

RT-Voice PRO

Hearing is understanding



API

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3.1 Class List

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class [ExtensionMethods](#)
Various extension methods.

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding and removing the given symbols to PlayerSettings compiler define symbols.
- class [BaseSetupResources](#)
Base for copying all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseEditorHelper](#)
Base for various Editor helper functions.

4.5 Crosstales.Common.Model Namespace Reference

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
Windows, OSX, Linux, IOS,
Android, WSA, Web, Unsupported,
MaryTTS }
All available platforms.
- enum [SampleRate](#) {
_8000Hz = 8000, _11025Hz = 11025, _22050Hz = 22050, _44100Hz = 44100,
_48000Hz = 48000 }
Typical audio sample rates.

4.6.1 Enumeration Type Documentation

4.6.1.1 Platform

enum [Crosstales.Common.Model.Enum.Platform](#) [strong]

All available platforms.

4.6.1.2 SampleRate

enum [Crosstales.Common.Model.Enum.SampleRate](#) [strong]

Typical audio sample rates.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class [BackgroundController](#)
Enables or disable game objects on Android or iOS in the background.
- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.

- class [CTProcess](#)
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class [CTProcessStartInfo](#)
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).
- class [CTWebClient](#)
Specialized WebClient.
- class [FFTAnalyzer](#)
FFT analyzer for an audio channel.
- class [FreeCam](#)
A simple free camera to be added to a Unity game object.
- class **NativeMethods**
Native methods (bridge to Windows).
- class [PlatformController](#)
Enables or disable game objects for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [SerializableDictionary](#)
Serializable Dictionary-class for XML.
- class [SerializeDeSerialize](#)
Serialize and deserialize objects to/from binary files.
- class [SpectrumVisualizer](#)
Simple spectrum visualizer.
- class [SurviveSceneSwitch](#)
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.
- class [TakeScreenshot](#)
Take screen shots inside an application.
- class [XmlHelper](#)
Helper-class for XML.

4.8 Crosstales.RTVoice Namespace Reference

Classes

- class [LiveSpeaker](#)
Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").
- class [Speaker](#)
Main component of RT-Voice.
- class [VoiceProviderExample](#)
*Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables*

Functions

- delegate void **VoicesReady** ()
- delegate void **SpeakStart** ([Model.Wrapper](#) wrapper)
- delegate void **SpeakComplete** ([Model.Wrapper](#) wrapper)
- delegate void **SpeakCurrentWord** ([Model.Wrapper](#) wrapper, string[] speechTextArray, int wordIndex)
- delegate void **SpeakCurrentPhoneme** ([Model.Wrapper](#) wrapper, string phoneme)
- delegate void **SpeakCurrentViseme** ([Model.Wrapper](#) wrapper, string viseme)
- delegate void **SpeakAudioGenerationStart** ([Model.Wrapper](#) wrapper)
- delegate void **SpeakAudioGenerationComplete** ([Model.Wrapper](#) wrapper)
- delegate void **ErrorInfo** ([Model.Wrapper](#) wrapper, string info)
- delegate void **ProviderChange** (string provider)
- delegate void **AudioFileGeneratorStart** ()
- delegate void **AudioFileGeneratorComplete** ()
- delegate void **ParalanguageStart** ()
- delegate void **ParalanguageComplete** ()
- delegate void **SpeechTextStart** ()
- delegate void **SpeechTextComplete** ()

4.9 Crosstales.RTVoice.Amplitude Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for [Amplitude](#).

4.10 Crosstales.RTVoice.AWSPolly Namespace Reference

Classes

- class [AccessSettings](#)
Set the access settings for AWS Polly.
- class [Killer](#)
Kills AWS Polly at the end of the scene.
- class [ShowMore](#)
Shows the details for AWS Polly.
- class [VoiceProviderAWS](#)
AWS Polly voice provider.
- class [VoiceProviderAWSEditor](#)
Custom editor for the '[VoiceProviderAWS](#)'-class.
- class [VoiceProviderAWSGameObject](#)
Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.
- class [VoiceProviderAWSMenu](#)
Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.
- class [ZInstaller](#)
Installs the 'AWSSDK'-package.

Enumerations

- enum [Endpoint](#) {
 APNortheast1, **APNortheast2**, **APSouth1**, **APSoutheast1**,
 APSoutheast2, **CACentral1**, **EUCentral1**, **EUWest1**,
 EUWest2, **SAEast1**, **USEast1**, **USEast2**,
 USWest1, **USWest2** }
 All available AWS Polly endpoints.
- enum [SampleRate](#) { **_8000Hz**, **_16000Hz**, **_22050Hz**, **_24000Hz** }
 All supported sample rates for AWS Polly.

4.10.1 Enumeration Type Documentation

4.10.1.1 Endpoint

enum [Crosstales.RTVoice.AWSPolly.Endpoint](#) [strong]

All available AWS Polly endpoints.

4.10.1.2 SampleRate

enum [Crosstales.RTVoice.AWSPolly.SampleRate](#) [strong]

All supported sample rates for AWS Polly.

4.11 Crosstales.RTVoice.Azure Namespace Reference

Classes

- class [AccessSettings](#)
 Set the access settings for [Azure](#).
- class [Authentication](#)
 This class demonstrates how to get a valid O-auth token
- class [GenericEventArgs](#)
 Generic event args
- class [ShowMore](#)
 Shows the details for [Azure](#).
- class [Synthesize](#)
 Sample synthesize request
- class [VoiceProviderAWSMenu](#)
 Editor component for for adding the prefabs from '[Azure](#)' in the "Tools"-menu.
- class [VoiceProviderAzure](#)
 [Azure](#) (Bing Speech) voice provider.
- class [VoiceProviderAzureEditor](#)
 Custom editor for the '[VoiceProviderAzure](#)'-class.
- class [VoiceProviderAzureGameObject](#)
 Editor component for for adding the prefabs from '[Azure](#)' in the "Hierarchy"-menu.

Enumerations

- enum [SampleRate](#) { [_16000Hz](#), [_24000Hz](#) }

All supported sample rates for Azure.

- enum [AudioOutputFormat](#) {
[AudioOutputFormat.Raw8Khz8BitMonoMULaw](#), [AudioOutputFormat.Raw16Khz16BitMonoPcm](#), [AudioOutputFormat.Riff8Khz8BitMonoMULaw](#),
[AudioOutputFormat.Riff16Khz16BitMonoPcm](#),
[AudioOutputFormat.Ssml16Khz16BitMonoSilk](#), [AudioOutputFormat.Raw16Khz16BitMonoTrueSilk](#), [AudioOutputFormat.Ssml16Khz16BitMonoTts](#),
[AudioOutputFormat.Audio16Khz128KBitRateMonoMp3](#),
[AudioOutputFormat.Audio16Khz64KBitRateMonoMp3](#), [AudioOutputFormat.Audio16Khz32KBitRateMonoMp3](#),
[AudioOutputFormat.Audio16Khz16KbpsMonoSiren](#), [AudioOutputFormat.Riff16Khz16KbpsMonoSiren](#),
[AudioOutputFormat.Raw24Khz16BitMonoTrueSilk](#), [AudioOutputFormat.Raw24Khz16BitMonoPcm](#), [AudioOutputFormat.Riff24Khz16BitMonoPcm](#),
[AudioOutputFormat.Audio24Khz48KBitRateMonoMp3](#),
[AudioOutputFormat.Audio24Khz96KBitRateMonoMp3](#), [AudioOutputFormat.Audio24Khz160KBitRateMonoMp3](#)
}

Voice output formats.

4.11.1 Enumeration Type Documentation

4.11.1.1 AudioOutputFormat

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

Voice output formats.

Enumerator

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

4.11.1.2 SampleRate

enum [Crosstales.RTVoice.Azure.SampleRate](#) [strong]

All supported sample rates for [Azure](#).

4.12 Crosstales.RTVoice.Demo Namespace Reference

Classes

- class [Dialog](#)
Simple dialog system with TTS voices.
- class [GUIAudioFilter](#)
Simple GUI for audio filters.
- class [GUIDialog](#)
Simple GUI for runtime dialogs with all available OS voices.
- class [GUIMain](#)
Main GUI component for all demo scenes.
- class [GUIMultiAudioFilter](#)
Simple GUI for audio filters on multiple objects.
- class [GUIScenes](#)
Main GUI scene manager for all demo scenes.
- class [GUISpeech](#)
Simple GUI for runtime TTS with all available OS voices.
- class [NativeAudio](#)
Simple example with native audio for exact timing.
- class [PreGeneratedAudio](#)
Simple example with pre-generated audio for exact timing.
- class [SendMessage](#)
Simple "SendMessage" example.
- class [SequenceCaller](#)
Simple Sequence caller example.
- class [Simple](#)
Simple TTS example.
- class [SimpleNative](#)
Simple native TTS example.
- class [SpeakWrapper](#)
Wrapper for the dynamic speakers.

4.13 Crosstales.RTVoice.Demo.Util Namespace Reference

Classes

- class [CustomProviderController](#)
Class for demo builds.
- class [iOSController](#)
Enables MaryTTS on iOS for specific scenes.
- class [MaterialChanger](#)
Changes the material of a renderer while an AudioSource is playing.
- class [NativeController](#)
Enables or disable game objects for native mode.
- class [PlatformController](#)
Enables or disable game objects for a given platform.

4.14 Crosstales.RTVoice.EditorExtension Namespace Reference

Classes

- class [AudioFileGeneratorEditor](#)
Custom editor for the 'SpeechText'-class.
- class [ChangeGenderEditor](#)
Custom editor for the 'ChangeGender'-class.
- class [LoudspeakerEditor](#)
Custom editor for the 'Loudspeaker'-class.
- class [ParalanguageEditor](#)
Custom editor for the 'Paralanguage'-class.
- class [SequencerEditor](#)
Custom editor for the 'Sequencer'-class.
- class [SpeakerEditor](#)
Custom editor for the 'Speaker'-class.
- class [SpeechTextEditor](#)
Custom editor for the 'SpeechText'-class.
- class [TextFileSpeakerEditor](#)
Custom editor for the 'TextFileSpeaker'-class.
- class [VoiceInitializerEditor](#)
Custom editor for the 'VoiceInitalizer'-class.

4.15 Crosstales.RTVoice.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.
- class [RTVoiceGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [RTVoiceMenu](#)
Editor component for the "Tools"-menu.

4.16 Crosstales.RTVoice.EditorTask Namespace Reference

Classes

- class [AAAConfigLoader](#)
Loads the configuration at startup.
- class [AutoInitialize](#)
Automatically adds the necessary prefabs to the current scene.
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [Launch](#)
Show the configuration window on the first launch.
- class [SetupResources](#)
Moves all needed resources to 'Editor Default Resources'.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_PRO,
UPDATE_VERSION, DEPRECATED, V2019 }
All possible update stati.

4.16.1 Enumeration Type Documentation

4.16.1.1 UpdateStatus

enum [Crosstales.RTVoice.EditorTask.UpdateStatus](#) [strong]

All possible update stati.

4.17 Crosstales.RTVoice.EditorUtil Namespace Reference

Classes

- class [BuildPostprocessor](#)
BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.
- class [EditorConfig](#)
Editor configuration for the asset.
- class [EditorConstants](#)
Collected constants of very general utility for the asset.
- class [EditorHelper](#)
Editor helper class.

4.18 Crosstales.RTVoice.Google Namespace Reference

Classes

- class [AccessSettings](#)
Set the access settings for [Google](#) Cloud Speech.
- class [ShowMore](#)
Shows the details for [Google](#) Cloud Speech.
- class [VoiceProviderGoogle](#)
[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>
- class [VoiceProviderGoogleEditor](#)
Custom editor for the '[VoiceProviderGoogle](#)'-class.
- class [VoiceProviderGoogleGameObject](#)
Editor component for for adding the prefabs from '[Google](#)' in the "Hierarchy"-menu.
- class [VoiceProviderGoogleMenu](#)
Editor component for for adding the prefabs from '[Google](#)' in the "Tools"-menu.

4.19 Crosstales.RTVoice.Klattersynth Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for [Klattersynth](#).
- class [VoiceProviderKlattersynth](#)
[Klattersynth](#) voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>
- class [VoiceProviderKlattersynthEditor](#)
Custom editor for the '[VoiceProviderKlattersynth](#)'-class.
- class [VoiceProviderKlattersynthGameObject](#)
Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Hierarchy"-menu.
- class [VoiceProviderKlattersynthMenu](#)
Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Tools"-menu.

4.20 Crosstales.RTVoice.Model Namespace Reference

Classes

- class [Sequence](#)
[Model](#) for a sequence.
- class [Voice](#)
[Model](#) for a voice.
- class [VoiceAlias](#)
Alias for multiple voices on different platforms.
- class [Wrapper](#)
[Wrapper](#) for "Speak"-function calls.

4.21 Crosstales.RTVoice.Model.Enum Namespace Reference

Enumerations

- enum [ESpeakModifiers](#) {
 none, **m1**, **m2**, **m3**,
 m4, **m5**, **m6**, **f1**,
 f2, **f3**, **f4**, **croak**,
 whisper }
The modifiers for eSpeak voices (m1-m6 = male, f1-f4 = female).
- enum [Gender](#) { **MALE**, **FEMALE**, **UNKNOWN** }
The genders for voices.
- enum [MaryTTSType](#) { **RAWMARYXML**, **EMOTIONML**, **SSML**, **TEXT** }
The different MaryTTS input types.
- enum [ProviderType](#) {
 Windows, **macOS**, **Android**, **iOS**,
 WSA, **MaryTTS**, **Linux** }
Available provider types.
- enum [SpeakMode](#) { **Speak**, **SpeakNative** }
Available Speak-modes.

4.21.1 Enumeration Type Documentation

4.21.1.1 ESpeakModifiers

enum [Crosstales.RTVoice.Model.Enum.ESpeakModifiers](#) [strong]

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

4.21.1.2 Gender

enum [Crosstales.RTVoice.Model.Enum.Gender](#) [strong]

The genders for voices.

4.21.1.3 MaryTTSType

enum [Crosstales.RTVoice.Model.Enum.MaryTTSType](#) [strong]

The different MaryTTS input types.

4.21.1.4 ProviderType

enum [Crosstales.RTVoice.Model.Enum.ProviderType](#) [strong]

Available provider types.

4.21.1.5 SpeakMode

enum [Crosstales.RTVoice.Model.Enum.SpeakMode](#) [strong]

Available Speak-modes.

4.22 Crosstales.RTVoice.PlayMaker Namespace Reference

Classes

- class [AudioFileGeneratorEditor](#)
Custom editor for the AudioFileGenerator-action.
- class [BaseRTVEditor](#)
Base class for RT-Voice custom editors in [PlayMaker](#).
- class [GetCulturesEditor](#)
Custom editor for the GetCultures-action.
- class [GetVoicesEditor](#)
Custom editor for the GetVoices-action.
- class [ParalanguageEditor](#)
Custom editor for the Paralanguage-action.
- class [SilenceEditor](#)
Custom editor for the Silence-action.
- class [SpeakEditor](#)
Custom editor for the Speak-action.
- class [SpeakUIEditor](#)
Custom editor for the SpeakUI-action.
- class [SpeechTextEditor](#)
Custom editor for the SpeechText-action.
- class [TextFileSpeakerEditor](#)
Custom editor for the TextFileSpeaker-action.

4.23 Crosstales.RTVoice.Provider Namespace Reference

Classes

- class [BaseCustomVoiceProvider](#)
Base class for custom voice providers (TTS-systems).
- class [BaseVoiceProvider](#)
Base class for voice providers.
- interface [IVoiceProvider](#)
Interface for all voice providers.
- class **NativeMethods**
Native methods (bridge to iOS).
- class [VoiceProviderAndroid](#)
Android voice provider.
- class [VoiceProviderIOS](#)
iOS voice provider.
- class [VoiceProviderLinux](#)
Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>
- class [VoiceProviderMacOS](#)
MacOS voice provider.
- class [VoiceProviderMary](#)
MaryTTS voice provider.
- class [VoiceProviderWindows](#)
Windows voice provider.
- class [VoiceProviderWSA](#)
WSA (UWP) voice provider.

4.24 Crosstales.RTVoice.SALSA Namespace Reference

Classes

- class [Bots](#)
This is a class for conversations between two SALSA-Bots.
- class [ShowMore](#)
Shows the details for [SALSA](#).
- class [SpeakSimple](#)
Speaks a given text with RT-Voice and [SALSA](#).

4.25 Crosstales.RTVoice.SAPI Namespace Reference

Classes

- class [VoiceProviderSAPI](#)
*Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables*
- class [VoiceProviderSAPIEditor](#)
Custom editor for the '[VoiceProviderSAPI](#)'-class.
- class [VoiceProviderSAPIGameObject](#)
Editor component for for adding the prefabs from '[SAPI](#) Unity' in the "Hierarchy"-menu.
- class [VoiceProviderSAPIMenu](#)
Editor component for for adding the prefabs from '[SAPI](#) Unity' in the "Tools"-menu.

4.26 Crosstales.RTVoice.Tool Namespace Reference

Classes

- class [AudioFileGenerator](#)
Process files with configured speeches.
- class [ChangeGender](#)
Change the gender of all voices (useful for eSpeak).
- class [Loudspeaker](#)
Loudspeaker for an AudioSource.
- class [Paralanguage](#)
Para-language simulator with audio files.
- class [Sequencer](#)
Simple sequencer for dialogues.
- class [SpeechText](#)
Allows to speak and store generated audio.
- class [TextFileSpeaker](#)
Allows to speak text files.
- class [VoiceInitializer](#)
Allows to initialize voices (useful on Android).

4.27 Crosstales.RTVoice.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [Context](#)
Context for the asset.
- class [Helper](#)
Various helper functions.
- class [WavMaster](#)
WAV utility for recording and audio playback functions in Unity.

4.28 Crosstales.RTVoice.WebGL Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for [WebGL](#) Speech Synthesis.
- class [VoiceProviderWebGL](#)
[WebGL](#) voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>
- class [VoiceProviderWebGLEditor](#)
Custom editor for the '[VoiceProviderWebGL](#)'-class.
- class [VoiceProviderWebGLGameObject](#)
Editor component for for adding the prefabs from '[WebGL](#)' in the "Hierarchy"-menu.
- class [VoiceProviderWebGLMenu](#)
Editor component for for adding the prefabs from '[WebGL](#)' in the "Tools"-menu.

4.29 Crosstales.UI Namespace Reference

Classes

- class [Social](#)
Crosstales social media links.
- class [StaticManager](#)
Static Button Manager.
- class [UIDrag](#)
Allow to Drag the Windows around.
- class [UIFocus](#)
Change the Focus on from a Window.
- class [UIHint](#)
Controls a [UI](#) group (hint).
- class [UIResize](#)
Resize a [UI](#) element.
- class [UIWindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.30 Crosstales.UI.Util Namespace Reference

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.
- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

4.31 HutongGames Namespace Reference

4.32 HutongGames.PlayMaker Namespace Reference

4.33 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [AudioFileGenerator](#)
AudioFileGenerator-action for [PlayMaker](#).
- class [BaseRTVAction](#)

- Base class for RT-Voice actions in [PlayMaker](#).*
- class [GetCultures](#)
 - GetCultures-action for [PlayMaker](#).*
- class [GetVoices](#)
 - GetVoices-action for [PlayMaker](#).*
- class [Paralanguage](#)
 - Paralanguage-action for [PlayMaker](#).*
- class [Silence](#)
 - Silence-action for [PlayMaker](#).*
- class [Speak](#)
 - Speak-action for [PlayMaker](#).*
- class [SpeakBase](#)
 - Base for Speak-actions in [PlayMaker](#).*
- class [SpeakUI](#)
 - Speak-action for UI-components in [PlayMaker](#).*
- class [SpeechText](#)
 - SpeechText-action for [PlayMaker](#).*
- class [TextFileSpeaker](#)
 - TextFileSpeaker-action for [PlayMaker](#).*

Chapter 5

Class Documentation

5.1 Crosstales.RTVoice.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

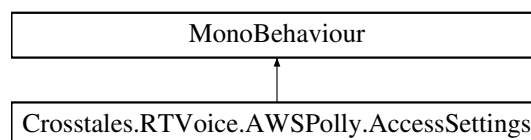
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Task/AAAConfigLoader.cs

5.2 Crosstales.RTVoice.AWSPolly.AccessSettings Class Reference

Set the access settings for AWS Polly.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.AccessSettings:



Public Member Functions

- void **Start** ()
- void **OnAPIKeyEntered** (string key)
- void **OnEndpointDropdownChanged** (System.Int32 index)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

Public Attributes

- [VoiceProviderAWS](#) **Provider**
- GameObject **SettingsPanel**
- InputField **APIKey**
- Dropdown **EndpointDropdown**
- Button **OkButton**

5.2.1 Detailed Description

Set the access settings for AWS Polly.

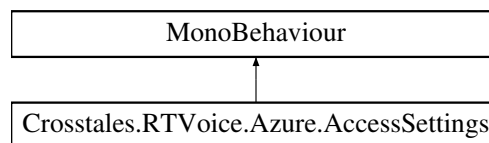
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Demo/Scripts/AccessSettings.cs

5.3 Crosstales.RTVoice.Azure.AccessSettings Class Reference

Set the access settings for [Azure](#).

Inheritance diagram for Crosstales.RTVoice.Azure.AccessSettings:



Public Member Functions

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

Public Attributes

- [VoiceProviderAzure](#) **Provider**
- GameObject **SettingsPanel**
- InputField **Endpoint**
- InputField **Request**
- InputField **APIKey**
- Button **OkButton**

5.3.1 Detailed Description

Set the access settings for [Azure](#).

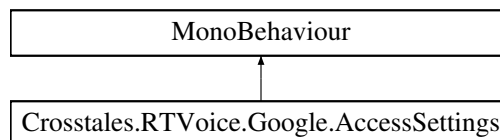
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Demo/Scripts/AccessSettings.cs

5.4 Crosstales.RTVoice.Google.AccessSettings Class Reference

Set the access settings for [Google](#) Cloud Speech.

Inheritance diagram for Crosstales.RTVoice.Google.AccessSettings:



Public Member Functions

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

Public Attributes

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

5.4.1 Detailed Description

Set the access settings for [Google](#) Cloud Speech.

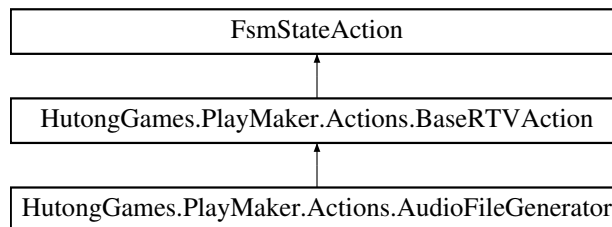
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Demo/Scripts/AccessSettings.cs

5.5 HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference

AudioFileGenerator-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.AudioFileGenerator:



Public Member Functions

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

Public Attributes

- [Crosstales.RTVoice.Tool.AudioFileGenerator Obj](#)
Add a [AudioFileGenerator](#) (default: first object in scene).

5.5.1 Detailed Description

AudioFileGenerator-action for [PlayMaker](#).

5.5.2 Member Data Documentation

5.5.2.1 Obj

[Crosstales.RTVoice.Tool.AudioFileGenerator](#) HutongGames.PlayMaker.Actions.AudioFileGenerator.↔
Obj

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

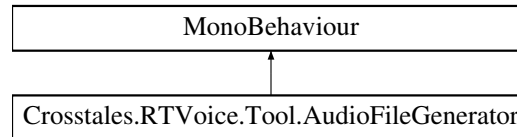
The documentation for this class was generated from the following file:

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

5.6 Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference

Process files with configured speeches.

Inheritance diagram for Crosstales.RTVoice.Tool.AudioFileGenerator:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **OnValidate** ()
- void **Generate** ()

Generate the audio files from the text files.

Public Attributes

- TextAsset[] **TextFiles**
Text files to generate.
- bool **FileInsideAssets** = true
Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath' (default: true).
- **Common.Model.Enum.SampleRate** **SampleRate** = Common.Model.Enum.SampleRate._48000Hz
Set the sample rate of the WAV files (default: 48000). Note: this works only under Windows standalone.
- int **BitsPerSample** = 16
Set the bits per sample of the WAV files (default: 16). Note: this works only under Windows standalone.
- int **Channels** = 2
Set the channels of the WAV files (default: 2). Note: this works only under Windows standalone.
- bool **CreateCopy** = false
Creates a copy of the downsampled WAV file and leaves the original intact (default: false). Note: this works only under Windows standalone..
- bool **isNormalize** = false
- bool **GenerateOnStart** = false
Enable generating of the texts on start (default: false).

