How to Run the Kinect Speech Recognition Demo

1. Download and install Kinect SDK 1.8 as described in the next section.
2. Open scene 'KinectSpeechRecognition', located in Assets/SpeechRecognitionDemo-folder.
3. Run the scene.
4. Say clearly one of the listed commands in order to control the avatar by voice commands. Repeat this step as many times as you wish.
5. Find the grammar file 'SpeechGrammar.grxml', located in the root folder of the project, modify the commands or add more voice commands. Then re-run the scene to test the updates.

Installation of Kinect Sensor with MS SDK 1.8

1. Download the Kinect SDK 1.8 or Kinect Windows Runtime 1.8. Here is the download page: http://www.microsoft.com/en-us/download/details.aspx?id=40278
2. Run the installer. The installation of Kinect SDK/Runtime is simple and straightforward.
3. Connect the Kinect sensor. The needed device drivers will be installed automatically.

How to Reuse the Kinect Speech Recognition in Your Own Unity Project

1. Copy folder 'KinectScripts' from Assets-folder of the example to the Assets-folder of your project. This folder contains the two needed scripts – SpeechManager and SpeechWrapper.
2. Copy folder 'Resources' from Assets-folder of the example to the Assets-folder of your project. This folder contains the native libraries and grammar file, needed by the Unity-project.
3. Add 'SpeechManager'-script to the MainCamera. If you use multiple cameras, create an empty GameObject and add the script to it.
4. Set the 'Grammar File Name'-parameter of 'SpeechManager'-component of the MainCamera.
5. Use the public functions of 'SpeechManager'-script in your scripts. As an example, see the FixedUpdate()-function of 'BotControlScript' – a component of the Robot-object.
6. Modify the voice commands in the grammar file 'SpeechGrammar.grxml.txt' located in Assets/Resources-folder, as to your needs.
7. Delete the 'SpeechGrammar.grxml' grammar-file, located in the root-folder of your Unity project and then re-run the scene.

Support and Feedback

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