate the class.
- WrapperNative (Guid uid, string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f)

  Instantiate the class.
- override string **ToString** ()

Public Attributes

- Guid Uid

  UID of the speech.
- string Text

  Text for the speech.
- Voice Voice

  Voice for the speech.

Properties

- float Rate `[get, set]`

  Rate of the speech (values: 0-3).
- float Pitch `[get, set]`

  Pitch of the speech (values: 0-2).
- float Volume `[get, set]`

  Volume of the speech (values: 0-1).

5.78.1 Detailed Description

Wrapper (native mode) for "SpeakNative"-function calls.

5.78.2 Constructor & Destructor Documentation

5.78.2.1 Crosstales.RTVoice.Model.WrapperNative.WrapperNative (string *text*, Voice *voice* = `null`, float *rate* = `1f`, float *pitch* = `1f`, float *volume* = `1f`)

Instantiate the class.

Parameters

text	Text for the speech.
voice	Voice for the speech.
rate	Rate of the speech (values: 0-3).
pitch	Pitch of the speech (values: 0-2).
volume	Volume of the speech (values: 0-1, Windows only).

5.78.2.2 Crosstales.RTVoice.Model.WrapperNative.WrapperNative (Guid *uid*, string *text*, Voice *voice* = `null`, float *rate* = `1f`, float *pitch* = `1f`, float *volume* = `1f`)

Instantiate the class.

Parameters

uid	UID of the speech.
text	Text for the speech.
voice	Voice for the speech.
rate	Rate of the speech (values: 0-3).
pitch	Pitch of the speech (values: 0-2).
volume	Volume of the speech (values: 0-1, Windows only).

5.78.3 Member Data Documentation

5.78.3.1 string Crosstales.RTVoice.Model.WrapperNative.Text

Text for the speech.

5.78.3.2 Guid Crosstales.RTVoice.Model.WrapperNative.Uid

UID of the speech.

5.78.3.3 Voice Crosstales.RTVoice.Model.WrapperNative.Voice

Voice for the speech.

5.78.4 Property Documentation

5.78.4.1 float Crosstales.RTVoice.Model.WrapperNative.Pitch `[get]`, `[set]`

Pitch of the speech (values: 0-2).

5.78.4.2 float Crosstales.RTVoice.Model.WrapperNative.Rate `[get]`, `[set]`

Rate of the speech (values: 0-3).

5.78.4.3 float Crosstales.RTVoice.Model.WrapperNative.Volume `[get]`, `[set]`

Volume of the speech (values: 0-1).

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↩ Scripts/Model/WrapperNative.cs

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