Properties

- AudioFileGeneratorStart **OnAudioFileGeneratorStart**
An event triggered whenever a [AudioFileGenerator](#) 'Generate' is started.
- AudioFileGeneratorComplete **OnAudioFileGeneratorComplete**
An event triggered whenever a [AudioFileGenerator](#) 'Generate' is completed.

5.6.1 Detailed Description

Process files with configured speeches.

5.6.2 Member Function Documentation

5.6.2.1 Generate()

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

Generate the audio files from the text files.

5.6.3 Member Data Documentation

5.6.3.1 BitsPerSample

```
int Crosstales.RTVoice.Tool.AudioFileGenerator.BitsPerSample = 16
```

Set the bits per sample of the WAV files (default: 16). Note: this works only under Windows standalone.

5.6.3.2 Channels

```
int Crosstales.RTVoice.Tool.AudioFileGenerator.Channels = 2
```

Set the channels of the WAV files (default: 2). Note: this works only under Windows standalone.

5.6.3.3 CreateCopy

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.CreateCopy = false
```

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

5.6.3.4 FileInsideAssets

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.FileInsideAssets = true
```

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

5.6.3.5 GenerateOnStart

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.GenerateOnStart = false
```

Enable generating of the texts on start (default: false).

5.6.3.6 SampleRate

```
Common.Model.Enum.SampleRate Crosstales.RTVoice.Tool.AudioFileGenerator.SampleRate = Common.↵  
Model.Enum.SampleRate._48000Hz
```

Set the sample rate of the WAV files (default: 48000). Note: this works only under Windows standalone.

5.6.3.7 TextFiles

```
TextAsset [ ] Crosstales.RTVoice.Tool.AudioFileGenerator.TextFiles
```

Text files to generate.

5.6.4 Property Documentation

5.6.4.1 OnAudioFileGeneratorComplete

```
AudioFileGeneratorComplete Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGenerator↵  
Complete [add], [remove]
```

An event triggered whenever a [AudioFileGenerator](#) 'Generate' is completed.

5.6.4.2 OnAudioFileGeneratorStart

`AudioFileGeneratorStart` `Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGeneratorStart`
[add], [remove]

An event triggered whenever a [AudioFileGenerator](#) 'Generate' is started.

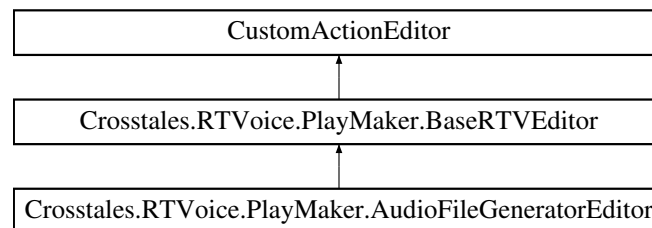
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔
Tool/AudioFileGenerator.cs`

5.7 Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference

Custom editor for the AudioFileGenerator-action.

Inheritance diagram for `Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor`:



Additional Inherited Members

5.7.1 Detailed Description

Custom editor for the AudioFileGenerator-action.

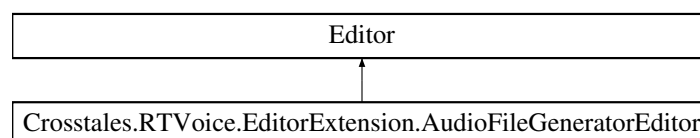
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
PlayMaker/Editor/AudioFileGeneratorEditor.cs`

5.8 Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor`:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.8.1 Detailed Description

Custom editor for the 'SpeechText'-class.

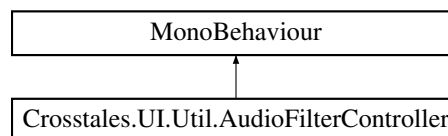
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/AudioFileGeneratorEditor.cs

5.9 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **FindAllAudioFilters** ()
Finds all audio filters in the scene.
- void **ResetAudioFilters** ()
Resets all audio filters.
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

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

5.9.1 Detailed Description

Controller for audio filters.

5.9.2 Member Function Documentation

5.9.2.1 FindAllAudioFilters()

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

Finds all audio filters in the scene.

5.9.2.2 ResetAudioFilters()

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

Resets all audio filters.

5.9.3 Member Data Documentation

5.9.3.1 FindAllAudioFiltersOnStart

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

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

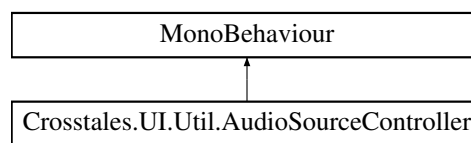
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioFilterController.cs

5.10 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



Public Member Functions

- void **Update** ()
- void **FindAllAudioSources** ()
Finds all audio sources in the scene.
- void **ResetAllAudioSources** ()
Resets all audio sources.
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool **FindAllAudioSourcesOnStart** = true
Searches for all AudioSource in the whole scene (default: true).
- AudioSource[] **AudioSources**
Active controlled AudioSources.
- bool **ResetAudioSourcesOnStart** = true
Resets all active AudioSources (default: true).
- bool **Mute** = false
Mute on/off (default: false).
- bool **Loop** = false
Loop on/off (default: false).
- float **Volume** = 1f
Volume of the audio (default: 1)
- float **Pitch** = 1f
Pitch of the audio (default: 1).
- float **StereoPan** = 0f
Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.10.1 Detailed Description

Controller for AudioSources.

5.10.2 Member Function Documentation

5.10.2.1 FindAllAudioSources()

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

Finds all audio sources in the scene.

5.10.2.2 ResetAllAudioSources()

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

Resets all audio sources.

5.10.3 Member Data Documentation

5.10.3.1 AudioSources

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

Active controlled AudioSources.

5.10.3.2 FindAllAudioSourcesOnStart

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

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

5.10.3.3 Loop

```
bool Crosstales.UI.Util.AudioSourceController.Loop = false
```

Loop on/off (default: false).

5.10.3.4 Mute

```
bool Crosstales.UI.Util.AudioSourceController.Mute = false
```

Mute on/off (default: false).

5.10.3.5 Pitch

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

Pitch of the audio (default: 1).

5.10.3.6 ResetAudioSourcesOnStart

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

Resets all active AudioSources (default: true).

5.10.3.7 StereoPan

```
float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f
```

Stereo pan of the audio (default: 0).

5.10.3.8 Volume

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

Volume of the audio (default: 1)

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioSourceController.cs

5.11 Crosstales.RTVoice.Azure.Authentication Class Reference

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

Public Member Functions

- async System.Threading.Tasks.Task< string > [Authenticate](#) (string issueTokenUri, string key)
The Authenticate method needs to be called separately since it runs asynchronously and cannot be in the constructor, nor should it block the main Unity thread.
- string **GetAccessToken** ()

5.11.1 Detailed Description

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

5.11.2 Member Function Documentation

5.11.2.1 Authenticate()

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

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

Parameters

<i>issueTokenUri</i>	
<i>key</i>	

Returns

[Authentication](#) task

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Scripts/TTSCClient.cs

5.12 Crosstales.RTVoice.EditorTask.AutoInitialize Class Reference

Automatically adds the necessary prefabs to the current scene.

5.12.1 Detailed Description

Automatically adds the necessary prefabs to the current scene.

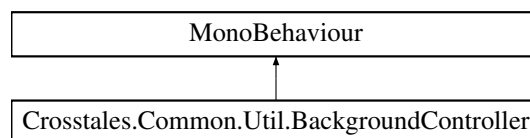
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Task/AutoInitialize.cs`

5.13 Crosstales.Common.Util.BackgroundController Class Reference

Enables or disable game objects on Android or iOS in the background.

Inheritance diagram for `Crosstales.Common.Util.BackgroundController`:



Public Member Functions

- `void Start ()`
- `void FixedUpdate ()`

Public Attributes

- `GameObject[] Objects`
Selected objects to disable in the background for the controller.

5.13.1 Detailed Description

Enables or disable game objects on Android or iOS in the background.

5.13.2 Member Data Documentation

5.13.2.1 Objects

```
GameObject [] Crosstales.Common.Util.BackgroundController.Objects
```

Selected objects to disable in the background for the controller.

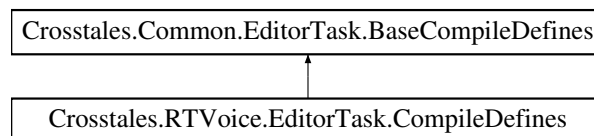
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/BackgroundController.cs`

5.14 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Public Member Functions

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

Static Protected Member Functions

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

5.14.1 Detailed Description

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

5.14.2 Member Function Documentation

5.14.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

Parameters

<i>symbols</i>	Symbols to add to the compiler defines
----------------	--

5.14.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

<i>symbols</i>	Symbols to remove from the compiler defines
----------------	---

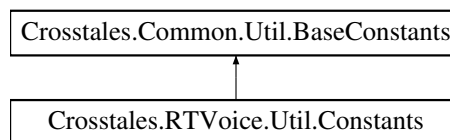
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Editor/↔ Task/BaseCompileDefines.cs

5.15 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string **ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string **ASSET_SOCIAL_FACEBOOK** = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string **ASSET_SOCIAL_TWITTER** = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string **ASSET_SOCIAL_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string **ASSET_SOCIAL_LINKEDIN** = "https://www.linkedin.com/company/crosstales"

- URL of the crosstales LinkedIn-profile.*
- const string **ASSET_3P_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
- URL of the 3rd party asset "PlayMaker".*
- const string **ASSET_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
- URL of the "Badword Filter" asset.*
- const string **ASSET_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
- URL of the "DJ" asset.*
- const string **ASSET_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
- URL of the "File Browser" asset.*
- const string **ASSET_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
- URL of the "Online Check" asset.*
- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
- URL of the "Radio" asset.*
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
- URL of the "RT-Voice" asset.*
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
- URL of the "Turbo Backup" asset.*
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
- URL of the "Turbo Builder" asset.*
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
- URL of the "Turbo Switch" asset.*
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
- URL of the "True Random" asset.*
- const int **FACTOR_KB** = 1024
- Factor for kilo bytes.*
- const int **FACTOR_MB** = **FACTOR_KB** * 1024
- Factor for mega bytes.*
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
- Factor for giga bytes.*
- const float **FLOAT_32768** = 32768f
- Float value of 32768.*
- const float **FLOAT_TOLERANCE** = 0.0001f
- Float tolerance.*
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
- ToString for two decimal places.*
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
- ToString for no decimal places.*
- const string **FORMAT_PERCENT** = "0%"
- ToString for percent.*
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\"
- Path delimiter for Windows.*
- const string **PATH_DELIMITER_UNIX** = "/"
- Path delimiter for Unix.*
- static bool **DEV_DEBUG** = false
- Development debug logging for the asset.*
- static string **TEXT_TOSTRING_START** = "{"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- static string **PREFIX_HTTP** = "http://"

- static string **PREFIX_HTTPS** = "https://"
Kill processes after 5000 milliseconds.
- static int **PROCESS_KILL_TIME** = 5000
Kill processes after 5000 milliseconds.
- static string **CMD_WINDOWS_PATH** = @"C:\Windows\system32\cmd.exe"
Path to the cmd under Windows.
- static bool **SHOW_BWF_BANNER** = true
Show the BWF banner.
- static bool **SHOW_DJ_BANNER** = true
Show the DJ banner.
- static bool **SHOW_FB_BANNER** = true
Show the FB banner.
- static bool **SHOW_OC_BANNER** = true
Show the OC banner.
- static bool **SHOW_RADIO_BANNER** = true
Show the Radio banner.
- static bool **SHOW_RTV_BANNER** = true
Show the RTV banner.
- static bool **SHOW_TB_BANNER** = true
Show the TB banner.
- static bool **SHOW_TPB_BANNER** = true
Show the TPB banner.
- static bool **SHOW_TPS_BANNER** = true
Show the TPS banner.
- static bool **SHOW_TR_BANNER** = true
Show the TR banner.

Properties

- static string **PREFIX_FILE** [get]
URL prefix for files.
- static string **APPLICATION_PATH** [get]
Application path.

5.15.1 Detailed Description

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

5.15.2 Member Data Documentation

5.15.2.1 ASSET_3P_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.↵  
unity.com/packages/slug/368?aid=10111NGT" [static]
```

URL of the 3rd party asset "PlayMaker".

5.15.2.2 ASSET_AUTHOR

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

Author of the asset.

5.15.2.3 ASSET_AUTHOR_URL

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

URL of the asset author.

5.15.2.4 ASSET_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=10111NGT" [static]
```

URL of the "Badword Filter" asset.

5.15.2.5 ASSET_CT_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT" [static]
```

URL of the crosstales assets in UAS.

5.15.2.6 ASSET_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=10111NGT" [static]
```

URL of the "DJ" asset.

5.15.2.7 ASSET_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=10111NGT" [static]
```

URL of the "File Browser" asset.

5.15.2.8 ASSET_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.↵  
com/packages/slug/74688?aid=10111NGT" [static]
```

URL of the "Online Check" asset.

5.15.2.9 ASSET_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↵  
com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the "Radio" asset.

5.15.2.10 ASSET_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↵  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the "RT-Voice" asset.

5.15.2.11 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.15.2.12 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.15.2.13 ASSET_SOCIAL_LINKEDIN

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

URL of the crosstales LinkedIn-profile.

5.15.2.14 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.15.2.15 ASSET_SOCIAL_YOUTUBE

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

URL of the crosstales Youtube-profile.

5.15.2.16 ASSET_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↵  
com/packages/slug/98711?aid=10111NGT" [static]
```

URL of the "Turbo Backup" asset.

5.15.2.17 ASSET_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↵  
com/packages/slug/98714?aid=10111NGT" [static]
```

URL of the "Turbo Builder" asset.

5.15.2.18 ASSET_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↵  
com/packages/slug/60040?aid=10111NGT" [static]
```

URL of the "Turbo Switch" asset.

5.15.2.19 ASSET_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.↵  
com/packages/slug/61617?aid=10111NGT" [static]
```

URL of the "True Random" asset.

5.15.2.20 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.15.2.21 DEV_DEBUG

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

Development debug logging for the asset.

5.15.2.22 FACTOR_GB

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

Factor for giga bytes.

5.15.2.23 FACTOR_KB

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

Factor for kilo bytes.

5.15.2.24 FACTOR_MB

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

Factor for mega bytes.

5.15.2.25 FLOAT_32768

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

Float value of 32768.

5.15.2.26 FLOAT_TOLERANCE

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

Float tolerance.

5.15.2.27 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.15.2.28 FORMAT_PERCENT

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

ToString for percent.

5.15.2.29 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.15.2.30 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.15.2.31 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.15.2.32 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.15.2.33 SHOW_BWF_BANNER

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

Show the BWF banner.

5.15.2.34 SHOW_DJ_BANNER

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

Show the DJ banner.

5.15.2.35 SHOW_FB_BANNER

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

Show the FB banner.

5.15.2.36 SHOW_OC_BANNER

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

Show the OC banner.

5.15.2.37 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.15.2.38 SHOW_RTV_BANNER

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

Show the RTV banner.

5.15.2.39 SHOW_TB_BANNER

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

Show the TB banner.

5.15.2.40 SHOW_TPB_BANNER

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

Show the TPB banner.

5.15.2.41 SHOW_TPS_BANNER

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

Show the TPS banner.

5.15.2.42 SHOW_TR_BANNER

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

Show the TR banner.

5.15.3 Property Documentation

5.15.3.1 APPLICATION_PATH

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

Application path.

5.15.3.2 PREFIX_FILE

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

URL prefix for files.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵ Util/BaseConstants.cs

5.16 Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Provider.BaseCustomVoiceProvider:



Public Member Functions

- virtual void [Silence](#) ()
Silence all active TTS-providers.
- virtual void [Silence](#) (string uid)
Silence the current TTS-provider (native mode).
- abstract IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- abstract IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- abstract IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- abstract void [Load](#) ()
Load the provider (e.g. all voices).
- abstract void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).
- abstract void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).

Protected Member Functions

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

Static Protected Member Functions

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

Protected Attributes

- System.Collections.Generic.List< [Model.Voice](#) > **cachedVoices** = new System.Collections.Generic.List<[Model.Voice](#)>()
- bool **silence** = false

Properties

- VoicesReady [OnVoicesReady](#)
An event triggered whenever the voices of a provider are ready.
- SpeakStart [OnSpeakStart](#)
An event triggered whenever a speak is started.
- SpeakComplete [OnSpeakComplete](#)
An event triggered whenever a speak is completed.
- SpeakCurrentWord [OnSpeakCurrentWord](#)
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)
An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- SpeakCurrentViseme [OnSpeakCurrentViseme](#)
An event triggered whenever a new viseme is spoken (native mode, Windows only).
- SpeakAudioGenerationStart [OnSpeakAudioGenerationStart](#)
An event triggered whenever a speak audio generation is started.
- SpeakAudioGenerationComplete [OnSpeakAudioGenerationComplete](#)
An event triggered whenever a speak audio generation is completed.
- ErrorInfo [OnErrorInfo](#)

An event triggered whenever an error occurs.

- bool **isActive** [get, set]
- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- virtual System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract bool **isWorkingInPlaymode** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- abstract bool **isIL2CPPSupported** [get]
- abstract bool **hasVoicesInEditor** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

5.16.1 Detailed Description

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

5.16.2 Member Function Documentation

5.16.2.1 Generate()

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

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.VoiceProviderExample](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.16.2.2 GenerateInEditor()

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

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.VoiceProviderExample](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.16.2.3 Load()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Load ( ) [pure virtual]
```

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

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.16.2.4 Silence() [1/2]

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

Silence all active TTS-providers.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), and [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#).

5.16.2.5 Silence() [2/2]

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

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#).

5.16.2.6 Speak()

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

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.16.2.7 SpeakNative()

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

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.16.2.8 SpeakNativeInEditor()

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

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.VoiceProviderExample](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.16.3 Property Documentation

5.16.3.1 OnErrorInfo

```
ErrorInfo Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnErrorInfo [add], [remove]
```

An event triggered whenever an error occurs.

5.16.3.2 OnSpeakAudioGenerationComplete

```
SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudioGenerationComplete [add], [remove]
```

An event triggered whenever a speak audio generation is completed.

5.16.3.3 OnSpeakAudioGenerationStart

```
SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudioGenerationStart [add], [remove]
```

An event triggered whenever a speak audio generation is started.

5.16.3.4 OnSpeakComplete

```
SpeakComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakComplete [add], [remove]
```

An event triggered whenever a speak is completed.

5.16.3.5 OnSpeakCurrentPhoneme

SpeakCurrentPhoneme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentPhoneme [add], [remove]

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

5.16.3.6 OnSpeakCurrentViseme

SpeakCurrentViseme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentViseme [add], [remove]

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

5.16.3.7 OnSpeakCurrentWord

SpeakCurrentWord Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentWord [add], [remove]

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

5.16.3.8 OnSpeakStart

SpeakStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakStart [add], [remove]

An event triggered whenever a speak is started.

5.16.3.9 OnVoicesReady

VoicesReady Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnVoicesReady [add], [remove]

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

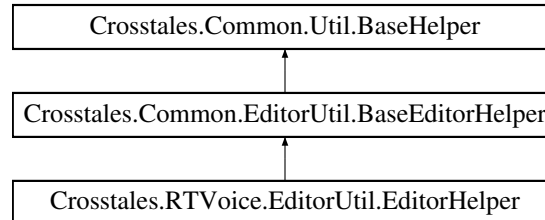
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/BaseCustomVoiceProvider.cs

5.17 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")
Restart Unity.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [ReadOnlyTextField](#) (string label, string text)
Generates a read-only text field with a label.
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)
Refreshes the asset database.
- static void [InvokeMethod](#) (string className, string methodName, params object[] parameters)
Invokes a public static method on a full qualified class.
- static bool [IsValidBuildTarget](#) (BuildTarget target)
Returns the true if the BuildTarget is installed in Unity.
- static string [getCLIArgument](#) (string name)
Returns an argument for a name from the command line.
- static BuildTarget [getBuildTargetForBuildName](#) (string build)
Returns the BuildTarget for a build name, like 'win64'.
- static string [getBuildNameFromBuildTarget](#) (BuildTarget build)
Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > [FindAssetsByType< T > \(\)](#)
Returns assets for a certain type.

Properties

- static Texture2D **Logo_Asset_BWF** [get]
- static Texture2D **Logo_Asset_DJ** [get]
- static Texture2D **Logo_Asset_FB** [get]
- static Texture2D **Logo_Asset_OC** [get]
- static Texture2D **Logo_Asset_Radio** [get]
- static Texture2D **Logo_Asset_RTV** [get]
- static Texture2D **Logo_Asset_TB** [get]
- static Texture2D **Logo_Asset_TPB** [get]
- static Texture2D **Logo_Asset_TPS** [get]
- static Texture2D **Logo_Asset_TR** [get]
- static Texture2D **Logo_CT** [get]

- static Texture2D **Logo_Unity** [get]
- static Texture2D **Icon_Save** [get]
- static Texture2D **Icon_Reset** [get]
- static Texture2D **Icon_Refresh** [get]
- static Texture2D **Icon_Delete** [get]
- static Texture2D **Icon_Folder** [get]
- static Texture2D **Icon_Plus** [get]
- static Texture2D **Icon_Minus** [get]
- static Texture2D **Icon_Manual** [get]
- static Texture2D **Icon_API** [get]
- static Texture2D **Icon_Forum** [get]
- static Texture2D **Icon_Product** [get]
- static Texture2D **Icon_Check** [get]
- static Texture2D **Social_Discord** [get]
- static Texture2D **Social_Facebook** [get]
- static Texture2D **Social_Twitter** [get]
- static Texture2D **Social_Youtube** [get]
- static Texture2D **Social_Linkedin** [get]
- static Texture2D **Video_Promo** [get]
- static Texture2D **Video_Tutorial** [get]
- static Texture2D **Icon_Videos** [get]
- static Texture2D **Icon_3p_Assets** [get]
- static Texture2D **Asset_PlayMaker** [get]

Additional Inherited Members

5.17.1 Detailed Description

Base for various Editor helper functions.

5.17.2 Member Function Documentation

5.17.2.1 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T: *Object*

5.17.2.2 getBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

<i>build</i>	BuildTarget for a build name
--------------	------------------------------

Returns

The build name for a BuildTarget.

5.17.2.3 getBuildTargetForBuildName()

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

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

Parameters

<i>build</i>	Build name, like 'win64'
--------------	--------------------------

Returns

The BuildTarget for a build name.

5.17.2.4 getCLIArgument()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument (
    string name ) [static]
```

Returns an argument for a name from the command line.

Parameters

<i>name</i>	Name for the argument
-------------	-----------------------

Returns

True if the BuildTarget is installed in Unity.

5.17.2.5 InvokeMethod()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InvokeMethod (
    string className,
```

```
string methodName,  
params object[] parameters ) [static]
```

Invokes a public static method on a full qualified class.

Parameters

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

5.17.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

<i>target</i>	BuildTarget to test
---------------	---------------------

Returns

True if the BuildTarget is installed in Unity.

5.17.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.17.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

Parameters

<i>options</i>	Asset import options (default: ImportAssetOptions.Default, optional).
----------------	---

5.17.2.9 RestartUnity()

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

Restart Unity.

Parameters

<i>executeMethod</i>	Executed method after the restart (optional)
----------------------	--

5.17.2.10 SeparatorUI()

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

Shows a separator-UI.

Parameters

<i>space</i>	Space in pixels between the component and the separator line (default: 12, optional).
--------------	---

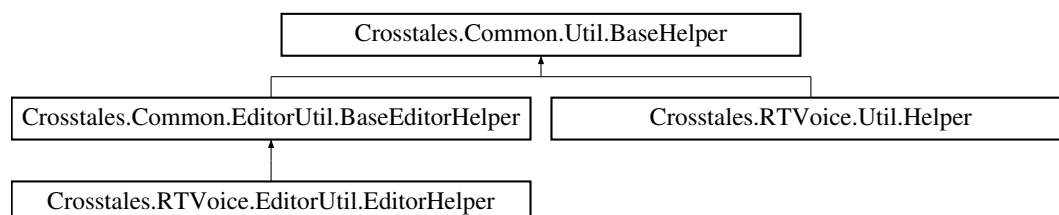
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Editor/↔ Util/BaseEditorHelper.cs

5.18 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string [CreateString](#) (string replaceChars, int stringLength)
Creates a string of characters with a given length.
- static bool [hasActiveClip](#) (AudioSource source)
Determines if an AudioSource has an active clip.
- static bool [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)
Find files inside a path.
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)
Find directories inside.
- static string [ValidURLFromFilePath](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static string [ClearTags](#) (string text)
Cleans a given text from tags.
- static string [ClearSpaces](#) (string text)
Cleans a given text from multiple spaces.
- static string [ClearLineEndings](#) (string text)
Cleans a given text from line endings.
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↵ Lines=true, int skipHeaderLines=0, int skipFooterLines=0)
Split the given text to lines and return it as list.
- static string [FormatBytesToHRF](#) (long bytes)
Format byte-value to Human-Readable-Form.
- static string [FormatSecondsToHourMinSec](#) (double seconds)
Format seconds to Human-Readable-Form.
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)
Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>
- static bool [IsValidURL](#) (string url)
Checks if the URL is valid.
- static void [FileCopy](#) (string inputFile, string outputFile, bool move=false)
Copy or move a file.
- static void [ShowFileLocation](#) (string file)
Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms
- static void [OpenFile](#) (string file)
Opens a file with the OS default application. NOTE: only works for standalone platforms
- static string [getIP](#) (string host)
Returns the IP of a given host name.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture**

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex**
- static readonly System.Random **rnd** = new System.Random()
- const string **file_prefix** = "file://"

Properties

- static bool **isInternetAvailable** [get]
Checks if an Internet connection is available.
- static bool **isWindowsPlatform** [get]
Checks if the current platform is Windows.
- static bool **isMacOSPlatform** [get]
Checks if the current platform is OSX.
- static bool **isLinuxPlatform** [get]
Checks if the current platform is Linux.
- static bool **isStandalonePlatform** [get]
Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool **isAndroidPlatform** [get]
Checks if the current platform is Android.
- static bool **isIOSPlatform** [get]
Checks if the current platform is iOS.
- static bool **isTvOSPlatform** [get]
Checks if the current platform is tvOS.
- static bool **isWSAPlatform** [get]
Checks if the current platform is WSA.
- static bool **isXboxOnePlatform** [get]
Checks if the current platform is XboxOne.
- static bool **isPS4Platform** [get]
Checks if the current platform is PS4.
- static bool **isWebGLPlatform** [get]
Checks if the current platform is WebGL.
- static bool **isWebPlatform** [get]
Checks if the current platform is Web (WebPlayer or WebGL).
- static bool **isWindowsBasedPlatform** [get]
Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool **isWSABasedPlatform** [get]
Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool **isAppleBasedPlatform** [get]
Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool **isIOSBasedPlatform** [get]
Checks if the current platform is iOS-based (iOS or tvOS).
- static bool **isEditor** [get]
Checks if we are inside the Editor.
- static bool **isWindowsEditor** [get]
Checks if we are inside the Windows Editor.
- static bool **isMacOSEditor** [get]
Checks if we are inside the macOS Editor.
- static bool **isLinuxEditor** [get]

- Checks if we are inside the Linux Editor.*
 - static bool `isEditorMode` [get]
- Checks if we are in Editor mode.*
 - static bool `isIL2CPP` [get]
- Checks if the current build target uses IL2CPP.*
 - static `Model.Enum.Platform? CurrentPlatform` [get]
- Returns the current platform.*
 - static string `StreamingAssetsPath` [get]
- Returns the path to the the "Streaming Assets".*

5.18.1 Detailed Description

Base for various helper functions.

5.18.2 Member Function Documentation

5.18.2.1 CleanUrl()

```
static string Crosstales.Common.Util.BaseHelper.CleanUrl (  
    string url,  
    bool removeProtocol = true,  
    bool removeWWW = true,  
    bool removeSlash = true ) [static]
```

Cleans a given URL.

Parameters

<i>url</i>	URL to clean
<i>removeProtocol</i>	Remove the protocol, e.g. <code>http://</code> (default: true, optional).
<i>removeWWW</i>	Remove www (default: true, optional).
<i>removeSlash</i>	Remove slash at the end (default: true, optional)

Returns

Clean URL

5.18.2.2 ClearLineEndings()

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

Cleans a given text from line endings.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without line endings.

5.18.2.3 ClearSpaces()

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

Cleans a given text from multiple spaces.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without multiple spaces.

5.18.2.4 ClearTags()

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

Cleans a given text from tags.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without tags.

5.18.2.5 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.18.2.6 FileCopy()

```
static void Crosstales.Common.Util.BaseHelper.FileCopy (
    string inputFile,
    string outputFile,
    bool move = false ) [static]
```

Copy or move a file.

Parameters

<i>inputFile</i>	Input file path
<i>outputFile</i>	Output file path
<i>move</i>	Move file instead of copy (default: false, optional)

5.18.2.7 FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (
    long bytes ) [static]
```

Format byte-value to Human-Readable-Form.

Returns

Formatted byte-value in Human-Readable-Form.

5.18.2.8 FormatSecondsToHourMinSec()

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.18.2.9 GetDirectories()

```
static string [] Crosstales.Common.Util.BaseHelper.GetDirectories (
    string path,
    bool isRecursive = false ) [static]
```

Find directories inside.

Parameters

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (default: false, optional)

Returns

Returns array of the found directories inside the path. Zero length array when an error occurred.

5.18.2.10 GetFiles()

```
static string [] Crosstales.Common.Util.BaseHelper.GetFiles (
    string path,
    bool isRecursive = false,
    params string[] extensions ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.18.2.11 getIP()

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

Returns the IP of a given host name.

Parameters

<i>host</i>	Host name
-------------	-----------

Returns

IP of a given host name.

5.18.2.12 hasActiveClip()

```
static bool Crosstales.Common.Util.BaseHelper.hasActiveClip (  
    AudioSource source ) [static]
```

Determines if an AudioSource has an active clip.

Parameters

<i>source</i>	AudioSource to check.
---------------	-----------------------

Returns

True if the AudioSource has an active clip.

5.18.2.13 HSVToRGB()

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

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

Parameters

<i>h</i>	Hue
<i>s</i>	Saturation
<i>v</i>	Value
<i>a</i>	Alpha (optional)

Returns

True if the current platform is supported.

5.18.2.14 isValidURL()

```
static bool Crosstales.Common.Util.BaseHelper.isValidURL (
    string url ) [static]
```

Checks if the URL is valid.

Parameters

<i>url</i>	URL to check
------------	--------------

Returns

True if the URL is valid.

5.18.2.15 OpenFile()

```
static void Crosstales.Common.Util.BaseHelper.OpenFile (
    string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.18.2.16 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.BaseHelper.RemoteCertificateValidationCallback (
    System.Object sender,
    System.Security.Cryptography.X509Certificates.X509Certificate certificate,
    System.Security.Cryptography.X509Certificates.X509Chain chain,
    System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

5.18.2.17 ShowFileLocation()

```
static void Crosstales.Common.Util.BaseHelper.ShowFileLocation (
    string file ) [static]
```

Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.18.2.18 SplitStringToLines()

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

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

Parameters

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

Returns

Splitted lines as array

5.18.2.19 ValidateFile()

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

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

5.18.2.20 ValidatePath()

```
static string Crosstales.Common.Util.BaseHelper.ValidatePath (
    string path,
    bool addEndDelimiter = true ) [static]
```

Validates a given path and add missing slash.

Parameters

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)

Returns

Valid path

5.18.2.21 ValidURLFromFilePath()

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

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

5.18.3 Member Data Documentation

5.18.3.1 BaseCulture

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

Initial value:

```
=
    new System.Globalization.CultureInfo("en-US")
```

5.18.3.2 cleanSpacesRegex

```
readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanSpaces↵  
Regex [static], [protected]
```

Initial value:

```
=  
    new System.Text.RegularExpressions.Regex(@"\s+")
```

5.18.3.3 cleanTagsRegex

```
readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanTagsRegex  
[static], [protected]
```

Initial value:

```
=  
    new System.Text.RegularExpressions.Regex(@"<.*?>")
```

5.18.3.4 lineEndingsRegex

```
readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.lineEndings↵  
Regex [static], [protected]
```

Initial value:

```
=  
    new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")
```

5.18.4 Property Documentation

5.18.4.1 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.18.4.2 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.18.4.3 isAppleBasedPlatform

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

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

Returns

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

5.18.4.4 isEditor

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.18.4.5 isEditorMode

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.18.4.6 isIL2CPP

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

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.18.4.7 isInternetAvailable

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.18.4.8 isIOSBasedPlatform

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

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

Returns

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

5.18.4.9 isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.18.4.10 isLinuxEditor

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

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.18.4.11 isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.18.4.12 isMacOSEditor

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

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.18.4.13 isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.18.4.14 isPS4Platform

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.18.4.15 isStandalonePlatform

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

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

Returns

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

5.18.4.16 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.18.4.17 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.18.4.18 isWebPlatform

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

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

Returns

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

5.18.4.19 isWindowsBasedPlatform

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

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

Returns

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

5.18.4.20 isWindowsEditor

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

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.18.4.21 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.18.4.22 isWSABasedPlatform

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

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

Returns

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

5.18.4.23 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.18.4.24 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

5.18.4.25 StreamingAssetsPath

```
string Crosstales.Common.Util.BaseHelper.StreamingAssetsPath [static], [get]
```

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

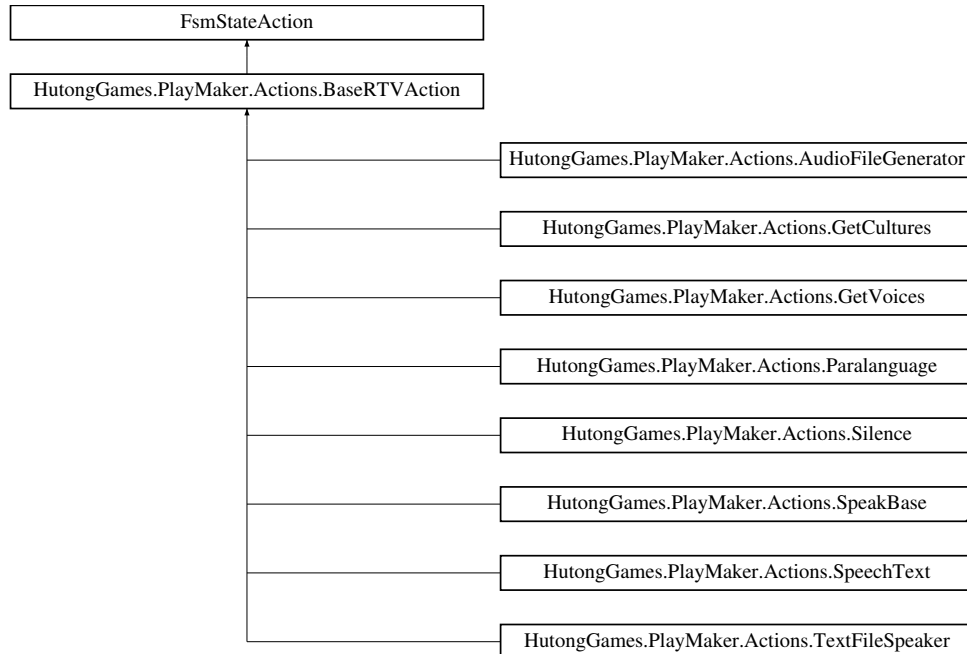
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/BaseHelper.cs

5.19 HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference

Base class for RT-Voice actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRTVAction:



Public Attributes

- FsmEvent **sendEvent**

5.19.1 Detailed Description

Base class for RT-Voice actions in [PlayMaker](#).

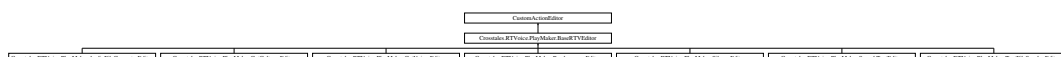
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/3rd party/↔ PlayMaker/Scripts/BaseRTVAction.cs

5.20 Crosstailes.RTVoice.PlayMaker.BaseRTVEditor Class Reference

Base class for RT-Voice custom editors in [PlayMaker](#).

Inheritance diagram for Crosstailes.RTVoice.PlayMaker.BaseRTVEditor:



Public Member Functions

- override bool **OnGUI** ()

5.20.1 Detailed Description

Base class for RT-Voice custom editors in [PlayMaker](#).

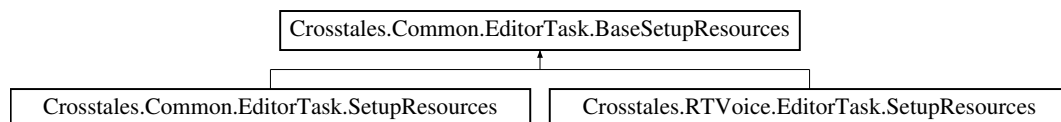
The documentation for this class was generated from the following file:

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

5.21 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base for copying all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

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

5.21.1 Detailed Description

Base for copying all resources to 'Editor Default Resources'.

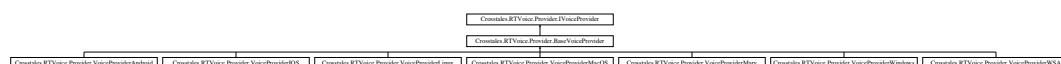
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Editor/↔ Task/BaseSetupResources.cs

5.22 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



Public Member Functions

- virtual void [Silence](#) ()
Silence all active TTS-providers.
- virtual void [Silence](#) (string uid)
Silence the current TTS-provider (native mode).
- abstract IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- abstract IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- abstract IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- abstract void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).

Protected Member Functions

- [BaseVoiceProvider](#) (MonoBehaviour obj)
Constructor for a VoiceProvider.
- void **startProcess** (ref [Common.Util.CTPProcess](#) process, int timeout=0, bool eventOutputData=false, bool eventErrorData=false, bool redirectOutputData=true, bool redirectErrorData=true) protected static void startProcess(ref System.Diagnostics.Process process)

Protected Attributes

- System.Collections.Generic.List< [Model.Voice](#) > **cachedVoices** = new System.Collections.Generic.List<[Model.Voice](#)>()
- readonly System.Collections.Generic.Dictionary< string, System.Diagnostics.Process > **processes**
- bool **silence** = false
- readonly MonoBehaviour **speakerObj**

Static Protected Attributes

- static readonly char[] **splitCharWords** = { ' ' }

Properties

- static VoicesReady [OnVoicesReady](#)
An event triggered whenever the voices of a provider are ready.
- static SpeakStart [OnSpeakStart](#)
An event triggered whenever a speak is started.
- static SpeakComplete [OnSpeakComplete](#)
An event triggered whenever a speak is completed.
- static SpeakCurrentWord [OnSpeakCurrentWord](#)
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- static SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)
An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- static SpeakCurrentViseme [OnSpeakCurrentViseme](#)
An event triggered whenever a new viseme is spoken (native mode, Windows only).

- 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.
- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- virtual System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract bool **isWorkingInPlaymode** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- abstract bool **isIL2CPPSupported** [get]
- abstract bool **hasVoicesInEditor** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

5.22.1 Detailed Description

Base class for voice providers.

5.22.2 Constructor & Destructor Documentation

5.22.2.1 BaseVoiceProvider()

```
Crosstales.RTVoice.Provider.BaseVoiceProvider.BaseVoiceProvider (
    MonoBehaviour obj ) [protected]
```

Constructor for a VoiceProvider.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.22.3 Member Function Documentation

5.22.3.1 Generate()

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

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), and [Crosstales.RTVoice.Provider.VoiceProviderMary](#).

5.22.3.2 GenerateInEditor()

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

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), and [Crosstales.RTVoice.Provider.VoiceProviderIOS](#).

5.22.3.3 Silence() [1/2]

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

Silence all active TTS-providers.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), and [Crosstales.RTVoice.Provider.VoiceProviderIOS](#).

5.22.3.4 Silence() [2/2]

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

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), and [Crosstales.RTVoice.Provider.VoiceProviderIOS](#).

5.22.3.5 Speak()

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

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), and [Crosstales.RTVoice.Provider.VoiceProviderMary](#).

5.22.3.6 SpeakNative()

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

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), and [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#).

5.22.4 Member Data Documentation

5.22.4.1 processes

readonly System.Collections.Generic.Dictionary<string, System.Diagnostics.Process> Crosstales.RTVoice.Provider.BaseVoiceProvider.processes [protected]

Initial value:

```
=  
    new System.Collections.Generic.Dictionary<string, System.Diagnostics.Process>()
```

5.22.5 Property Documentation

5.22.5.1 OnErrorInfo

ErrorInfo Crosstales.RTVoice.Provider.BaseVoiceProvider.OnErrorInfo [static], [add], [remove]

An event triggered whenever an error occurs.

5.22.5.2 OnSpeakAudioGenerationComplete

SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationComplete [static], [add], [remove]

An event triggered whenever a speak audio generation is completed.

5.22.5.3 OnSpeakAudioGenerationStart

SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationStart [static], [add], [remove]

An event triggered whenever a speak audio generation is started.

5.22.5.4 OnSpeakComplete

```
SpeakComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakComplete [static], [add],  
[remove]
```

An event triggered whenever a speak is completed.

5.22.5.5 OnSpeakCurrentPhoneme

```
SpeakCurrentPhoneme Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentPhoneme [static],  
[add], [remove]
```

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

5.22.5.6 OnSpeakCurrentViseme

```
SpeakCurrentViseme Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentViseme [static],  
[add], [remove]
```

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

5.22.5.7 OnSpeakCurrentWord

```
SpeakCurrentWord Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentWord [static],  
[add], [remove]
```

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

5.22.5.8 OnSpeakStart

```
SpeakStart Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakStart [static], [add], [remove]
```

An event triggered whenever a speak is started.

5.22.5.9 OnVoicesReady

`VoicesReady Crosstailes.RTVoice.Provider.BaseVoiceProvider.OnVoicesReady [static], [add], [remove]`

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

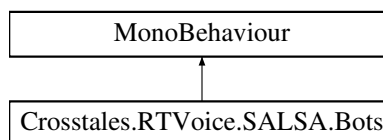
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/Scripts/↔ Provider/BaseVoiceProvider.cs`

5.23 Crosstailes.RTVoice.SALSA.Bots Class Reference

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

Inheritance diagram for `Crosstailes.RTVoice.SALSA.Bots`:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Update** ()

Public Attributes

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

5.23.1 Detailed Description

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

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/3rd party/↔ SALSA/Scripts/Bots.cs`

5.24 Crosstales.RTVoice.EditorUtil.BuildPostprocessor Class Reference

[BuildPostprocessor](#) for Windows. Adds the TTS-wrapper to the build.

Static Public Member Functions

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

5.24.1 Detailed Description

[BuildPostprocessor](#) for Windows. Adds the TTS-wrapper to the build.

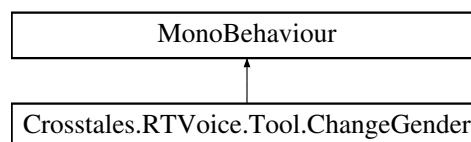
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Util/BuildPostprocessor.cs

5.25 Crosstales.RTVoice.Tool.ChangeGender Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Tool.ChangeGender:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **GenderChanged** (System.Int32 index)
- void **Change** ()

Public Attributes

- [Model.Enum.Gender](#) **NewGender**
The new gender for all voices.
- bool [ESpeakOnly](#) = true
Change voices only when eSpeak is used (default: true).

5.25.1 Detailed Description

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

5.25.2 Member Data Documentation

5.25.2.1 ESpeakOnly

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

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

5.25.2.2 NewGender

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

The new gender for all voices.

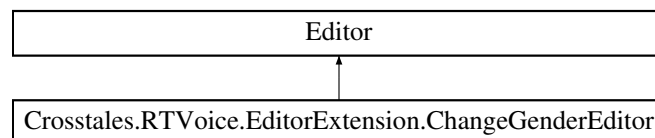
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Tool/ChangeGender.cs

5.26 Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference

Custom editor for the 'ChangeGender'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ChangeGenderEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.26.1 Detailed Description

Custom editor for the 'ChangeGender'-class.

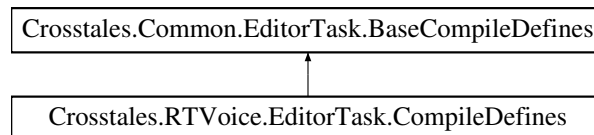
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Extension/ChangeGenderEditor.cs

5.27 Crosstales.RTVoice.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.RTVoice.EditorTask.CompileDefines:



Additional Inherited Members

5.27.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Task/CompileDefines.cs

5.28 Crosstales.RTVoice.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static string [ASSET_PATH](#) = `"/Plugins/crosstales/RTVoice/"`
Path to the asset inside the Unity project.
- static bool [DEBUG](#) = `Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG`
Enable or disable debug logging for the asset.
- static bool [AUDIOFILE_AUTOMATIC_DELETE](#) = `Constants.DEFAULT_AUDIOFILE_AUTOMATIC_DELETE`
Automatically delete the generated audio files.
- static bool [ENFORCE_32BIT_WINDOWS](#) = `Constants.DEFAULT_ENFORCE_32BIT_WINDOWS`
Enforce 32bit versions of voices under Windows.
- static bool [ENFORCE_STANDALONE_TTS](#) = `Constants.DEFAULT_ENFORCE_STANDALONE_TTS`
Enforce standalone TTS (for development).
- static string [TTS_WINDOWS_BUILD](#) = `Constants.DEFAULT_TTS_WINDOWS_BUILD`
Location of the TTS-wrapper under Windows (standalone).
- static string [TTS_MACOS](#) = `Constants.DEFAULT_TTS_MACOS`
Location of the TTS-system under MacOS.
- static string [TTS_LINUX](#) = `Constants.DEFAULT_TTS_LINUX`
Location of the TTS-system under Linux.
- static string [TTS_LINUX_DATA](#) = `Constants.DEFAULT_TTS_LINUX_DATA`
Location of the data for the TTS-system under Linux.
- static bool [ENSURE_NAME](#) = `Constants.DEFAULT_ENSURE_NAME`
Enable or disable the ensuring the name of the [RTVoice](#) gameobject.
- static bool [isLoading](#) = `false`
Is the configuration loaded?

Properties

- static string [AUDIOFILE_PATH](#) `[get, set]`
Path to the generated audio files.
- static string [TTS_WINDOWS_EDITOR](#) `[get]`
Location of the TTS-wrapper under Windows (Editor).
- static string [TTS_WINDOWS_EDITOR_x86](#) `[get]`
Location of the TTS-wrapper (32bit) under Windows (Editor).

5.28.1 Detailed Description

Configuration for the asset.

5.28.2 Member Function Documentation

5.28.2.1 Load()

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

Loads all changeable variables.

5.28.2.2 Reset()

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

Resets all changeable variables to their default value.

5.28.2.3 Save()

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

Saves all changeable variables.

5.28.3 Member Data Documentation

5.28.3.1 ASSET_PATH

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

Path to the asset inside the Unity project.

5.28.3.2 AUDIOFILE_AUTOMATIC_DELETE

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

Automatically delete the generated audio files.

5.28.3.3 DEBUG

```
bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV\_DEBUG  
[static]
```

Enable or disable debug logging for the asset.

5.28.3.4 ENFORCE_32BIT_WINDOWS

```
bool Crosstales.RTVoice.Util.Config.ENFORCE_32BIT_WINDOWS = Constants.DEFAULT_ENFORCE_32BIT_↵  
WINDOWS [static]
```

Enforce 32bit versions of voices under Windows.

5.28.3.5 ENFORCE_STANDALONE_TTS

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

Enforce standalone TTS (for development).

5.28.3.6 ENSURE_NAME

```
bool Crosstales.RTVoice.Util.Config.ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME [static]
```

Enable or disable the ensuring the name of the [RTVoice](#) gameobject.

5.28.3.7 isLoaded

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

Is the configuration loaded?

5.28.3.8 TTS_LINUX

```
string Crosstales.RTVoice.Util.Config.TTS_LINUX = Constants.DEFAULT_TTS_LINUX [static]
```

Location of the TTS-system under Linux.

5.28.3.9 TTS_LINUX_DATA

```
string Crosstales.RTVoice.Util.Config.TTS_LINUX_DATA = Constants.DEFAULT_TTS_LINUX_DATA [static]
```

Location of the data for the TTS-system under Linux.

5.28.3.10 TTS_MACOS

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

Location of the TTS-system under MacOS.

5.28.3.11 TTS_WINDOWS_BUILD

```
string Crosstales.RTVoice.Util.Config.TTS_WINDOWS_BUILD = Constants.DEFAULT_TTS_WINDOWS_BUILD  
[static]
```

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

5.28.4 Property Documentation

5.28.4.1 AUDIOFILE_PATH

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

Path to the generated audio files.

5.28.4.2 TTS_WINDOWS_EDITOR

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

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

5.28.4.3 TTS_WINDOWS_EDITOR_x86

```
string Crosstales.RTVoice.Util.Config.TTS_WINDOWS_EDITOR_x86 [static], [get]
```

Location of the TTS-wrapper (32bit) under Windows (Editor).

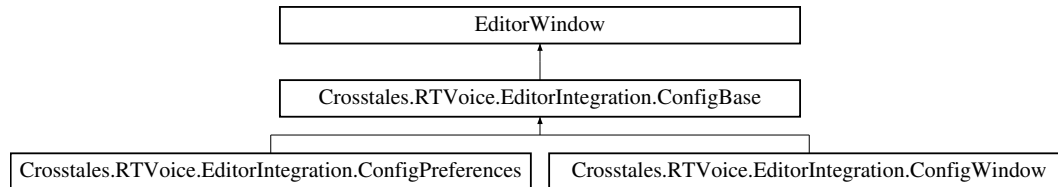
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Util/Config.cs

5.29 Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.29.1 Detailed Description

Base class for editor windows.

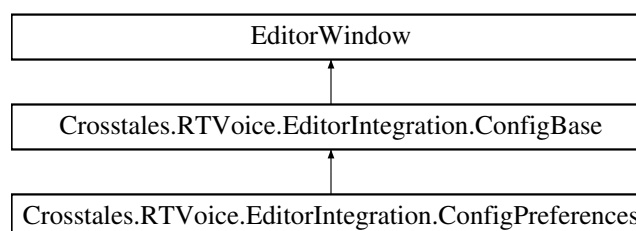
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Integration/ConfigBase.cs

5.30 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.30.1 Detailed Description

Unity "Preferences" extension.

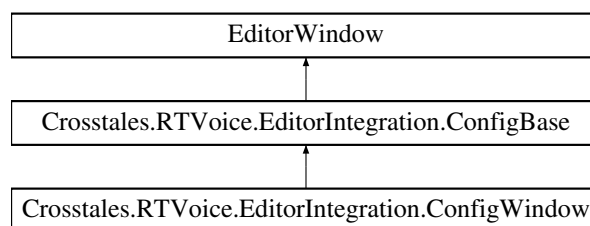
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Integration/ConfigPreferences.cs

5.31 Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigWindow:



Public Member Functions

- delegate void **StopPlayback** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OnGUI** ()
- void **OnInspectorUpdate** ()

Static Public Member Functions

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

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

5.31.1 Detailed Description

Editor window extension.

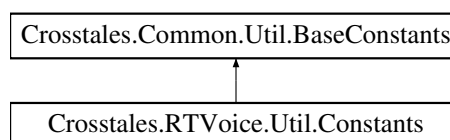
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Integration/ConfigWindow.cs

5.32 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.RTVoice.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "RT-Voice PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "RTV PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2020.2.0"
Version of the asset.
- const int **ASSET_BUILD** = 20200517
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2015, 4, 29)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2020, 5, 17)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the PRO asset in UAS.
- const string **ASSET_2019_URL** = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT"
URL of the 2019 asset in UAS.
- const string **ASSET_3P_URL** = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=1011INGT"
URL of the 3rd party assets in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/rtvoice_↔ versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "rtvoice@crosstales.com"
Contact to the owner of the asset.

- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "http://www.crosstales.com/en/assets/rtvoice/api/"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/rtvoice/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/iVhTWDLY7g8?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string **ASSET_3P_ADVENTURE_CREATOR** = "https://assetstore.unity.com/packages/slug/11896?aid=1011l↵NGT"
URL of the 3rd party asset "Adventure Creator".
- const string **ASSET_3P_CINEMA_DIRECTOR** = "https://assetstore.unity.com/packages/slug/19779?aid=1011l↵NGT"
URL of the 3rd party asset "Cinema Director".
- const string **ASSET_3P_DIALOGUE_SYSTEM** = "https://assetstore.unity.com/packages/slug/11672?aid=1011l↵NGT"
URL of the 3rd party asset "Dialogue System".
- const string **ASSET_3P_LOCALIZED_DIALOGS** = "https://assetstore.unity.com/packages/slug/5020?aid=1011l↵NGT"
URL of the 3rd party asset "Localized Dialogs".
- const string **ASSET_3P_LIPSYNC** = "https://assetstore.unity.com/packages/slug/32117?aid=1011INGT"
URL of the 3rd party asset "LipSync Pro".
- const string **ASSET_3P_NPC_CHAT** = "https://assetstore.unity.com/packages/slug/9723?aid=1011INGT"
URL of the 3rd party asset "NPC Chat".
- const string **ASSET_3P_QUEST_SYSTEM** = "https://assetstore.unity.com/packages/slug/63460?aid=1011l↵NGT"
URL of the 3rd party asset "Quest System Pro".
- const string **ASSET_3P_SALSA** = "https://assetstore.unity.com/packages/slug/148442?aid=1011INGT"
URL of the 3rd party asset "SALSA".
- const string **ASSET_3P_SLATE** = "https://assetstore.unity.com/packages/slug/56558?aid=1011INGT"
URL of the 3rd party asset "SLATE".
- const string **ASSET_3P_AMPLITUDE** = "https://assetstore.unity.com/packages/slug/111277?aid=1011INGT"
URL of the 3rd party asset "THE Dialogue Engine".
- const string **ASSET_3P_KLATTERSYNTH** = "https://assetstore.unity.com/packages/slug/95453?aid=1011l↵NGT"
URL of the 3rd party asset "uSequencer".
- const string **ASSET_3P_WEBGL** = "https://assetstore.unity.com/packages/slug/81861?aid=1011INGT"
URL of the 3rd party asset "WebGL Speech Synthesis".
- const string **ASSET_3P_GOOGLE** = "https://assetstore.unity.com/packages/slug/115170?aid=1011INGT"
URL of the 3rd party asset "Google Cloud Text To Speech".
- const string **KEY_PREFIX** = "RTVOICE_CFG_"
- const string **KEY_ASSET_PATH** = KEY_PREFIX + "ASSET_PATH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_AUDIOFILE_PATH** = KEY_PREFIX + "AUDIOFILE_PATH"

- const string **KEY_AUDIOFILE_AUTOMATIC_DELETE** = KEY_PREFIX + "AUDIOFILE_AUTOMATIC_DELETE"
- const string **KEY_ENFORCE_32BIT_WINDOWS** = KEY_PREFIX + "ENFORCE_32BIT_WINDOWS"
- const string **KEY_ENFORCE_STANDALONE_TTS** = KEY_PREFIX + "ENFORCE_STANDALONE_TTS"
- const string **KEY_ENSURE_NAME** = KEY_PREFIX + "ENSURE_NAME"
- static readonly string **DEFAULT_AUDIOFILE_PATH** = [Helper.ValidatePath](#)(Application.temporaryCachePath)
- const bool **DEFAULT_AUDIOFILE_AUTOMATIC_DELETE** = true
- const bool **DEFAULT_ENFORCE_32BIT_WINDOWS** = false
- const bool **DEFAULT_ENFORCE_STANDALONE_TTS** = true
- const string **DEFAULT_TTS_WINDOWS_BUILD** = @"RTVoiceTTSWrapper.exe"
- const string **DEFAULT_TTS_MACOS** = "say"
- const string **DEFAULT_TTS_LINUX** = "C:\\Program Files (x86)\\eSpeak\\command_line\\espeak.exe"
- const string **DEFAULT_TTS_LINUX_DATA** = ""
- const int **DEFAULT_TTS_KILL_TIME** = 7000
- const bool **DEFAULT_ENSURE_NAME** = true
- const string **RTVOICE_SCENE_OBJECT_NAME** = "RTVoice"
RTVoice prefab scene name.
- static string **TTS_WINDOWS_SUBPATH** = "Libraries/Windows/RTVoiceTTSWrapper.exe"
Sub-path to the TTS-wrapper under Windows (Editor).
- static string **TTS_WINDOWS_x86_SUBPATH** = "Libraries/Windows/RTVoiceTTSWrapper_x86.exe"
Sub-path to the TTS-wrapper (32bit) under Windows (Editor).
- static string **ESPEAK_FEMALE_MODIFIER** = "+f3"
Female modifier for eSpeak.
- static string **AUDIOFILE_PREFIX** = "rtvoice_"
Audio file prefix to identify the files.
- static float **SPEAK_CALL_SPEED** = 0.5f
Defines the speed of 'Speak'-calls in seconds.

Additional Inherited Members

5.32.1 Detailed Description

Collected constants of very general utility for the asset.

5.32.2 Member Data Documentation

5.32.2.1 ASSET_2019_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=10111NGT" [static]
```

URL of the 2019 asset in UAS.

5.32.2.2 ASSET_3P_ADVENTURE_CREATOR

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://assetstore.↵  
unity.com/packages/slug/11896?aid=10111NGT" [static]
```

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

5.32.2.3 ASSET_3P_AMPLITUDE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_AMPLITUDE = "https://assetstore.↵  
unity.com/packages/slug/111277?aid=10111NGT" [static]
```

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

5.32.2.4 ASSET_3P_CINEMA_DIRECTOR

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR = "https://assetstore.↵  
unity.com/packages/slug/19779?aid=10111NGT" [static]
```

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

5.32.2.5 ASSET_3P_DIALOGUE_SYSTEM

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_SYSTEM = "https://assetstore.↵  
unity.com/packages/slug/11672?aid=10111NGT" [static]
```

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

5.32.2.6 ASSET_3P_GOOGLE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_GOOGLE = "https://assetstore.unity.↵  
com/packages/slug/115170?aid=10111NGT" [static]
```

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

5.32.2.7 ASSET_3P_KLATTERSYNTH

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_KLATTERSYNTH = "https://assetstore.↵  
unity.com/packages/slug/95453?aid=10111NGT" [static]
```

URL of the 3rd party asset "uSequencer".

5.32.2.8 ASSET_3P_LIPSYNC

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://assetstore.unity.↵  
com/packages/slug/32117?aid=10111NGT" [static]
```

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

5.32.2.9 ASSET_3P_LOCALIZED_DIALOGS

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://assetstore.↵  
unity.com/packages/slug/5020?aid=10111NGT" [static]
```

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

5.32.2.10 ASSET_3P_NPC_CHAT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://assetstore.↵  
unity.com/packages/slug/9723?aid=10111NGT" [static]
```

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

5.32.2.11 ASSET_3P_QUEST_SYSTEM

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://assetstore.↵  
unity.com/packages/slug/63460?aid=10111NGT" [static]
```

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

5.32.2.12 ASSET_3P_SALSA

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://assetstore.unity.↵  
com/packages/slug/148442?aid=10111NGT" [static]
```

URL of the 3rd party asset "SALSA".

5.32.2.13 ASSET_3P_SLATE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://assetstore.unity.↵  
com/packages/slug/56558?aid=10111NGT" [static]
```

URL of the 3rd party asset "SLATE".

5.32.2.14 ASSET_3P_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://assetstore.unity.↵  
com/lists/rt-voice-friends-42209?aid=10111NGT" [static]
```

URL of the 3rd party assets in UAS.

5.32.2.15 ASSET_3P_WEBGL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_WEBGL = "https://assetstore.unity.↵  
com/packages/slug/81861?aid=10111NGT" [static]
```

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

5.32.2.16 ASSET_API_URL

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

URL of the asset API.

5.32.2.17 ASSET_BUILD

```
const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 20200517 [static]
```

Build number of the asset.

5.32.2.18 ASSET_CHANGED

```
readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.Date↵  
Time(2020, 5, 17) [static]
```

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

5.32.2.19 ASSET_CONTACT

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

Contact to the owner of the asset.

5.32.2.20 ASSET_CREATED

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

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

5.32.2.21 ASSET_FORUM_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://forum.unity3d.←  
com/threads/rt-voice-run-time-text-to-speech-solution.340046/" [static]
```

URL of the asset forum.

5.32.2.22 ASSET_MANUAL_URL

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

URL of the asset manual.

5.32.2.23 ASSET_NAME

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

Name of the asset.

5.32.2.24 ASSET_NAME_SHORT

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

Short name of the asset.

5.32.2.25 ASSET_PRO_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.←  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the PRO asset in UAS.

5.32.2.26 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.32.2.27 ASSET_VERSION

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2020.2.0" [static]
```

Version of the asset.

5.32.2.28 ASSET_VIDEO_PROMO

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDLY7g8?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.32.2.29 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJyVgCmX3wU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.32.2.30 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.32.2.31 AUDIOFILE_PREFIX

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

Audio file prefix to identify the files.

5.32.2.32 ESPEAK_FEMALE_MODIFIER

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

Female modifier for eSpeak.

5.32.2.33 RTVOICE_SCENE_OBJECT_NAME

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

[RTVoice](#) prefab scene name.

5.32.2.34 SPEAK_CALL_SPEED

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

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

5.32.2.35 TTS_WINDOWS_SUBPATH

```
string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_SUBPATH = "Libraries/Windows/RTVoiceTTS↵  
Wrapper.exe" [static]
```

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

5.32.2.36 TTS_WINDOWS_x86_SUBPATH

```
string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "Libraries/Windows/RT↵  
VoiceTTSWrapper_x86.exe" [static]
```

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Util/Constants.cs

5.33 Crosstales.RTVoice.Util.Context Class Reference

[Context](#) for the asset.

Static Public Attributes

- static int [NumberOfSpeaks](#) = 0
The current total number of speaks.
- static int [NumberOfAudioFiles](#) = 0
The current total number of generated audio files.
- static int [NumberOfCharacters](#) = 0
The current total number of characters to speech.
- static float [TotalSpeechLength](#) = 0
The current total speech length in seconds.

5.33.1 Detailed Description

[Context](#) for the asset.

5.33.2 Member Data Documentation

5.33.2.1 NumberOfAudioFiles

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

The current total number of generated audio files.

5.33.2.2 NumberOfCharacters

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

The current total number of characters to speech.

5.33.2.3 NumberOfSpeaks

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

The current total number of speaks.

5.33.2.4 TotalSpeechLength

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

The current total speech length in seconds.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Util/Context.cs

5.34 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool [HasKey](#) (string key)
Exists the key?
- static void [DeleteAll](#) ()
Deletes all keys.
- static void [DeleteKey](#) (string key)
Delete the key.
- static void [Save](#) ()
Saves all modifications.
- static string [GetString](#) (string key)
Allows to get a string from a key.
- static float [GetFloat](#) (string key)
Allows to get a float from a key.
- static int [GetInt](#) (string key)
Allows to get an int from a key.
- static bool [GetBool](#) (string key)
Allows to get a bool from a key.
- static System.DateTime [GetDate](#) (string key)
Allows to get a DateTime from a key.
- static void [SetString](#) (string key, string value)
Allows to set a string for a key.
- static void [SetFloat](#) (string key, float value)
Allows to set a float for a key.
- static void [SetInt](#) (string key, int value)
Allows to set an int for a key.
- static void [SetBool](#) (string key, bool value)
Allows to set a bool for a key.
- static void [SetDate](#) (string key, System.DateTime value)
Allows to set a DateTime for a key.

5.34.1 Detailed Description

Wrapper for the PlayerPrefs.

5.34.2 Member Function Documentation

5.34.2.1 DeleteAll()

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

Deletes all keys.

5.34.2.2 DeleteKey()

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

Delete the key.

Parameters

<i>key</i>	Key to delete in the PlayerPrefs.
------------	-----------------------------------

5.34.2.3 GetBool()

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

Allows to get a bool from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.34.2.4 GetDate()

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

Allows to get a DateTime from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.34.2.5 GetFloat()

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

Allows to get a float from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.34.2.6 GetInt()

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

Allows to get an int from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.34.2.7 GetString()

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

Allows to get a string from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.34.2.8 HasKey()

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

Exists the key?

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.34.2.9 Save()

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

Saves all modifications.

5.34.2.10 SetBool()

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

Allows to set a bool for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.34.2.11 SetDate()

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

Allows to set a DateTime for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.34.2.12 SetFloat()

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

Allows to set a float for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.34.2.13 SetInt()

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

Allows to set an int for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.34.2.14 SetString()

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

Allows to set a string for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

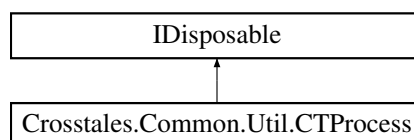
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵ Util/CTPlayerPrefs.cs

5.35 Crosstales.Common.Util.CTProcess Class Reference

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

Inheritance diagram for Crosstales.Common.Util.CTProcess:



Public Member Functions

- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void **Start** ()

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

- void **Start** (CTProcessStartInfo info)

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

- void **Kill** ()

Immediately stops the associated process.

- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

Properties

- IntPtr **Handle** [get]

Gets the native handle of the associated process.

- int **Id** [get]

Gets the unique identifier for the associated process.

- CTProcessStartInfo **StartInfo** [get, set]

*Gets or sets the properties to pass to the **Start()** method of the Process.*

- bool **HasExited** [get]

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

- uint **ExitCode** [get]

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

- DateTime **StartTime** [get]

Gets the time that the associated process was started.

- DateTime **ExitTime** [get]

Gets the time that the associated process exited.

- System.IO.StreamReader **StandardOutput** [get]

Gets a stream used to read the textual output of the application.

- System.IO.StreamReader **StandardError** [get]

Gets a stream used to read the error output of the application.

- bool **isBusy** [get]

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

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

5.35.1 Detailed Description

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

5.35.2 Member Function Documentation

5.35.2.1 Kill() [1/2]

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

Immediately stops the associated process.

5.35.2.2 Kill() [2/2]

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

Immediately stops the associated process.

5.35.2.3 Start() [1/4]

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

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

5.35.2.4 Start() [2/4]

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

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

5.35.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

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

5.35.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

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

5.35.3 Property Documentation

5.35.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode [get]
```

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

5.35.3.2 ExitTime

```
DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]
```

Gets the time that the associated process exited.

5.35.3.3 Handle

```
IntPtr Crosstales.Common.Util.CTProcess.Handle [get]
```

Gets the native handle of the associated process.

5.35.3.4 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited [get]
```

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

5.35.3.5 Id

```
int Crosstales.Common.Util.CTProcess.Id [get]
```

Gets the unique identifier for the associated process.

5.35.3.6 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy [get]
```

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

5.35.3.7 StandardError

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]
```

Gets a stream used to read the error output of the application.

5.35.3.8 StandardOutput

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]
```

Gets a stream used to read the textual output of the application.

5.35.3.9 StartInfo

```
CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]
```

Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.

5.35.3.10 StartTime

```
DateTime Crosstales.Common.Util.CTProcess.StartTime [get]
```

Gets the time that the associated process was started.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Util/CTProcess.cs

5.36 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵
StartInfo"-class with the most important properties).

Properties

- bool [UseThread](#) [get, set]
Gets or sets the application to be threaded.
- bool [UseCmdExecute](#) [get, set]
Gets or sets the application to be started in cmd (command prompt).
- string [FileName](#) [get, set]
Gets or sets the application or document to start.
- string [Arguments](#) [get, set]
Gets or sets the set of command-line arguments to use when starting the application.
- bool [CreateNoWindow](#) [get, set]
Gets or sets a value indicating whether to start the process in a new window.
- string [WorkingDirectory](#) [get, set]
Gets or sets the working directory for the process to be started.
- bool [RedirectStandardOutput](#) [get, set]
Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- bool [RedirectStandardError](#) [get, set]
Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- System.Text.Encoding [StandardOutputEncoding](#) [get, set]
Gets or sets the preferred encoding for standard output (UTF8 per default).
- System.Text.Encoding [StandardErrorEncoding](#) [get, set]
Gets or sets the preferred encoding for error output (UTF8 per default).
- bool [UseShellExecute](#) [get, set]
Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.36.1 Detailed Description

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

5.36.2 Property Documentation

5.36.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.36.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.36.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

5.36.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.36.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.36.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],  
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.36.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],  
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.36.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.36.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.36.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

5.36.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

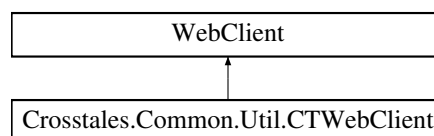
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTProcess.cs

5.37 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

Properties

- int [Timeout](#) [get, set]
Timeout in milliseconds
- int [ConnectionLimit](#) [get, set]
Connection limit for all WebClients

5.37.1 Detailed Description

Specialized WebClient.

5.37.2 Property Documentation

5.37.2.1 ConnectionLimit

```
int Crosstales.Common.Util.CTWebClient.ConnectionLimit [get], [set]
```

Connection limit for all WebClients

5.37.2.2 Timeout

```
int Crosstales.Common.Util.CTWebClient.Timeout [get], [set]
```

Timeout in milliseconds

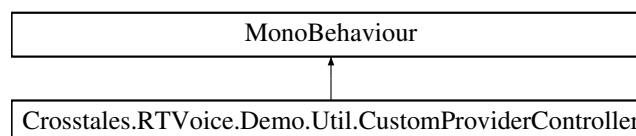
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔
Util/CTWebClient.cs

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

Class for demo builds.

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



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()

Public Attributes

- [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#) **Provider**

5.38.1 Detailed Description

Class for demo builds.

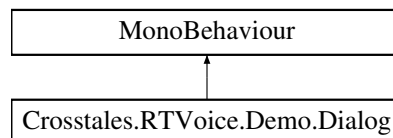
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/CustomProviderController.cs

5.39 Crosstales.RTVoice.Demo.Dialog Class Reference

[Simple](#) dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- IEnumerator **DialogSequence** ()

Public Attributes

- string **CultureA** = "en"
- string **CultureB** = "en"
- float **RateA** = 1f
- float **RateB** = 1f
- float **PitchA** = 1f
- float **PitchB** = 1f
- float **VolumeA** = 1f
- float **VolumeB** = 1f
- [Model.Enum.Gender](#) **GenderA** = Model.Enum.Gender.UNKNOWN
- [Model.Enum.Gender](#) **GenderB** = Model.Enum.Gender.UNKNOWN
- AudioSource **AudioPersonA**
- AudioSource **AudioPersonB**
- [Model.Enum.SpeakMode](#) **ModeA** = Model.Enum.SpeakMode.Speak
- [Model.Enum.SpeakMode](#) **ModeB** = Model.Enum.SpeakMode.Speak
- string[] **DialogPersonA**
- string[] **DialogPersonB**
- string **CurrentDialogA** = string.Empty
- string **CurrentDialogB** = string.Empty
- bool **Running** = false

5.39.1 Detailed Description

Simple dialog system with TTS voices.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Dialog.cs

5.40 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static bool [UPDATE_CHECK](#) = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool [COMPILE_DEFINES](#) = EditorConstants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile define "CT_RTV" for the asset.
- static bool [PREFAB_AUTOLOAD](#) = EditorConstants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool [HIERARCHY_ICON](#) = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool [isLoading](#) = false
Is the configuration loaded?

Properties

- static string [ASSET_PATH](#) [get]
Returns the path to the asset inside the Unity project.
- static string [PREFAB_PATH](#) [get]
Returns the path of the prefabs.

5.40.1 Detailed Description

Editor configuration for the asset.

5.40.2 Member Function Documentation

5.40.2.1 Load()

```
static void Crosstales.RTVoice.EditorUtil.EditorConfig.Load ( ) [static]
```

Loads all changeable variables.

5.40.2.2 Reset()

```
static void Crosstales.RTVoice.EditorUtil.EditorConfig.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.40.2.3 Save()

```
static void Crosstales.RTVoice.EditorUtil.EditorConfig.Save ( ) [static]
```

Saves all changeable variables.

5.40.3 Member Data Documentation

5.40.3.1 COMPILE_DEFINES

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT_COMPILE_DEFINES [static]
```

Enable or disable adding compile define "CT_RTV" for the asset.

5.40.3.2 HIERARCHY_ICON

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

5.40.3.3 isLoaded

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.isLoaded = false [static]
```

Is the configuration loaded?

5.40.3.4 PREFAB_AUTOLOAD

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

5.40.3.5 UPDATE_CHECK

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK [static]
```

Enable or disable update-checks for the asset.

5.40.4 Property Documentation

5.40.4.1 ASSET_PATH

```
string Crosstales.RTVoice.EditorUtil.EditorConfig.ASSET_PATH [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

5.40.4.2 PREFAB_PATH

```
string Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_PATH [static], [get]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Util/EditorConfig.cs

5.41 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference

Collected constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Util.Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Util.Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Util.Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_LAUNCH** = Util.Constants.KEY_PREFIX + "LAUNCH"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/RTVoice/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string **PREFAB_SUBPATH** = "Prefabs/"

Sub-path to the prefabs.

Properties

- static string **ASSET_URL** [get]
Returns the URL of the asset in UAS.
- static string **ASSET_ID** [get]
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** [get]
Returns the UID of the asset.

5.41.1 Detailed Description

Collected constants of very general utility for the asset.

5.41.2 Member Data Documentation

5.41.2.1 PREFAB_SUBPATH

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Prefabs/" [static]
```

Sub-path to the prefabs.

5.41.3 Property Documentation

5.41.3.1 ASSET_ID

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_ID [static], [get]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.41.3.2 ASSET_UID

```
System.Guid Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_UID [static], [get]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.41.3.3 ASSET_URL

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_URL [static], [get]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

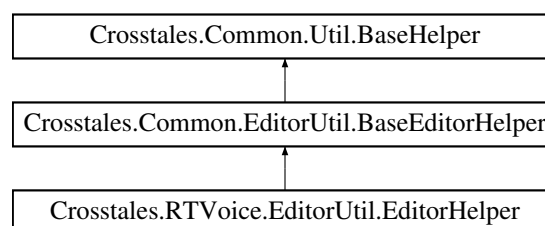
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Util/EditorConstants.cs

5.42 Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.RTVoice.EditorUtil.EditorHelper:



Static Public Member Functions

- static void [NoVoicesUI](#) ()
Shows the "no voices found"-UI.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.
- static void [BannerOC](#) ()
Shows a banner for "Online Check".

Static Public Attributes

- const int [GO_ID](#) = 20
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 11820
Start index inside the "Tools"-menu.

Properties

- static Texture2D [Logo_Asset](#) [get]
- static Texture2D [Logo_Asset_Small](#) [get]
- static Texture2D [Icon_Speak](#) [get]
- static Texture2D [Icon_Silence](#) [get]
- static Texture2D [Icon_Next](#) [get]
- static Texture2D [Icon_Previous](#) [get]
- static Texture2D [Store_AdventureCreator](#) [get]
- static Texture2D [Store_CinemaDirector](#) [get]
- static Texture2D [Store_DialogueSystem](#) [get]
- static Texture2D [Store_LDC](#) [get]
- static Texture2D [Store_LipSync](#) [get]
- static Texture2D [Store_NPC_Chat](#) [get]
- static Texture2D [Store_QuestSystem](#) [get]
- static Texture2D [Store_SALSA](#) [get]
- static Texture2D [Store_SLATE](#) [get]
- static Texture2D [Store_Amplitude](#) [get]
- static Texture2D [Store_Klattersynth](#) [get]
- static Texture2D [Store_WebGL](#) [get]
- static Texture2D [Store_Google](#) [get]
- static bool [isRTVoiceInScene](#) [get]
Checks if the "RTVoice"-prefab is in the scene.

Additional Inherited Members

5.42.1 Detailed Description

Editor helper class.

5.42.2 Member Function Documentation

5.42.2.1 BannerOC()

```
static void Crosstales.RTVoice.EditorUtil.EditorHelper.BannerOC ( ) [static]
```

Shows a banner for "Online Check".

5.42.2.2 InstantiatePrefab()

```
static void Crosstales.RTVoice.EditorUtil.EditorHelper.InstantiatePrefab (
    string prefabName ) [static]
```

Instantiates a prefab.

Parameters

<i>prefabName</i>	Name of the prefab.
-------------------	---------------------

5.42.2.3 NoVoicesUI()

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

Shows the "no voices found"-[UI](#).

5.42.3 Member Data Documentation

5.42.3.1 GO_ID

```
const int Crosstales.RTVoice.EditorUtil.EditorHelper.GO_ID = 20 [static]
```

Start index inside the "GameObject"-menu.

5.42.3.2 MENU_ID

```
const int Crosstales.RTVoice.EditorUtil.EditorHelper.MENU_ID = 11820 [static]
```

Start index inside the "Tools"-menu.

5.42.4 Property Documentation

5.42.4.1 isRTVoiceInScene

```
bool Crosstales.RTVoice.EditorUtil.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/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Util/EditorHelper.cs

5.43 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReverse](#) (this string str)
Extension method for strings. Reverses a string.
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.String↔ Comparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.String↔ Comparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains all given strings.
- static bool [CTIsNumeric](#) (this string str)
Extension method for strings. Checks if the string is numeric.
- static void [CTShuffle](#)< T > (this T[] array, int seed=0)
Extension method for Arrays. Shuffles an Array.
- static string [CTDump](#)< T > (this T[] array, string prefix="", string postfix="")
Extension method for Arrays. Dumps an array to a string.

- static string [CTDump](#) (this Quaternion[] array)
Extension method for Quaternion-Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector2[] array)
Extension method for Vector2-Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector3[] array)
Extension method for Vector3-Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector4[] array)
Extension method for Vector4-Arrays. Dumps an array to a string.
- static string[] [CTToString< T >](#) (this T[] array)
Extension method for Arrays. Generates a string array with all entries (via ToString).
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)
Extension method for IList. Shuffles a List.
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")
Extension method for IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)
Extension method for Quaternion-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)
Extension method for Vector2-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)
Extension method for Vector3-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)
Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for IList. Generates a string list with all entries (via ToString).
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="")
Extension method for IDictionary. Dumps a dictionary to a string.
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection)
Extension method for IDictionary. Adds a dictionary to an existing one.
- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
Extension method for Renderer. Determines if the renderer is visible from a certain camera.
- static Transform [CTDeepSearch](#) (Transform parent, string name)
Extension method for Transform. Recursively searches all children of a parent transform for specific named transform
- static byte[] [CTReadFully](#) (this System.IO.Stream input, int bufferSize=16384)

5.43.1 Detailed Description

Various extension methods.

5.43.2 Member Function Documentation

5.43.2.1 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (
    this System.Collections.Generic.IDictionary< K, V > source,
    System.Collections.Generic.IDictionary< K, V > collection ) [static]
```

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

<i>source</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

5.43.2.2 CTContains()

```
static bool Crosstales.ExtensionMethods.CTContains (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Contains'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.43.2.3 CTContainsAll()

```
static bool Crosstales.ExtensionMethods.CTContainsAll (
    this string str,
    string searchTerms,
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains all given strings.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

Returns

True if the string contains all parts of the given string.

5.43.2.4 CTContainsAny()

```
static bool Crosstales.ExtensionMethods.CTContainsAny (
    this string str,
    string searchTerms,
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains any given string.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

Returns

True if the string contains any parts of the given string.

5.43.2.5 CTDeepSearch()

```
static Transform Crosstales.ExtensionMethods.CTDeepSearch (
    Transform parent,
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

True if the renderer is visible by the given camera.

5.43.2.6 CTDump() [1/8]

```
static string Crosstales.ExtensionMethods.CTDump (
    this Quaternion[] array ) [static]
```

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

Parameters

<i>array</i>	Quaternion-Array-instance to dump.
--------------	------------------------------------

Returns

String with lines for all array entries.

5.43.2.7 CTDump() [2/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Quaternion > list ) [static]
```

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

Returns

String with lines for all list entries.

5.43.2.8 CTDump() [3/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector2 > list ) [static]
```

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.43.2.9 CTDump() [4/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector3 > list ) [static]
```

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.43.2.10 CTDump() [5/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector4 > list ) [static]
```

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.43.2.11 CTDump() [6/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector2[] array ) [static]
```

Extension method for Vector2-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector2-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.43.2.12 CTDump() [7/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector3[] array ) [static]
```

Extension method for Vector3-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector3-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.43.2.13 CTDump() [8/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector4[] array ) [static]
```

Extension method for Vector4-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector4-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.43.2.14 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (  
    this System.Collections.Generic.IDictionary< K, V > dict,  
    string prefix = "",  
    string postfix = "" ) [static]
```

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all dictionary entries.

5.43.2.15 CTDump< T >() [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this System.Collections.Generic.IList< T > list,
    string prefix = "",
    string postfix = "" ) [static]
```

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

Parameters

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all list entries.

5.43.2.16 CTDump< T >() [2/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this T[] array,
    string prefix = "",
    string postfix = "" ) [static]
```

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

Parameters

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all array entries.

5.43.2.17 CTEquals()

```
static bool Crosstales.ExtensionMethods.CTEquals (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Equals'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.43.2.18 CTisNumeric()

```
static bool Crosstales.ExtensionMethods.CTisNumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is numeric.

5.43.2.19 CTisVisibleFrom()

```
static bool Crosstales.ExtensionMethods.CTisVisibleFrom (  
    this Renderer renderer,  
    Camera camera ) [static]
```

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

Parameters

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.43.2.20 CTReplace()

```
static string Crosstales.ExtensionMethods.CTReplace (
    this string str,
    string oldString,
    string newString,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Replace'.

Parameters

<i>str</i>	String-instance.
<i>oldString</i>	String to replace.
<i>newString</i>	New replacement string.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

Replaced string.

5.43.2.21 CTReverse()

```
static string Crosstales.ExtensionMethods.CTReverse (
    this string str ) [static]
```

Extension method for strings. Reverses a string.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Reversed string.

5.43.2.22 CTShuffle< T >() [1/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this System.Collections.Generic.IList< T > list,
    int seed = 0 ) [static]
```

Extension method for IList. Shuffles a List.

Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.43.2.23 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (  
    this T[] array,  
    int seed = 0 ) [static]
```

Extension method for Arrays. Shuffles an Array.

Parameters

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.43.2.24 CTToString< T >() [1/2]

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (  
    this System.Collections.Generic.IList< T > list ) [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

<i>list</i>	IList-instance to ToString.
-------------	-----------------------------

Returns

String list with all entries (via ToString).

5.43.2.25 CTToString< T >() [2/2]

```
static string [] Crosstales.ExtensionMethods.CTToString< T > (  
    this T[] array ) [static]
```

Extension method for Arrays. Generates a string array with all entries (via ToString).

Parameters

<i>array</i>	Array-instance to ToString.
--------------	-----------------------------

Returns

String array with all entries (via ToString).

5.43.2.26 CTToTitleCase()

```
static string Crosstales.ExtensionMethods.CTToTitleCase (  
    this string str ) [static]
```

Extension method for strings. Converts a string to title case (first letter uppercase).

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Converted string in title case.

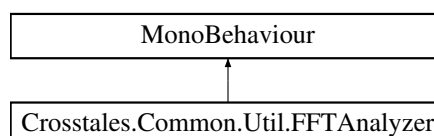
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Extension↵
Methods.cs

5.44 Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Util.FFTAnalyzer:

**Public Member Functions**

- void **Update** ()

Public Attributes

- float[] **Samples** = new float[256]
Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int **Channel** = 0
summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.44.1 Detailed Description

FFT analyzer for an audio channel.

5.44.2 Member Data Documentation

5.44.2.1 Channel

```
int Crosstales.Common.Util.FFTAnalyzer.Channel = 0
```

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.44.2.2 Samples

```
float [] Crosstales.Common.Util.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

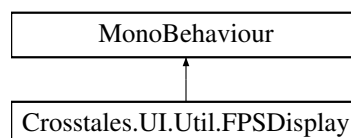
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
 Util/FFTAnalyzer.cs

5.45 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text **FPS**
Text component to display the FPS.

5.45.1 Detailed Description

Simple FPS-Counter.

5.45.2 Member Data Documentation

5.45.2.1 FPS

`Text Crosstales.UI.Util.FPSDisplay.FPS`

Text component to display the FPS.

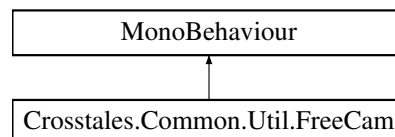
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/↔
Scripts/Util/FPSDisplay.cs

5.46 Crosstales.Common.Util.FreeCam Class Reference

A simple free camera to be added to a Unity game object.

Inheritance diagram for Crosstales.Common.Util.FreeCam:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()
- void **StartLooking** ()
Enable free looking.
- void **StopLooking** ()
Disable free looking.

Public Attributes

- float `MovementSpeed` = 10f
Normal speed of camera movement.
- float `FastMovementSpeed` = 100f
Speed of camera movement when shift is held down.
- float `FreeLookSensitivity` = 3f
Sensitivity for free look.
- float `ZoomSensitivity` = 10f
Amount to zoom the camera when using the mouse wheel.
- float `FastZoomSensitivity` = 50f
Amount to zoom the camera when using the mouse wheel (fast mode).

5.46.1 Detailed Description

A simple free camera to be added to a Unity game object.

Keys: wasd / arrows - movement q/e - up/down (local space) r/f - up/down (world space) pageup/pagedown - up/down (world space) hold shift - enable fast movement mode right mouse - enable free look mouse - free look / rotation

5.46.2 Member Function Documentation

5.46.2.1 StartLooking()

```
void Crosstales.Common.Util.FreeCam.StartLooking ( )
```

Enable free looking.

5.46.2.2 StopLooking()

```
void Crosstales.Common.Util.FreeCam.StopLooking ( )
```

Disable free looking.

5.46.3 Member Data Documentation

5.46.3.1 FastMovementSpeed

```
float Crosstales.Common.Util.FreeCam.FastMovementSpeed = 100f
```

Speed of camera movement when shift is held down.

5.46.3.2 FastZoomSensitivity

```
float Crosstales.Common.Util.FreeCam.FastZoomSensitivity = 50f
```

Amount to zoom the camera when using the mouse wheel (fast mode).

5.46.3.3 FreeLookSensitivity

```
float Crosstales.Common.Util.FreeCam.FreeLookSensitivity = 3f
```

Sensitivity for free look.

5.46.3.4 MovementSpeed

```
float Crosstales.Common.Util.FreeCam.MovementSpeed = 10f
```

Normal speed of camera movement.

5.46.3.5 ZoomSensitivity

```
float Crosstales.Common.Util.FreeCam.ZoomSensitivity = 10f
```

Amount to zoom the camera when using the mouse wheel.

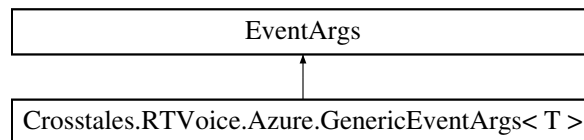
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵ Util/FreeCam.cs

5.47 Crosstales.RTVoice.Azure.GenericEventArgs< T > Class Template Reference

Generic event args

Inheritance diagram for Crosstales.RTVoice.Azure.GenericEventArgs< T >:



Public Member Functions

- [GenericEventArgs](#) (T eventData)
Initializes a new instance of the [GenericEventArgs< T >](#) class.

Properties

- T [EventData](#) [get]
Gets the event data.

5.47.1 Detailed Description

Generic event args

Template Parameters

T	Any type T
---	------------

5.47.2 Constructor & Destructor Documentation

5.47.2.1 GenericEventArgs()

```
Crosstales.RTVoice.Azure.GenericEventArgs< T >.GenericEventArgs (
    T eventData )
```

Initializes a new instance of the [GenericEventArgs< T >](#) class.

Parameters

<i>eventData</i>	The event data.
------------------	-----------------

5.47.3 Property Documentation

5.47.3.1EventData

`T Crosstales.RTVoice.Azure.GenericEventArgs< T >.EventData [get]`

Gets the event data.

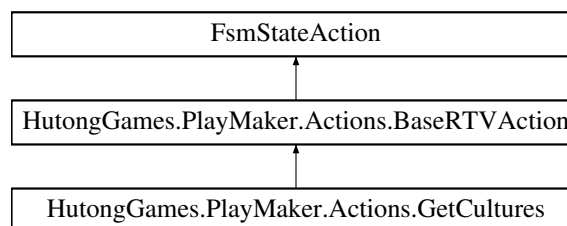
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Scripts/TTSCClient.cs

5.48 HutongGames.PlayMaker.Actions.GetCultures Class Reference

GetCultures-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GetCultures:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmArray [Cultures](#)
Found cultures (output array).

5.48.1 Detailed Description

GetCultures-action for [PlayMaker](#).

5.48.2 Member Data Documentation

5.48.2.1 Cultures

```
FsmArray HutongGames.PlayMaker.Actions.GetCultures.Cultures
```

Found cultures (output array).

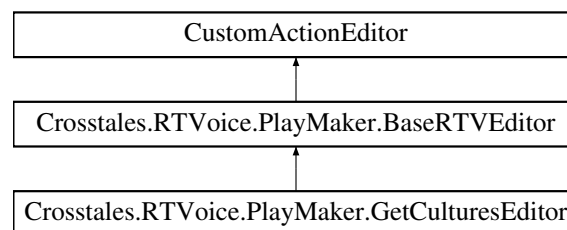
The documentation for this class was generated from the following file:

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

5.49 Crosstales.RTVoice.PlayMaker.GetCulturesEditor Class Reference

Custom editor for the GetCultures-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetCulturesEditor:



Additional Inherited Members

5.49.1 Detailed Description

Custom editor for the GetCultures-action.

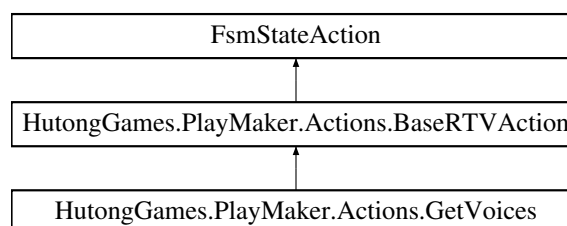
The documentation for this class was generated from the following file:

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

5.50 HutongGames.PlayMaker.Actions.GetVoices Class Reference

GetVoices-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GetVoices:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString **Culture**
Culture of the voices (e.g. 'en', blank for all cultures).
- FsmString **Gender**
Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).
- FsmArray **Voices**
Found voices (output array).

5.50.1 Detailed Description

GetVoices-action for [PlayMaker](#).

5.50.2 Member Data Documentation

5.50.2.1 Culture

`FsmString HutongGames.PlayMaker.Actions.GetVoices.Culture`

Culture of the voices (e.g. 'en', blank for all cultures).

5.50.2.2 Gender

`FsmString HutongGames.PlayMaker.Actions.GetVoices.Gender`

Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).

5.50.2.3 Voices

`FsmArray HutongGames.PlayMaker.Actions.GetVoices.Voices`

Found voices (output array).

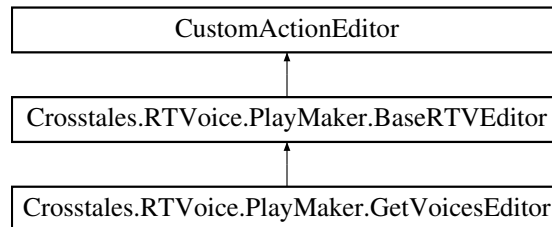
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/3rd party/↔ PlayMaker/Scripts/GetVoices.cs`

5.51 Crosstales.RTVoice.PlayMaker.GetVoicesEditor Class Reference

Custom editor for the GetVoices-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetVoicesEditor:



Additional Inherited Members

5.51.1 Detailed Description

Custom editor for the GetVoices-action.

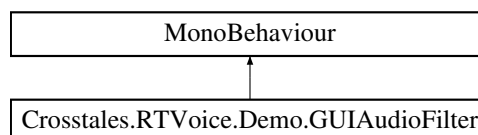
The documentation for this class was generated from the following file:

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

5.52 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

[Simple](#) GUI for audio filters.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIAudioFilter:



Public Member Functions

- void **Start** ()
- void **ResetFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

Public Attributes

- AudioSource **Source**
- AudioReverbFilter **ReverbFilter**
- AudioChorusFilter **ChorusFilter**
- AudioEchoFilter **EchoFilter**
- AudioDistortionFilter **DistortionFilter**
- AudioLowPassFilter **LowPassFilter**
- AudioHighPassFilter **HighPassFilter**
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

5.52.1 Detailed Description

[Simple](#) GUI for audio filters.

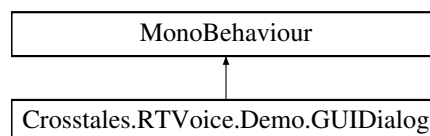
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUIAudioFilter.cs

5.53 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 **OnDisable** ()
- void **StartDialog** ()
- void **Silence** ()
- void **ChangeRateA** (float value)
- void **ChangeRateB** (float value)
- void **ChangePitchA** (float value)
- void **ChangePitchB** (float value)
- void **ChangeVolumeA** (float value)
- void **ChangeVolumeB** (float value)
- void **GenderAChanged** (System.Int32 index)
- void **GenderBChanged** (System.Int32 index)

Public Attributes

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

5.53.1 Detailed Description

[Simple](#) GUI for runtime dialogs with all available OS voices.

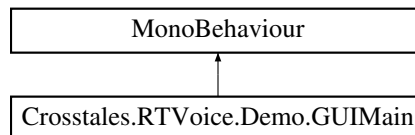
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUIDialog.cs

5.54 Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

Public Attributes

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

5.54.1 Detailed Description

Main GUI component for all demo scenes.

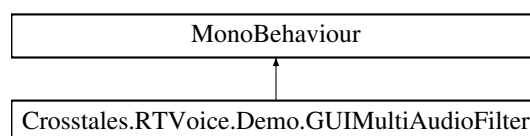
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUIMain.cs

5.55 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 **Start** ()
- void **ResetFilters** ()
- void **ClearFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

Public Attributes

- System.Collections.Generic.List< AudioSource > **Sources** = new System.Collections.Generic.↔ List<AudioSource>()
- System.Collections.Generic.List< AudioReverbFilter > **ReverbFilters** = new System.Collections.Generic.↔ List<AudioReverbFilter>()
- System.Collections.Generic.List< AudioChorusFilter > **ChorusFilters** = new System.Collections.Generic.↔ List<AudioChorusFilter>()
- System.Collections.Generic.List< AudioEchoFilter > **EchoFilters** = new System.Collections.Generic.↔ List<AudioEchoFilter>()
- System.Collections.Generic.List< AudioDistortionFilter > **DistortionFilters** = new System.Collections.↔ Generic.List<AudioDistortionFilter>()

- `System.Collections.Generic.List< AudioLowPassFilter > LowPassFilters = new System.Collections.Generic.List<AudioLowPassFilter>()`
- `System.Collections.Generic.List< AudioHighPassFilter > HighPassFilters = new System.Collections.Generic.List<AudioHighPassFilter>()`
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

5.55.1 Detailed Description

[Simple](#) GUI for audio filters on multiple objects.

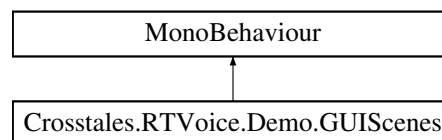
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/Scripts/GUIMultiAudioFilter.cs`

5.56 Crosstales.RTVoice.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIScenes:



Public Member Functions

- `void LoadPreviousScene ()`
- `void LoadNextScene ()`

Public Attributes

- `string PreviousScene`
- `string PreviousSceneWebGL`
- `string NextScene`
- `string NextSceneWebGL`

5.56.1 Detailed Description

Main GUI scene manager for all demo scenes.

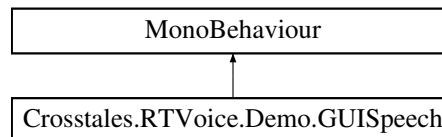
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/Scripts/GUIScenes.cs

5.57 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 **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OnDestroy** ()
- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **ChangeMaryTTS** (bool maryTTS)
- void **GenderChanged** (System.Int32 index)

Public Attributes

- bool **StartAsNative** = false
- [GUIMultiAudioFilter](#) **AudioFilter**
- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)
- InputField **Input**
- InputField **Culture**
- Text **Cultures**
- Toggle **MaryToogle**
- Text **Voices**

Static Public Attributes

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

5.57.1 Detailed Description

[Simple](#) GUI for runtime TTS with all available OS voices.

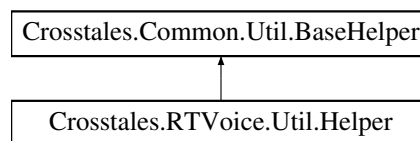
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↵ Scripts/GUISpeech.cs

5.58 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.RTVoice.Util.Helper:



Static Public Member Functions

- static [Model.Enum.Gender](#) [StringToGender](#) (string gender)
Converts a string to a Gender.
- static [Model.Enum.Gender](#) [AppleVoiceNameToGender](#) (string voiceName)
Converts an Apple voice name to a Gender.
- static [Model.Enum.Gender](#) [WSAVoiceNameToGender](#) (string voiceName)
Converts an WSA voice name to a Gender.
- static string [CleanText](#) (string text, bool removeTags=true, bool clearSpaces=true, bool clearLine↵ Endings=true)
Cleans a given text to contain only letters or digits.
- static string [MarkSpokenText](#) (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false, string markPrefix="<color=green>", string markPostfix="</color>")
Marks the current word or all spoken words from a given text array.

Static Public Attributes

- static readonly System.Collections.Generic.Dictionary< int, string > **LocaleCodes** = new System.↵ Collections.Generic.Dictionary<int, string>(161)

Properties

- static bool [hasBuiltInTTS](#) [get]
Checks if the current platform has built-in TTS.
- static [Model.Enum.ProviderType](#) [CurrentProviderType](#) [get]
The current provider type.

Additional Inherited Members

5.58.1 Detailed Description

Various helper functions.

5.58.2 Member Function Documentation

5.58.2.1 AppleVoiceNameToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.AppleVoiceNameToGender (  
    string voiceName ) [static]
```

Converts an Apple voice name to a Gender.

Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

Returns

Gender from the given Apple voice name.

5.58.2.2 CleanText()

```
static string Crosstales.RTVoice.Util.Helper.CleanText (  
    string text,  
    bool removeTags = true,  
    bool clearSpaces = true,  
    bool clearLineEndings = true ) [static]
```

Cleans a given text to contain only letters or digits.

Parameters

<i>text</i>	Text to clean.
<i>removeTags</i>	Removes tags from text (default: true, optional).
<i>clearSpaces</i>	Clears multiple spaces from text (default: true, optional).
<i>clearLineEndings</i>	Clears line endings from text (default: true, optional).

Returns

Clean text with only letters and digits.

5.58.2.3 MarkSpokenText()

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

Marks the current word or all spoken words from a given text array.

Parameters

<i>speechTextArray</i>	Array with all text fragments
<i>wordIndex</i>	Current word index
<i>markAllSpokenWords</i>	Mark the spoken words (default: false, optional)
<i>markPrefix</i>	Prefix for every marked word (default: green, optional)
<i>markPostfix</i>	Postfix for every marked word (default: green, optional)

Returns

Marked current word or all spoken words.

5.58.2.4 StringToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.StringToGender (
    string gender ) [static]
```

Converts a string to a Gender.

Parameters

<i>gender</i>	Gender as text.
---------------	-----------------

Returns

Gender from the given string.

5.58.2.5 WSAVoiceNameToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.WSAVoiceNameToGender (
    string voiceName ) [static]
```

Converts an WSA voice name to a Gender.

Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

Returns

Gender from the given WSA voice name.

5.58.3 Property Documentation

5.58.3.1 CurrentProviderType

```
Model.Enum.ProviderType Crosstales.RTVoice.Util.Helper.CurrentProviderType [static], [get]
```

The current provider type.

Returns

Current provider type.

5.58.3.2 hasBuiltInTTS

```
bool Crosstales.RTVoice.Util.Helper.hasBuiltInTTS [static], [get]
```

Checks if the current platform has built-in TTS.

Returns

True if the current platform has built-in TTS.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Util/Helper.cs

5.59 Crosstales.RTVoice.Azure.Synthesize.InputOptions Class Reference

Inputs Options for the TTS Service.

Public Member Functions

- [InputOptions](#) ()
Initializes a new instance of the Input class.

Properties

- System.Uri [RequestUri](#) [get, set]
Gets or sets the request URI.
- [AudioOutputFormat](#) [OutputFormat](#) [get, set]
Gets or sets the audio output format.
- System.Collections.Generic.IEnumerable< System.Collections.Generic.KeyValuePair< string, string > > [Headers](#) [get]
Gets or sets the headers.
- string [Locale](#) [get, set]
Gets or sets the locale.
- [Model.Enum.Gender](#) [VoiceType](#) [get, set]
Gets or sets the type of the voice; male/female.
- string [VoiceName](#) [get, set]
Gets or sets the name of the voice.
- string [AuthorizationToken](#) [get, set]
Authorization Token.
- string [Text](#) [get, set]
Gets or sets the text.

5.59.1 Detailed Description

Inputs Options for the TTS Service.

5.59.2 Constructor & Destructor Documentation

5.59.2.1 InputOptions()

```
Crosstales.RTVoice.Azure.Synthesize.InputOptions.InputOptions ( )
```

Initializes a new instance of the Input class.

5.59.3 Property Documentation

5.59.3.1 AuthorizationToken

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.AuthorizationToken [get], [set]
```

Authorization Token.

5.59.3.2 Headers

```
System.Collections.Generic.IEnumerable<System.Collections.Generic.KeyValuePair<string, string>  
> Crosstales.RTVoice.Azure.Synthesize.InputOptions.Headers [get]
```

Gets or sets the headers.

5.59.3.3 Locale

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.Locale [get], [set]
```

Gets or sets the locale.

5.59.3.4 OutputFormat

```
AudioOutputFormat Crosstales.RTVoice.Azure.Synthesize.InputOptions.OutputFormat [get], [set]
```

Gets or sets the audio output format.

5.59.3.5 RequestUri

```
System.Uri Crosstales.RTVoice.Azure.Synthesize.InputOptions.RequestUri [get], [set]
```

Gets or sets the request URI.

5.59.3.6 Text

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.Text [get], [set]
```

Gets or sets the text.

5.59.3.7 VoiceName

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceName [get], [set]
```

Gets or sets the name of the voice.

5.59.3.8 VoiceType

```
Model.Enum.Gender Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceType [get], [set]
```

Gets or sets the type of the voice; male/female.

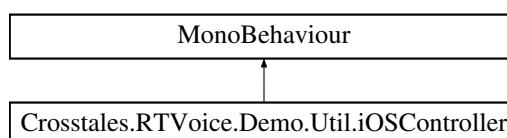
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Scripts/TTSClient.cs

5.60 Crosstales.RTVoice.Demo.Util.iOSController Class Reference

Enables MaryTTS on iOS for specific scenes.

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



Public Member Functions

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

5.60.1 Detailed Description

Enables MaryTTS on iOS for specific scenes.

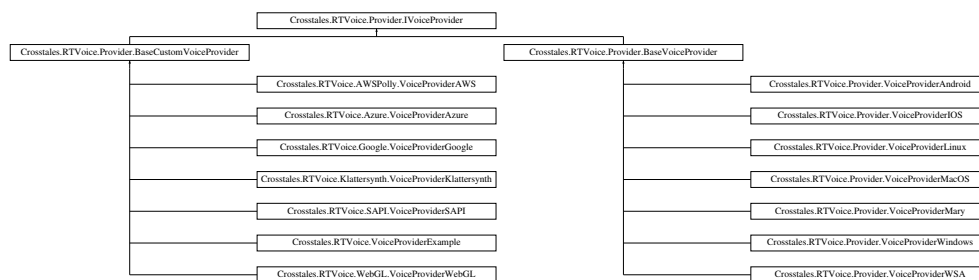
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/← Scripts/Util/iOSController.cs

5.61 Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference

Interface for all voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.IVoiceProvider:



Public Member Functions

- void [Silence](#) ()
Silence all active TTS-providers.
- void [Silence](#) (string uid)
Silence the current TTS-provider (native mode).
- IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).
- void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).

Properties

- string [AudioFileExtension](#) [get]
Returns the extension of the generated audio files.
- AudioType [AudioFileType](#) [get]
Returns the type of the generated audio files.
- string [DefaultVoiceName](#) [get]
Returns the default voice name of the current TTS-provider.
- System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
Get all available voices from the current TTS-provider and fills it into a given list.
- int [MaxTextLength](#) [get]
Maximal length of the speech text (in characters).
- bool [isWorkingInEditor](#) [get]
Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).
- bool [isWorkingInPlaymode](#) [get]
Indicates if this provider is working with 'Play'-mode inside the Unity Editor.
- bool [isSpeakNativeSupported](#) [get]
Indicates if this provider is supporting SpeakNative.
- bool [isSpeakSupported](#) [get]
Indicates if this provider is supporting Speak.
- bool [isPlatformSupported](#) [get]
Indicates if this provider is supporting the current platform.
- bool [isSSMLSupported](#) [get]
Indicates if this provider is supporting SSML.
- bool [isOnlineService](#) [get]
Indicates if this provider is an online service like MaryTTS or AWS Polly.
- bool [hasCoRoutines](#) [get]
Indicates if this provider uses co-routines.
- bool [isIL2CPPSupported](#) [get]
Indicates if this provider is supporting IL2CPP.
- bool [hasVoicesInEditor](#) [get]
Indicates if this provider returns voices in the Editor mode.
- System.Collections.Generic.List< string > [Cultures](#) [get]
Get all available cultures from the current provider (ISO 639-1).

5.61.1 Detailed Description

Interface for all voice providers.

5.61.2 Member Function Documentation

5.61.2.1 Generate()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Generate (
    Model.Wrapper wrapper )
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.BaseVoiceProviderBase](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.VoiceProviderVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.61.2.2 GenerateInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.GenerateInEditor (
    Model.Wrapper wrapper )
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.VoiceProviderVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.61.2.3 Silence() [1/2]

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Silence ( )
```

Silence all active TTS-providers.

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.VoiceProviderVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.61.2.4 Silence() [2/2]

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Silence (
    string uid )
```

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), and [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.61.2.5 Speak()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Speak (
    Model Wrapper wrapper )
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Klattersynth](#).

5.61.2.6 SpeakNative()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNative (
    Model Wrapper wrapper )
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Klattersynth](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.VoiceProviderSAPI](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.61.2.7 SpeakNativeInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Provider.VoiceProviderExample](#) and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.61.3 Property Documentation

5.61.3.1 AudioFileExtension

```
string Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileExtension [get]
```

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.61.3.2 AudioFileType

```
AudioType Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileType [get]
```

Returns the type of the generated audio files.

Returns

Type of the generated audio files.

5.61.3.3 Cultures

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Provider.IVoiceProvider.Cultures  
[get]
```

Get all available cultures from the current provider (ISO 639-1).

Returns

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

5.61.3.4 DefaultVoiceName

```
string Crosstales.RTVoice.Provider.IVoiceProvider.DefaultVoiceName [get]
```

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.61.3.5 hasCoRoutines

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.hasCoRoutines [get]
```

Indicates if this provider uses co-routines.

Returns

True if this provider uses co-routines.

5.61.3.6 hasVoicesInEditor

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.hasVoicesInEditor [get]
```

Indicates if this provider returns voices in the Editor mode.

Returns

True if this provider returns voices in the Editor mode.

5.61.3.7 isIL2CPPSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isIL2CPPSupported [get]
```

Indicates if this provider is supporting IL2CPP.

Returns

True if this provider supports IL2CPP.

5.61.3.8 isOnlineService

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isOnlineService [get]
```

Indicates if this provider is an online service like MaryTTS or AWS Polly.

Returns

True if this provider is an online service.

5.61.3.9 isPlatformSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isPlatformSupported [get]
```

Indicates if this provider is supporting the current platform.

Returns

True if this provider supports current platform.

5.61.3.10 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakNativeSupported [get]
```

Indicates if this provider is supporting SpeakNative.

Returns

True if this provider supports SpeakNative.

5.61.3.11 isSpeakSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakSupported [get]
```

Indicates if this provider is supporting Speak.

Returns

True if this provider supports Speak.

5.61.3.12 isSSMLSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSSMLSupported [get]
```

Indicates if this provider is supporting SSML.

Returns

True if this provider supports SSML.

5.61.3.13 isWorkingInEditor

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInEditor [get]
```

Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).

Returns

True if the provider is working directly inside the Unity Editor.

5.61.3.14 isWorkingInPlaymode

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInPlaymode [get]
```

Indicates if this provider is working with 'Play'-mode inside the Unity Editor.

Returns

True if this provider is working with 'Play'-mode inside the Unity Editor.

5.61.3.15 MaxTextLength

```
int Crosstales.RTVoice.Provider.IVoiceProvider.MaxTextLength [get]
```

Maximal length of the speech text (in characters).

Returns

The maximal length of the speech text.

5.61.3.16 Voices

```
System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Provider.IVoiceProvider.Voices  
[get]
```

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

Returns

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

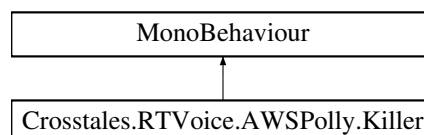
The documentation for this interface was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Provider/IVoiceProvider.cs`

5.62 Crosstales.RTVoice.AWSPolly.Killer Class Reference

Kills AWS Polly at the end of the scene.

Inheritance diagram for `Crosstales.RTVoice.AWSPolly.Killer`:



Public Attributes

- `GameObject` **AWSPolly**

5.62.1 Detailed Description

Kills AWS Polly at the end of the scene.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Demo/Scripts/Killer.cs

5.63 Crosstales.RTVoice.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.63.1 Detailed Description

Show the configuration window on the first launch.

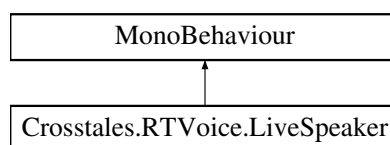
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Task/Launch.cs

5.64 Crosstales.RTVoice.LiveSpeaker Class Reference

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

Inheritance diagram for Crosstales.RTVoice.LiveSpeaker:



Public Member Functions

- void [SpeakNative](#) ([Model.Wrapper](#) 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](#) ([Model.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.
- void [SetVoices](#) (string voices)
Sets all voices from iOS.
- void [WordSpoken](#) (string word)
The current spoken word from iOS.
- void [SetState](#) (string state)
Sets the state from iOS.

5.64.1 Detailed Description

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

5.64.2 Member Function Documentation

5.64.2.1 SetState()

```
void Crosstales.RTVoice.LiveSpeaker.SetState (  
    string state )
```

Sets the state from iOS.

Parameters

<i>voices</i>	State from iOS.
---------------	-----------------

5.64.2.2 SetVoices()

```
void Crosstales.RTVoice.LiveSpeaker.SetVoices (  
    string voices )
```

Sets all voices from iOS.

Parameters

<i>voices</i>	All voices from iOS.
---------------	----------------------

5.64.2.3 Silence()

```
void Crosstales.RTVoice.LiveSpeaker.Silence ( )
```

Silence all active TTS-voices.

5.64.2.4 Speak() [1/3]

```
void Crosstales.RTVoice.LiveSpeaker.Speak (
    Model.Wrapper wrapper )
```

Speaks a text with a given wrapper.

Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

5.64.2.5 Speak() [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

<i>args</i>	Argument string delimited by ';': 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).
-------------	---

5.64.2.6 Speak() [3/3]

```
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

<i>args</i>	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = pitch (optional), 5 = volume (optional).
-------------	---

5.64.2.7 SpeakNative() [1/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNative (
    Model.Wrapper wrapper )
```

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

Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

5.64.2.8 SpeakNative() [2/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNative (
    string args )
```

Speaks a text with a given array of arguments (native mode).

Parameters

<i>args</i>	Argument string delimited by ';': 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).
-------------	---

5.64.2.9 SpeakNative() [3/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNative (
    string[] args )
```

Speaks a text with a given array of arguments (native mode).

Parameters

<i>args</i>	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = pitch (optional), 5 = volume (optional).
-------------	---

5.64.2.10 WordSpoken()

```
void Crosstales.RTVoice.LiveSpeaker.WordSpoken (
    string word )
```

The current spoken word from iOS.

Parameters

<i>voices</i>	Current spoken word from iOS.
---------------	-------------------------------

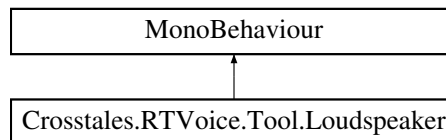
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Live↔ Speaker.cs

5.65 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

[Loudspeaker](#) for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **Update** ()
- void **FixedUpdate** ()
- void **OnDisable** ()

Public Attributes

- AudioSource [Source](#)
Origin AudioSource.
- bool [Synchronized](#) = false
Synchronize with the origin (default: false).
- bool [SilenceSource](#) = true
Silence the origin (default: true).

Properties

- bool `isSynchronized` [get, set]
Synchronize with the origin (main use is for [UI](#)).
- bool `isSilenceSource` [get, set]
Silence the origin (main use is for [UI](#)).

5.65.1 Detailed Description

[Loudspeaker](#) for an AudioSource.

5.65.2 Member Data Documentation

5.65.2.1 SilenceSource

```
bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource = true
```

Silence the origin (default: true).

5.65.2.2 Source

```
AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source
```

Origin AudioSource.

5.65.2.3 Synchronized

```
bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized = false
```

Synchronize with the origin (default: false).

5.65.3 Property Documentation

5.65.3.1 isSilenceSource

```
bool Crosstales.RTVoice.Tool.Loudspeaker.isSilenceSource [get], [set]
```

Silence the origin (main use is for [UI](#)).

5.65.3.2 isSynchronized

```
bool Crosstales.RTVoice.Tool.Loudspeaker.isSynchronized [get], [set]
```

Synchronize with the origin (main use is for [UI](#)).

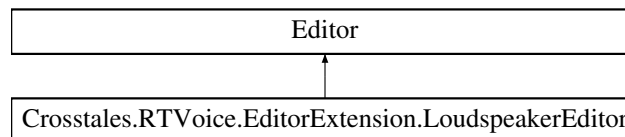
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Tool/Loudspeaker.cs

5.66 Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference

Custom editor for the 'Loudspeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.LoudspeakerEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.66.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

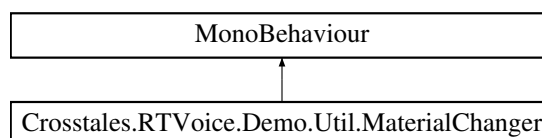
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Extension/LoudspeakerEditor.cs

5.67 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 Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- AudioSource **Source**
- Material **ActiveMaterial**

5.67.1 Detailed Description

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

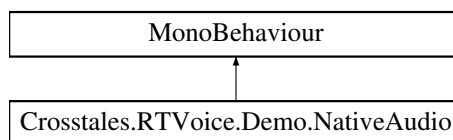
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/MaterialChanger.cs

5.68 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 **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- 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

5.68.1 Detailed Description

[Simple](#) example with native audio for exact timing.

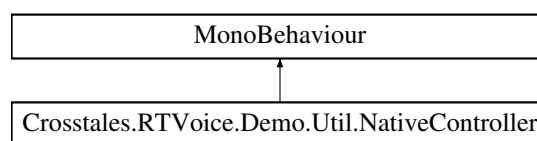
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/NativeAudio.cs

5.69 Crosstales.RTVoice.Demo.Util.NativeController Class Reference

Enables or disable game objects for native mode.

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



Public Member Functions

- void **Update** ()

Public Attributes

- bool [Active](#) = true
Enable or disable the 'Objects' for native mode (default: true).
- GameObject[] **Objects**

5.69.1 Detailed Description

Enables or disable game objects for native mode.

5.69.2 Member Data Documentation

5.69.2.1 Active

```
bool Crosstales.RTVoice.Demo.Util.NativeController.Active = true
```

Enable or disable the 'Objects' for native mode (default: true).

summary>Selected objects for the controller.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/NativeController.cs

5.70 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.70.1 Detailed Description

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

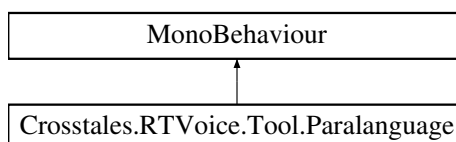
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Editor/↔ Task/NYCheck.cs

5.71 Crosstales.RTVoice.Tool.Paralanguage Class Reference

Para-language simulator with audio files.

Inheritance diagram for Crosstales.RTVoice.Tool.Paralanguage:



Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **Speak** ()
Speak the text.
- void **Silence** ()
Silence the speech.

Public Attributes

- string [Text](#) = string.Empty
Text to speak.
- [Model.VoiceAlias Voices](#)
Voices for the speech.
- [Model.Enum.SpeakMode Mode](#) = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- [AudioClip\[\] Clips](#)
Audio clips to play.
- 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
Enable speaking of the text on start (default: false).
- float [Delay](#) = 0f
Delay until the speech for this text starts (default: 0).

Properties

- ParalanguageStart [OnParalanguageStart](#)
An event triggered whenever a [Paralanguage](#) 'Speak' is started.
- ParalanguageComplete [OnParalanguageComplete](#)
An event triggered whenever a [Paralanguage](#) 'Speak' is completed.
- string [CurrentText](#) [get, set]
Text to speak (main use is for [UI](#)).
- float [CurrentRate](#) [get, set]
Speech rate of the speaker in percent (main use is for [UI](#)).
- float [CurrentPitch](#) [get, set]
Speech pitch of the speaker in percent (main use is for [UI](#)).
- float [CurrentVolume](#) [get, set]
Volume of the speaker in percent (main use is for [UI](#)).

5.71.1 Detailed Description

Para-language simulator with audio files.

5.71.2 Member Function Documentation

5.71.2.1 Silence()

```
void Crosstales.RTVoice.Tool.Paralanguage.Silence ( )
```

Silence the speech.

5.71.2.2 Speak()

```
void Crosstales.RTVoice.Tool.Paralanguage.Speak ( )
```

Speak the text.

5.71.3 Member Data Documentation

5.71.3.1 Clips

```
AudioClip [ ] Crosstales.RTVoice.Tool.Paralanguage.Clips
```

Audio clips to play.

5.71.3.2 Delay

```
float Crosstales.RTVoice.Tool.Paralanguage.Delay = 0f
```

Delay until the speech for this text starts (default: 0).

5.71.3.3 Mode

```
Model.Enum.SpeakMode Crosstales.RTVoice.Tool.Paralanguage.Mode = Model.Enum.SpeakMode.Speak
```

Speak mode (default: 'Speak').

5.71.3.4 Pitch

```
float Crosstales.RTVoice.Tool.Paralanguage.Pitch = 1f
```

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

5.71.3.5 PlayOnStart

```
bool Crosstales.RTVoice.Tool.Paralanguage.PlayOnStart = false
```

Enable speaking of the text on start (default: false).

5.71.3.6 Rate

```
float Crosstales.RTVoice.Tool.Paralanguage.Rate = 1f
```

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

5.71.3.7 Text

```
string Crosstales.RTVoice.Tool.Paralanguage.Text = string.Empty
```

Text to speak.

5.71.3.8 Voices

```
Model.VoiceAlias Crosstales.RTVoice.Tool.Paralanguage.Voices
```

Voices for the speech.

5.71.3.9 Volume

```
float Crosstales.RTVoice.Tool.Paralanguage.Volume = 1f
```

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

5.71.4 Property Documentation

5.71.4.1 CurrentPitch

```
float Crosstales.RTVoice.Tool.Paralanguage.CurrentPitch [get], [set]
```

Speech pitch of the speaker in percent (main use is for [UI](#)).

5.71.4.2 CurrentRate

```
float Crosstales.RTVoice.Tool.Paralanguage.CurrentRate [get], [set]
```

Speech rate of the speaker in percent (main use is for [UI](#)).

5.71.4.3 CurrentText

```
string Crosstales.RTVoice.Tool.Paralanguage.CurrentText [get], [set]
```

Text to speak (main use is for [UI](#)).

5.71.4.4 CurrentVolume

```
float Crosstales.RTVoice.Tool.Paralanguage.CurrentVolume [get], [set]
```

Volume of the speaker in percent (main use is for [UI](#)).

5.71.4.5 OnParalanguageComplete

```
ParalanguageComplete Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageComplete [add], [remove]
```

An event triggered whenever a [Paralanguage](#) 'Speak' is completed.

5.71.4.6 OnParalanguageStart

```
ParalanguageStart Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageStart [add], [remove]
```

An event triggered whenever a [Paralanguage](#) 'Speak' is started.

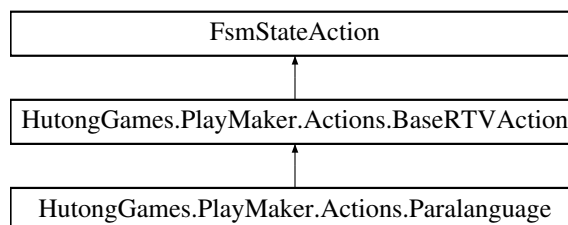
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Tool/Paralanguage.cs

5.72 HutongGames.PlayMaker.Actions.Paralanguage Class Reference

Paralanguage-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Paralanguage:



Public Member Functions

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

Public Attributes

- [Crosstales.RTVoice.Tool.Paralanguage Obj](#)
Add a [Paralanguage](#) (default: first object in scene).

5.72.1 Detailed Description

Paralanguage-action for [PlayMaker](#).

5.72.2 Member Data Documentation

5.72.2.1 Obj

[Crosstales.RTVoice.Tool.Paralanguage](#) HutongGames.PlayMaker.Actions.Paralanguage.Obj

Add a [Paralanguage](#) (default: first object in scene).

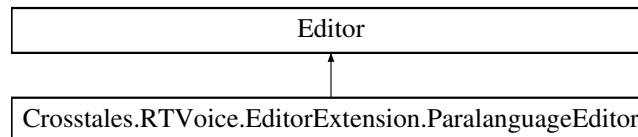
The documentation for this class was generated from the following file:

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

5.73 Crosstales.RTVoice.EditorExtension.ParalanguageEditor Class Reference

Custom editor for the 'Paralanguage'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ParalanguageEditor:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.73.1 Detailed Description

Custom editor for the 'Paralanguage'-class.

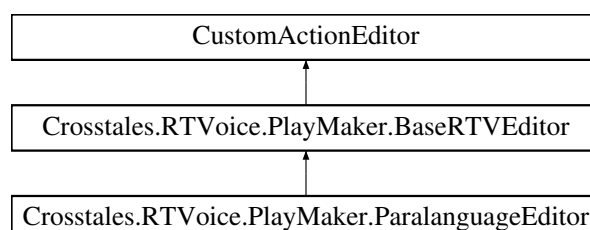
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/ParalanguageEditor.cs

5.74 Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference

Custom editor for the Paralanguage-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.ParalanguageEditor:



Additional Inherited Members

5.74.1 Detailed Description

Custom editor for the Paralanguage-action.

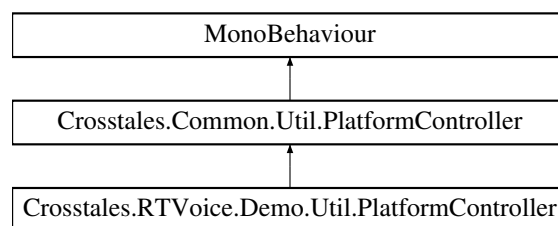
The documentation for this class was generated from the following file:

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

5.75 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< [Model.Enum.Platform](#) > **Platforms**
Selected platforms for the controller.
- bool **Active** = true
summary> Selected objects for the controller.
- GameObject[] **Objects**

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- [Model.Enum.Platform](#) **currentPlatform**

5.75.1 Detailed Description

Enables or disable game objects for a given platform.

5.75.2 Member Data Documentation

5.75.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.75.2.2 Platforms

```
System.Collections.Generic.List<Model.Enum.Platform> Crosstales.Common.Util.PlatformController.↔  
Platforms
```

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

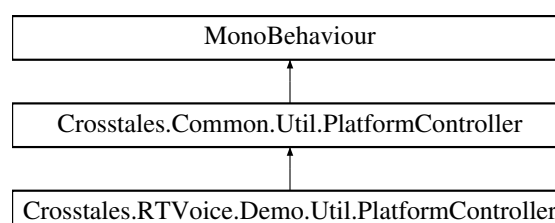
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔
Util/PlatformController.cs

5.76 Crosstales.RTVoice.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

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



Public Member Functions

- override void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()

Additional Inherited Members

5.76.1 Detailed Description

Enables or disable game objects for a given platform.

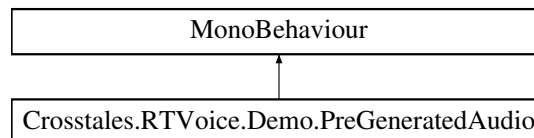
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔
Scripts/Util/PlatformController.cs

5.77 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 **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- 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

5.77.1 Detailed Description

[Simple](#) example with pre-generated audio for exact timing.

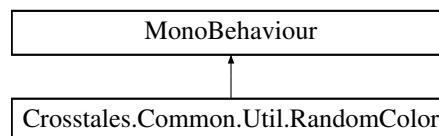
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/PreGeneratedAudio.cs

5.78 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool [UseInterval](#) = true
Use intervals to change the color (default: true).
- Vector2 [ChangeInterval](#) = new Vector2(5, 10)
summary> Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 [HueRange](#) = new Vector2(0f, 1f)
summary> Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [SaturationRange](#) = new Vector2(1f, 1f)
summary> Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [ValueRange](#) = new Vector2(1f, 1f)
summary> Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [AlphaRange](#) = new Vector2(1f, 1f)
summary> Use gray scale colors (default: false).
- bool [GrayScale](#) = false
summary> Modify the color of a material instead of the Renderer (default: not set, optional).
- Material [Material](#)
summary> Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart** = false

5.78.1 Detailed Description

Random color changer.

5.78.2 Member Data Documentation

5.78.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.78.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.78.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale = false
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.78.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.78.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.78.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.78.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.78.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

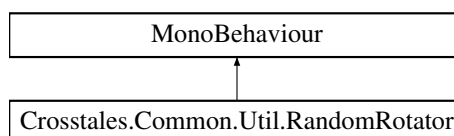
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵ Util/RandomColor.cs

5.79 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool `UseInterval` = true
Use intervals to change the rotation (default: true).
- Vector2 `ChangeInterval` = new Vector2(10, 20)
summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 `SpeedMin` = new Vector3(5, 5, 5)
summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 `SpeedMax` = new Vector3(15, 15, 15)
summary>Set the object to a random rotation at Start (default: false).
- bool `RandomRotationAtStart` = false

5.79.1 Detailed Description

Random rotation changer.

5.79.2 Member Data Documentation

5.79.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.79.2.2 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.79.2.3 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.79.2.4 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

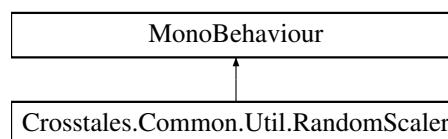
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.80 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool **UseInterval** = true
Use intervals to change the scale (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)
summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)
summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool **Uniform** = true
summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

5.80.1 Detailed Description

Random scale changer.

5.80.2 Member Data Documentation

5.80.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.80.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.80.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.80.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.80.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔
Util/RandomScaler.cs

5.81 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.81.1 Detailed Description

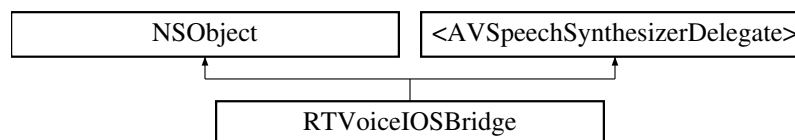
Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Integration/RTVoiceGameObject.cs

5.82 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Class Methods

- (void) + [setVoices](#)
- (void) + [speak:text:rate:pitch:volume:](#)
- (void) + [stop](#)

5.82.1 Method Documentation

5.82.1.1 setVoices

```
+ (void) setVoices
```

Collects and sends all voices to RT-Voice.

5.82.1.2 speak:text:rate:pitch:volume:

```
+ (void) speak:
    (NSString *) id
    text:(NSString *) text
    rate:(float) rate
    pitch:(float) pitch
    volume:(float) volume
```

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

Parameters

<i>id</i>	ID of the voice to speak
<i>text</i>	Text to speak
<i>rate</i>	Speech rate of the speaker in percent
<i>pitch</i>	Pitch of the speech in percent
<i>volume</i>	Volume of the speaker in percent

5.82.1.3 stop

+ (void) stop

Stops speaking

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RTVoiceIOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RTVoiceIOSBridge.mm

5.83 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

5.83.1 Detailed Description

Editor component for the "Tools"-menu.

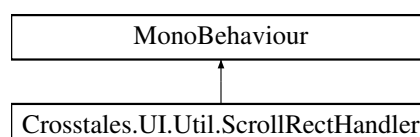
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Integration/RTVoiceMenu.cs

5.84 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.84.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

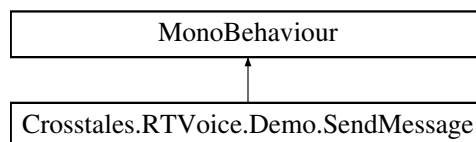
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs

5.85 Crosstales.RTVoice.Demo.SendMessage Class Reference

[Simple](#) "SendMessage" example.

Inheritance diagram for Crosstales.RTVoice.Demo.SendMessage:



Public Member Functions

- void **Start** ()
- 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

5.85.1 Detailed Description

[Simple](#) "SendMessage" example.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/SendMessage.cs

5.86 Crosstales.RTVoice.Model.Sequence Class Reference

[Model](#) for a sequence.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string [Text](#) = string.Empty
Text to speak.
- [VoiceAlias](#) [Voices](#)
Voices for the speech.
- [Enum.SpeakMode](#) [Mode](#) = Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- 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 **initialized** = false

5.86.1 Detailed Description

[Model](#) for a sequence.

5.86.2 Member Data Documentation

5.86.2.1 Mode

`Enum.SpeakMode` Crosstales.RTVoice.Model.Sequence.Mode = Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.86.2.2 Pitch

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

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

5.86.2.3 Rate

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

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

5.86.2.4 Source

`AudioSource` Crosstales.RTVoice.Model.Sequence.Source

AudioSource for the output (optional).

5.86.2.5 Text

`string` Crosstales.RTVoice.Model.Sequence.Text = string.Empty

Text to speak.

5.86.2.6 Voices

`VoiceAlias` Crosstales.RTVoice.Model.Sequence.Voices

Voices for the speech.

5.86.2.7 Volume

```
float Crosstailes.RTVoice.Model.Sequence.Volume = 1f
```

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

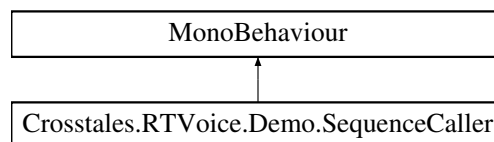
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/Scripts/Model/Sequence.cs`

5.87 Crosstailes.RTVoice.Demo.SequenceCaller Class Reference

[Simple](#) Sequence caller example.

Inheritance diagram for Crosstailes.RTVoice.Demo.SequenceCaller:



Public Member Functions

- void **Start** ()

Public Attributes

- GameObject **receiver**
- int **NumberOfSequences**
- float **SequenceDelay** = 1f

5.87.1 Detailed Description

[Simple](#) Sequence caller example.

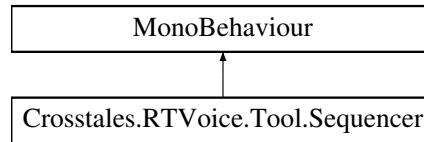
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/Demo/Scripts/SequenceCaller.cs`

5.88 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer for dialogues.

Inheritance diagram for Crosstales.RTVoice.Tool.Sequencer:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- 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

- **Model.Sequence[] Sequences**
All available sequences.
- float **Delay** = 0f
Delay in seconds before the Sequencer starts processing (default: 0).
- bool **PlayOnStart** = false
Enable the Sequencer on start (default: false).

Properties

- **Model.Sequence CurrentSequence** [get]
Returns the current Sequence.

5.88.1 Detailed Description

Simple sequencer for dialogues.

5.88.2 Member Function Documentation

5.88.2.1 PlayAllSequences()

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

Plays all Sequences.

5.88.2.2 PlayNextSequence()

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

Plays the next Sequence in the array.

5.88.2.3 PlaySequence()

```
void Crosstales.RTVoice.Tool.Sequencer.PlaySequence (
    int index = 0 )
```

Plays a Sequence with a given index.

Parameters

<i>index</i>	Index of the Sequence (default: 0, optional).
--------------	---

5.88.2.4 StopAllSequences()

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

Stops and silences all active Sequences.

5.88.3 Member Data Documentation

5.88.3.1 Delay

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

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

5.88.3.2 PlayOnStart

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

Enable the [Sequencer](#) on start (default: false).

5.88.3.3 Sequences

```
Model.Sequence [ ] Crosstales.RTVoice.Tool.Sequencer.Sequences
```

All available sequences.

5.88.4 Property Documentation

5.88.4.1 CurrentSequence

```
Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence [get]
```

Returns the current Sequence.

Returns

The current Sequence.

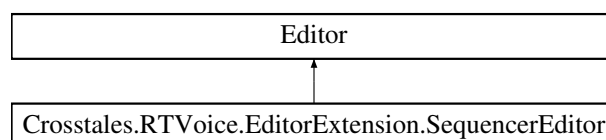
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Tool/Sequencer.cs

5.89 Crosstales.RTVoice.EditorExtension.SequencerEditor Class Reference

Custom editor for the 'Sequencer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SequencerEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.89.1 Detailed Description

Custom editor for the 'Sequencer'-class.

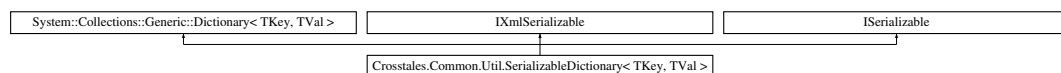
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/SequencerEditor.cs

5.90 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:



Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.Collections.Generic.IEqualityComparer< TKey > comparer)↔
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.StreamingContext context)↔

5.90.1 Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔
Util/SerializableDictionary.cs

5.91 Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to a byte-array.
- static byte[] [SerializeToByteArray< T >](#) (T obj)
Serialize an object to a byte-array.
- static T [DeserializeFromFile< T >](#) (string filename)
Deserialize a binary-file to an object.
- static T [DeserializeFromByteArray< T >](#) (byte[] data)
Deserialize a byte-array to an object.

5.91.1 Detailed Description

Serialize and deserialize objects to/from binary files.

5.91.2 Member Function Documentation

5.91.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (  
    byte[] data ) [static]
```

Deserialize a byte-array to an object.

Parameters

<i>data</i>	Byte-array of the object
-------------	--------------------------

Returns

Object

5.91.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (  
    string filename ) [static]
```

Deserialize a binary-file to an object.

Parameters

<i>filename</i>	Binary-file of the object
-----------------	---------------------------

Returns

Object

5.91.2.3 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Byte-array of the object

5.91.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

Returns

Byte-array of the object

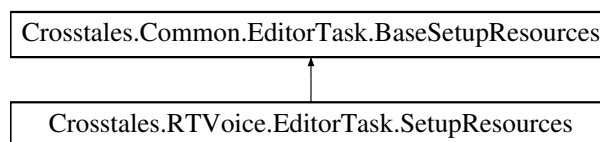
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Util/SerializeDeSerialize.cs

5.92 Crosstales.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.RTVoice.EditorTask.SetupResources:



Additional Inherited Members

5.92.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

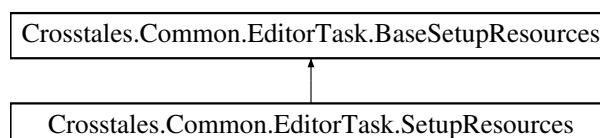
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Task/SetupResources.cs

5.93 Crosstales.Common.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Additional Inherited Members

5.93.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

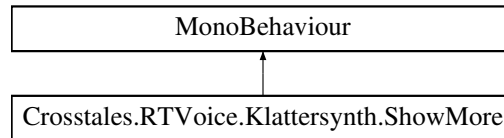
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Editor/↔ Task/SetupResources.cs

5.94 Crosstales.RTVoice.Klattersynth.ShowMore Class Reference

Shows the details for [Klattersynth](#).

Inheritance diagram for Crosstales.RTVoice.Klattersynth.ShowMore:



Public Member Functions

- void **Show** ()

5.94.1 Detailed Description

Shows the details for [Klattersynth](#).

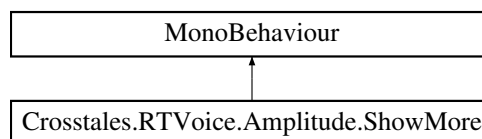
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Klattersynth/Demo/Scripts/ShowMore.cs

5.95 Crosstales.RTVoice.Amplitude.ShowMore Class Reference

Shows the details for [Amplitude](#).

Inheritance diagram for Crosstales.RTVoice.Amplitude.ShowMore:



Public Member Functions

- void **Show** ()

5.95.1 Detailed Description

Shows the details for [Amplitude](#).

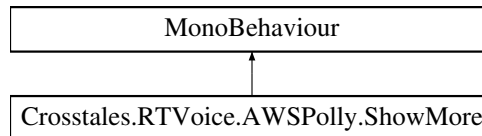
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Amplitude/Scripts/ShowMore.cs

5.96 Crosstales.RTVoice.AWSPolly.ShowMore Class Reference

Shows the details for AWS Polly.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.ShowMore:



Public Member Functions

- void **Show** ()

5.96.1 Detailed Description

Shows the details for AWS Polly.

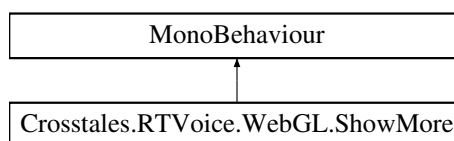
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Demo/Scripts/ShowMore.cs

5.97 Crosstales.RTVoice.WebGL.ShowMore Class Reference

Shows the details for [WebGL](#) Speech Synthesis.

Inheritance diagram for Crosstales.RTVoice.WebGL.ShowMore:



Public Member Functions

- void **Show** ()

5.97.1 Detailed Description

Shows the details for [WebGL](#) Speech Synthesis.

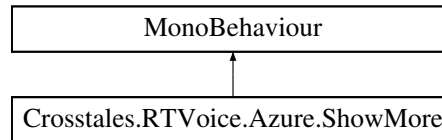
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ WebGL Speech Synthesis/Demo/Scripts/ShowMore.cs

5.98 Crosstales.RTVoice.Azure.ShowMore Class Reference

Shows the details for [Azure](#).

Inheritance diagram for Crosstales.RTVoice.Azure.ShowMore:



Public Member Functions

- void **Show** ()

5.98.1 Detailed Description

Shows the details for [Azure](#).

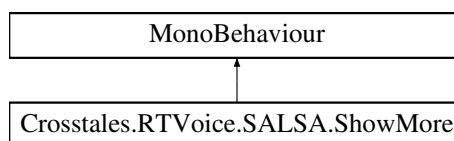
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Demo/Scripts/ShowMore.cs

5.99 Crosstales.RTVoice.SALSA.ShowMore Class Reference

Shows the details for [SALSA](#).

Inheritance diagram for Crosstales.RTVoice.SALSA.ShowMore:



Public Member Functions

- void **Show** ()

5.99.1 Detailed Description

Shows the details for [SALSA](#).

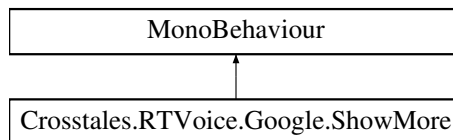
The documentation for this class was generated from the following file:

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

5.100 Crosstales.RTVoice.Google.ShowMore Class Reference

Shows the details for [Google](#) Cloud Speech.

Inheritance diagram for Crosstales.RTVoice.Google.ShowMore:



Public Member Functions

- void **Show** ()

5.100.1 Detailed Description

Shows the details for [Google](#) Cloud Speech.

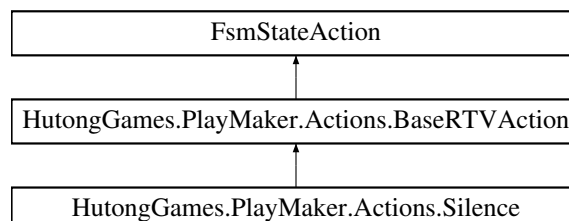
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
Google Cloud/Demo/Scripts/ShowMore.cs

5.101 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



Public Member Functions

- override void **OnEnter** ()

Additional Inherited Members

5.101.1 Detailed Description

Silence-action for [PlayMaker](#).

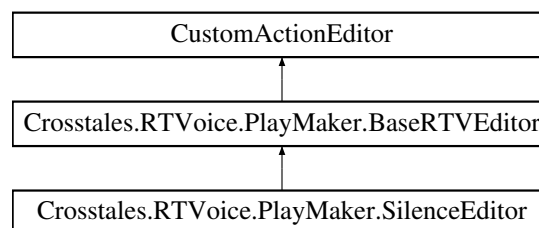
The documentation for this class was generated from the following file:

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

5.102 Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SilenceEditor:



Additional Inherited Members

5.102.1 Detailed Description

Custom editor for the Silence-action.

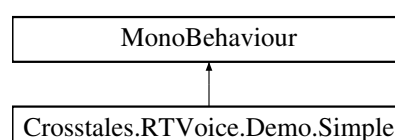
The documentation for this class was generated from the following file:

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

5.103 Crosstales.RTVoice.Demo.Simple Class Reference

[Simple](#) TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

Public Attributes

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

5.103.1 Detailed Description

[Simple](#) TTS example.

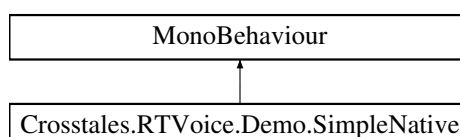
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔
Scripts/Simple.cs

5.104 Crosstales.RTVoice.Demo.SimpleNative Class Reference

[Simple](#) native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **SpeakerC** ()
- void **Silence** ()

Public Attributes

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

5.104.1 Detailed Description

[Simple](#) native TTS example.

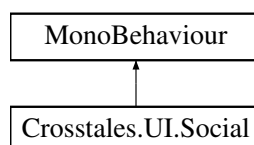
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔
Scripts/SimpleNative.cs

5.105 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.105.1 Detailed Description

[Crosstales](#) social media links.

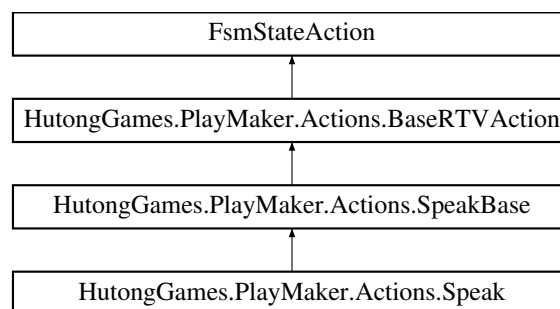
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/↔ Scripts/Social.cs

5.106 HutongGames.PlayMaker.Actions.Speak Class Reference

Speak-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Speak:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString [Text](#) = "Hello world!"
Text to speak.
- FsmString [RTVoiceNameWindows](#) = "David"
Name of the RT-Voice under Windows.
- FsmString [RTVoiceNameMac](#) = "Alex"
Name of the RT-Voice under macOS.
- FsmString [RTVoiceNameAndroid](#) = "en"
Name of the RT-Voice under Android.
- FsmString [RTVoiceNameIOS](#) = "Daniel"

Name of the RT-Voice under iOS.

- FsmString `RTVoiceNameWSA` = "David"

Name of the RT-Voice under WSA.

- FsmString `RTVoiceNameMaryTTS` = "cms-rms-hsmm"

Name of the RT-Voice under MaryTTS.

- FsmString `RTVoiceNameCustom` = string.Empty

Name of the RT-Voice in a custom provider.

- FsmString `Culture` = "en"

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

Additional Inherited Members

5.106.1 Detailed Description

Speak-action for [PlayMaker](#).

5.106.2 Member Data Documentation

5.106.2.1 Culture

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

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

5.106.2.2 RTVoiceNameAndroid

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = "en"
```

Name of the RT-Voice under Android.

5.106.2.3 RTVoiceNameCustom

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameCustom = string.Empty
```

Name of the RT-Voice in a custom provider.

5.106.2.4 RTVoiceNameIOS

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

Name of the RT-Voice under iOS.

5.106.2.5 RTVoiceNameMac

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

Name of the RT-Voice under macOS.

5.106.2.6 RTVoiceNameMaryTTS

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMaryTTS = "cms-rms-hsmm"
```

Name of the RT-Voice under MaryTTS.

5.106.2.7 RTVoiceNameWindows

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "David"
```

Name of the RT-Voice under Windows.

5.106.2.8 RTVoiceNameWSA

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "David"
```

Name of the RT-Voice under WSA.

5.106.2.9 Text

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

Text to speak.

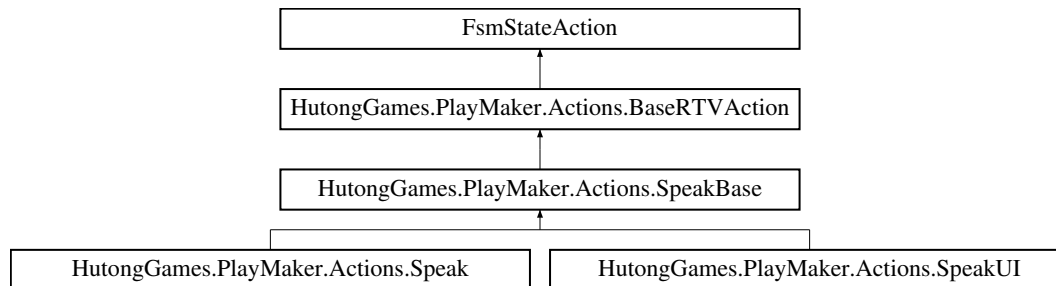
The documentation for this class was generated from the following file:

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

5.107 HutongGames.PlayMaker.Actions.SpeakBase Class Reference

Base for Speak-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakBase:



Public Member Functions

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

Public Attributes

- [Crosstales.RTVoice.Model.Enum.SpeakMode Mode](#)
Speak mode (default: 'Speak').
- FsmGameObject [AudioSource](#)
AudioSource for the output (optional).
- FsmFloat [Rate](#) = 1
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- FsmFloat [Pitch](#) = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- FsmFloat [Volume](#) = 1
Volume of the speaker in percent (1 = 100%, default: 1, optional).

Protected Member Functions

- void **subscribeEvents** ()
- void **unsubscribeEvents** ()

Protected Attributes

- string **uid**

5.107.1 Detailed Description

Base for Speak-actions in [PlayMaker](#).

5.107.2 Member Data Documentation

5.107.2.1 AudioSource

`FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource`

AudioSource for the output (optional).

5.107.2.2 Mode

`Crosstales.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode`

[Speak](#) mode (default: '[Speak](#)').

5.107.2.3 Pitch

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

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

5.107.2.4 Rate

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

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

5.107.2.5 Volume

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

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

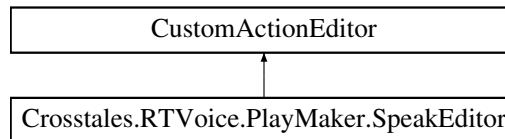
The documentation for this class was generated from the following file:

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

5.108 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** ()

5.108.1 Detailed Description

Custom editor for the Speak-action.

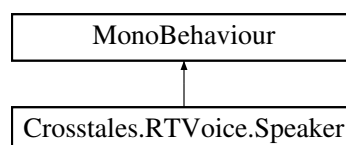
The documentation for this class was generated from the following file:

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

5.109 Crosstales.RTVoice.Speaker Class Reference

Main component of RT-Voice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Member Functions

- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()
- void **OnApplicationQuit** ()
- void **OnApplicationFocus** (bool hasFocus)

Static Public Member Functions

- static void [Reset](#) ()
Resets this object.
- 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 bool [isVoiceForGenderAvailable](#) ([Model.Enum.Gender](#) gender, string culture="")
Is a voice available for a given gender and optional culture from the current TTS-system?
- static System.Collections.Generic.List< [Model.Voice](#) > [VoicesForGender](#) ([Model.Enum.Gender](#) gender, string culture="", bool isFuzzy=false)
Get all available voices for a given gender and optional culture from the current TTS-system.
- static [Model.Voice](#) [VoiceForGender](#) ([Model.Enum.Gender](#) gender, string culture="", int index=0, string fallbackCulture="", bool isFuzzy=false)
Get a voice from for a given gender and optional culture and optional index from the current TTS-system.
- static bool [isVoiceForCultureAvailable](#) (string culture)
Is a voice available for a given culture from the current TTS-system?
- static System.Collections.Generic.List< [Model.Voice](#) > [VoicesForCulture](#) (string culture, bool isFuzzy=false)
Get all available voices for a given culture from the current TTS-system.
- static [Model.Voice](#) [VoiceForCulture](#) (string culture, int index=0, string fallbackCulture="", bool isFuzzy=false)
Get a voice from for a given culture and optional index from the current TTS-system.
- static bool [isVoiceForNameAvailable](#) (string name, bool isExact=false)
Is a voice available for a given name from the current TTS-system?
- static [Model.Voice](#) [VoiceForName](#) (string name, bool isExact=false)
Get a voice for a given name from the current TTS-system.
- static string [SpeakNative](#) (string text, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
Speaks a text with a given voice (native mode).
- static void [SpeakNativeWithUID](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given voice (native mode).
- static string [SpeakNative](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given wrapper (native mode).
- static string [Speak](#) (string text, AudioSource source=null, [Model.Voice](#) voice=null, bool speak↵Immediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="", bool forceSSML=true)
Speaks a text with a given voice.
- static void [SpeakWithUID](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given voice.
- static string [Speak](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given wrapper.
- static void [SpeakMarkedWordsWithUID](#) ([Model.Wrapper](#) wrapper)
Speaks and marks a text with a given wrapper.
- static void [SpeakMarkedWordsWithUID](#) (string uid, string text, AudioSource source, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, bool forceSSML=true)
Speaks and marks a text with a given voice and tracks the word position.
- static string [Generate](#) ([Model.Wrapper](#) wrapper)
Generates an audio file from a given wrapper.
- static string [Generate](#) (string text, string outputFile, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
Generates an audio file from a text with a given voice.
- static void [Silence](#) (string uid=null)
Silence all active TTS-voices (optional with a UID).

- static void [Pause](#) (string uid=null)
Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- static void [UnPause](#) (string uid=null)
Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- static void [PauseOrUnPause](#) (string uid=null)
Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- static void [Mute](#) (string uid=null)
Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- static void [UnMute](#) (string uid=null)
Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- static void [MuteOrUnMute](#) (string uid=null)
Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- static void [ReloadProvider](#) ()
Reloads the provider.
- static void [DeleteAudioFiles](#) ()
Deletes all generated audio files.

Public Attributes

- [Provider.BaseCustomVoiceProvider CustomProvider](#)
Custom provider for RT-Voice.
- bool [CustomMode](#) = false
Enables or disables the custom provider (default: false).
- bool [MaryTTSMMode](#) = false
Enables or disables MaryTTS (default: false).
- string [MaryTTSUrl](#) = "http://mary.dfki.de"
Server URL for MaryTTS.
- int [MaryTTSPort](#) = 59125
Server port for MaryTTS (default: 59125).
- string [MaryTTSUser](#) = string.Empty
User name for MaryTTS (default: empty).
- string [MaryTTSPassword](#) = string.Empty
User password for MaryTTS (default: empty).
- [Model.Enum.MaryTTSType MaryTTSType](#) = Model.Enum.MaryTTSType.RAWMARYXML
Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).
- bool [ESpeakMode](#) = false
Enable or disable eSpeak for standalone platforms (default: false).
- [Model.Enum.ESpeakModifiers ESpeakModifier](#) = Model.Enum.ESpeakModifiers.none
Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).
- bool [AutoClearTags](#) = false
Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).
- bool [SilenceOnDisable](#) = false
Silence any speeches if this component gets disabled (default: false).
- bool [SilenceOnFocusLost](#) = false
Silence any speeches if the application loses the focus (default: true).
- bool [DontDestroy](#) = true
Don't destroy gameobject during scene switches (default: true).

Properties

- static VoicesReady [OnVoicesReady](#)
An event triggered whenever the voices of a provider are ready.
- static SpeakStart [OnSpeakStart](#)
An event triggered whenever a speak is started.
- static SpeakComplete [OnSpeakComplete](#)
An event triggered whenever a speak is completed.
- static SpeakCurrentWord [OnSpeakCurrentWord](#)
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- static SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)
An event triggered whenever a new phoneme is spoken (native, Windows only).
- static SpeakCurrentViseme [OnSpeakCurrentViseme](#)
An event triggered whenever a new viseme is spoken (native, Windows only).
- 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 ProviderChange [OnProviderChange](#)
An event triggered whenever a provider changes (e.g. Windows to MaryTTS).
- static ErrorInfo [OnErrorInfo](#)
An event triggered whenever an error occurs.
- static int? [SpeechCount](#) [get]
Number of active speeches.
- static int? [BusyCount](#) [get]
Number of active calls.
- static bool [areVoicesReady](#) [get]
Are all voices ready to speak?
- static [Provider.BaseCustomVoiceProvider?](#) [CustomVoiceProvider](#) [get, set]
Enables or disables MaryTTS.
- static bool [isCustomMode](#) [get, set]
Enables or disables the custom voice provider.
- static bool [isMaryMode](#) [get, set]
Enables or disables MaryTTS.
- static string? [MaryUrl](#) [get, set]
Server URL for MaryTTS.
- static int? [MaryPort](#) [get, set]
Server port for MaryTTS.
- static string? [MaryUser](#) [get, set]
User name for MaryTTS.
- static string? [MaryPassword](#) [set]
Password for MaryTTS.
- static [Model.Enum.MaryTTSType?](#) [MaryType](#) [get, set]
Input type for MaryTTS.
- static bool [isESpeakMode](#) [get, set]
Enable or disable eSpeak for standalone platforms.
- static [Model.Enum.ESpeakModifiers?](#) [ESpeakMod](#) [get, set]
Active modifier for all eSpeak voices (m1-m6 = male, f1-f4 = female).
- static bool [isAutoClearTags](#) [get, set]
Automatically clear tags from speeches depending on the capabilities of the current TTS-system.
- static bool [isSilenceOnDisable](#) [get, set]

- Silence any speeches if this component gets disabled.*

 - static bool [isSilenceOnFocusLost](#) [get, set]
- Silence any speeches if the application loses the focus.*

 - static bool [isTTSAvailable](#) [get]
- Checks if TTS is available on this system.*

 - static bool [isSpeaking](#) [get]
- Checks if RT-Voice is speaking on this system.*

 - static bool [isBusy](#) [get]
- Checks if RT-Voice is busy on this system.*

 - static bool [enforcedStandaloneTTS](#) [get]
- Is standalone TTS enforced?*

 - static bool [isPaused](#) [get]
- Is RT-Voice paused?*

 - static bool [isMuted](#) [get]
- Is RT-Voice muted?*

 - static string [AudioFileExtension](#) [get]
- Returns the extension of the generated audio files.*

 - static string [DefaultVoiceName](#) [get]
- Returns the default voice name of the current TTS-provider.*

 - static System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
- Get all available voices from the current TTS-system.*

 - static bool [isWorkingInEditor](#) [get]
- Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).*

 - static bool [isWorkingInPlaymode](#) [get]
- Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.*

 - static int [MaxTextLength](#) [get]
- Maximal length of the speech text (in characters) for the current TTS-system.*

 - static bool [isSpeakNativeSupported](#) [get]
- Indicates if this TTS-system is supporting SpeakNative.*

 - static bool [isSpeakSupported](#) [get]
- Indicates if this TTS-system is supporting Speak.*

 - static bool [isPlatformSupported](#) [get]
- Indicates if this TTS-system is supporting the current platform.*

 - static bool [isSSMLSupported](#) [get]
- Indicates if this TTS-system is supporting SSML.*

 - static bool [isOnlineService](#) [get]
- Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.*

 - static bool [hasCoRoutines](#) [get]
- Indicates if this TTS-system uses co-routines.*

 - static bool [isIL2CPPSupported](#) [get]
- Indicates if this TTS-system is supporting IL2CPP.*

 - static bool [hasVoicesInEditor](#) [get]
- Indicates if this provider returns voices in the Editor mode.*

 - static System.Collections.Generic.List< string > [Cultures](#) [get]
- Get all available cultures from the current TTS-system (ISO 639-1).*

5.109.1 Detailed Description

Main component of RT-Voice.

5.109.2 Member Function Documentation

5.109.2.1 ApproximateSpeechLength()

```
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

<i>text</i>	Text for the length approximation.
<i>rate</i>	Speech rate of the speaker in percent for the length approximation (1 = 100%, default: 1, optional).
<i>wordsPerMinute</i>	Words per minute (default: 175, optional).
<i>timeFactor</i>	Time factor for the calculated value (default: 0.9, optional).

Returns

Approximated speech length in seconds of the given text and rate.

5.109.2.2 DeleteAudioFiles()

```
static void Crosstales.RTVoice.Speaker.DeleteAudioFiles ( ) [static]
```

Deletes all generated audio files.

5.109.2.3 Generate() [1/2]

```
static string Crosstales.RTVoice.Speaker.Generate (
    Model Wrapper wrapper ) [static]
```

Generates an audio file from a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the generator.

5.109.2.4 Generate() [2/2]

```
static string Crosstales.RTVoice.Speaker.Generate (
    string text,
    string outputFile,
    Model.Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    bool forceSSML = true ) [static]
```

Generates an audio file from a text with a given voice.

Parameters

<i>text</i>	Text to generate.
<i>outputFile</i>	Saves the generated audio to an output file (without extension).
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the generator.

5.109.2.5 isVoiceForCultureAvailable()

```
static bool Crosstales.RTVoice.Speaker.isVoiceForCultureAvailable (
    string culture ) [static]
```

Is a voice available for a given culture from the current TTS-system?

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
----------------	----------------------------------

Returns

True if a voice is available for a given culture.

5.109.2.6 isVoiceForGenderAvailable()

```
static bool Crosstales.RTVoice.Speaker.isVoiceForGenderAvailable (
    Model.Enum.Gender gender,
    string culture = "" ) [static]
```

Is a voice available for a given gender and optional culture from the current TTS-system?

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)

Returns

True if a voice is available for a given gender and culture.

5.109.2.7 isVoiceForNameAvailable()

```
static bool Crosstales.RTVoice.Speaker.isVoiceForNameAvailable (
    string name,
    bool isExact = false ) [static]
```

Is a voice available for a given name from the current TTS-system?

Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
<i>isExact</i>	Exact match for the voice name (default: false, optional)

Returns

True if a voice is available for a given name.

5.109.2.8 Mute()

```
static void Crosstales.RTVoice.Speaker.Mute (
    string uid = null ) [static]
```

Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.9 MuteOrUnMute()

```
static void Crosstales.RTVoice.Speaker.MuteOrUnMute (
    string uid = null ) [static]
```

Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.10 Pause()

```
static void Crosstales.RTVoice.Speaker.Pause (
    string uid = null ) [static]
```

Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.11 PauseOrUnPause()

```
static void Crosstales.RTVoice.Speaker.PauseOrUnPause (
    string uid = null ) [static]
```

Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
<i>uid</i>	UID of the speaker (optional)

5.109.2.12 ReloadProvider()

```
static void Crosstales.RTVoice.Speaker.ReloadProvider ( ) [static]
```

Reloads the provider.

5.109.2.13 Reset()

```
static void Crosstales.RTVoice.Speaker.Reset ( ) [static]
```

Resets this object.

5.109.2.14 Silence()

```
static void Crosstales.RTVoice.Speaker.Silence (
    string uid = null ) [static]
```

Silence all active TTS-voices (optional with a UID).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.15 Speak() [1/2]

```
static string Crosstales.RTVoice.Speaker.Speak (
    Model.Wrapper wrapper ) [static]
```

Speaks a text with a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the speaker.

5.109.2.16 Speak() [2/2]

```
static string Crosstales.RTVoice.Speaker.Speak (
    string text,
    AudioSource source = null,
    Model.Voice voice = null,
    bool speakImmediately = true,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
```

```
string outputFile = "",  
bool forceSSML = true ) [static]
```

Speaks a text with a given voice.

Parameters

<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output (optional).
<i>voice</i>	Voice to speak (optional).
<i>speakImmediately</i>	Speak the text immediately (default: true). Only works if 'Source' is not null.
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>outputFile</i>	Saves the generated audio to an output file (without extension, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.109.2.17 SpeakMarkedWordsWithUID() [1/2]

```
static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (
    Model Wrapper wrapper ) [static]
```

Speaks and marks a text with a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.109.2.18 SpeakMarkedWordsWithUID() [2/2]

```
static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (
    string uid,
    string text,
    AudioSource source,
    Model.Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    bool forceSSML = true ) [static]
```

Speaks and marks a text with a given voice and tracks the word position.

Parameters

<i>uid</i>	UID of the speaker
<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output.

Parameters

<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.109.2.19 SpeakNative() [1/2]

```
static string Crosstales.RTVoice.Speaker.SpeakNative (  
    Model.Wrapper wrapper ) [static]
```

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

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the speaker.

5.109.2.20 SpeakNative() [2/2]

```
static string Crosstales.RTVoice.Speaker.SpeakNative (  
    string text,  
    Model.Voice voice = null,  
    float rate = 1f,  
    float pitch = 1f,  
    float volume = 1f,  
    bool forceSSML = true ) [static]
```

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

Parameters

<i>text</i>	Text to speak.
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.109.2.21 SpeakNativeWithUID()

```
static void Crosstales.RTVoice.Speaker.SpeakNativeWithUID (  
    Model.Wrapper wrapper ) [static]
```

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

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.109.2.22 SpeakWithUID()

```
static void Crosstales.RTVoice.Speaker.SpeakWithUID (  
    Model.Wrapper wrapper ) [static]
```

Speaks a text with a given voice.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.109.2.23 UnMute()

```
static void Crosstales.RTVoice.Speaker.UnMute (  
    string uid = null ) [static]
```

Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.24 UnPause()

```
static void Crosstales.RTVoice.Speaker.UnPause (  

```

```
string uid = null ) [static]
```

Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.25 VoiceForCulture()

```
static Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (
    string culture,
    int index = 0,
    string fallbackCulture = "",
    bool isFuzzy = false ) [static]
```

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

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
<i>index</i>	Index of the voice (default: 0, optional)
<i>fallbackCulture</i>	Fallback culture of the voice (e.g. "en", default "", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the culture (default: false, optional)

Returns

Voice for the given culture and index.

5.109.2.26 VoiceForGender()

```
static Model.Voice Crosstales.RTVoice.Speaker.VoiceForGender (
    Model.Enum.Gender gender,
    string culture = "",
    int index = 0,
    string fallbackCulture = "",
    bool isFuzzy = false ) [static]
```

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

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)
<i>index</i>	Index of the voice (default: 0, optional)
<i>fallbackCulture</i>	Fallback culture of the voice (e.g. "en", default "", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or culture (default: false, optional)

Returns

Voice for the given culture and index.

5.109.2.27 VoiceForName()

```
static Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (
    string name,
    bool isExact = false ) [static]
```

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

Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
<i>isExact</i>	Exact match for the voice name (default: false, optional)

Returns

Voice for the given name or null if not found.

5.109.2.28 VoicesForCulture()

```
static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesFor↵  
Culture (
    string culture,
    bool isFuzzy = false ) [static]
```

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

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
<i>isFuzzy</i>	Always returns voices if there is no match with the culture (default: false, optional)

Returns

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

5.109.2.29 VoicesForGender()

```
static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForGender  
(
```



```
Model.Enum.Gender gender,  
string culture = "",  
bool isFuzzy = false ) [static]
```

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

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or culture (default: false, optional)

Returns

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

5.109.3 Member Data Documentation

5.109.3.1 AutoClearTags

```
bool Crosstales.RTVoice.Speaker.AutoClearTags = false
```

Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).

5.109.3.2 CustomMode

```
bool Crosstales.RTVoice.Speaker.CustomMode = false
```

Enables or disables the custom provider (default: false).

5.109.3.3 CustomProvider

```
Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomProvider
```

Custom provider for RT-Voice.

5.109.3.4 DontDestroy

```
bool Crosstales.RTVoice.Speaker.DontDestroy = true
```

Don't destroy gameobject during scene switches (default: true).

5.109.3.5 ESpeakMode

```
bool Crosstales.RTVoice.Speaker.ESpeakMode = false
```

Enable or disable eSpeak for standalone platforms (default: false).

5.109.3.6 ESpeakModifier

```
Model.Enum.ESpeakModifiers Crosstales.RTVoice.Speaker.ESpeakModifier = Model.Enum.ESpeak←  
Modifiers.none
```

Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).

5.109.3.7 MaryTTSMode

```
bool Crosstales.RTVoice.Speaker.MaryTTSMode = false
```

Enables or disables MaryTTS (default: false).

5.109.3.8 MaryTTSPassword

```
string Crosstales.RTVoice.Speaker.MaryTTSPassword = string.Empty
```

User password for MaryTTS (default: empty).

5.109.3.9 MaryTTSPort

```
int Crosstales.RTVoice.Speaker.MaryTTSPort = 59125
```

Server port for MaryTTS (default: 59125).

5.109.3.10 MaryTTSType

```
Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryTTSType = Model.Enum.MaryTTSType.RAWMA←  
RYXML
```

Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).

5.109.3.11 MaryTTSUrl

```
string Crosstales.RTVoice.Speaker.MaryTTSUrl = "http://mary.dfki.de"
```

Server URL for MaryTTS.

5.109.3.12 MaryTTSUser

```
string Crosstales.RTVoice.Speaker.MaryTTSUser = string.Empty
```

User name for MaryTTS (default: empty).

5.109.3.13 SilenceOnDisable

```
bool Crosstales.RTVoice.Speaker.SilenceOnDisable = false
```

Silence any speeches if this component gets disabled (default: false).

5.109.3.14 SilenceOnFocusLost

```
bool Crosstales.RTVoice.Speaker.SilenceOnFocusLost = false
```

Silence any speeches if the application loses the focus (default: true).

5.109.4 Property Documentation

5.109.4.1 areVoicesReady

```
bool Crosstales.RTVoice.Speaker.areVoicesReady [static], [get]
```

Are all voices ready to speak?

5.109.4.2 AudioFileExtension

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

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.109.4.3 BusyCount

```
int? Crosstales.RTVoice.Speaker.BusyCount [static], [get]
```

Number of active calls.

5.109.4.4 Cultures

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Cultures [static], [get]
```

Get all available cultures from the current TTS-system (ISO 639-1).

Returns

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

5.109.4.5 CustomVoiceProvider

```
Provider.BaseCustomVoiceProvider? Crosstales.RTVoice.Speaker.CustomVoiceProvider [static],  
[get], [set]
```

Enables or disables MaryTTS.

5.109.4.6 DefaultVoiceName

```
string Crosstales.RTVoice.Speaker.DefaultVoiceName [static], [get]
```

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.109.4.7 enforcedStandaloneTTS

```
bool Crosstales.RTVoice.Speaker.enforcedStandaloneTTS [static], [get]
```

Is standalone TTS enforced?

5.109.4.8 ESpeakMod

```
Model.Enum.ESpeakModifiers? Crosstales.RTVoice.Speaker.ESpeakMod [static], [get], [set]
```

Active modifier for all eSpeak voices (m1-m6 = male, f1-f4 = female).

5.109.4.9 hasCoRoutines

```
bool Crosstales.RTVoice.Speaker.hasCoRoutines [static], [get]
```

Indicates if this TTS-system uses co-routines.

Returns

True if this TTS-system uses co-routines.

5.109.4.10 hasVoicesInEditor

```
bool Crosstales.RTVoice.Speaker.hasVoicesInEditor [static], [get]
```

Indicates if this provider returns voices in the Editor mode.

Returns

True if this provider returns voices in the Editor mode.

5.109.4.11 isAutoClearTags

```
bool Crosstales.RTVoice.Speaker.isAutoClearTags [static], [get], [set]
```

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

5.109.4.12 isBusy

```
bool Crosstales.RTVoice.Speaker.isBusy [static], [get]
```

Checks if RT-Voice is busy on this system.

Returns

True if RT-Voice is busy on this system.

5.109.4.13 isCustomMode

```
bool Crosstales.RTVoice.Speaker.isCustomMode [static], [get], [set]
```

Enables or disables the custom voice provider.

5.109.4.14 isESpeakMode

```
bool Crosstales.RTVoice.Speaker.isESpeakMode [static], [get], [set]
```

Enable or disable eSpeak for standalone platforms.

5.109.4.15 isIL2CPPSupported

```
bool Crosstales.RTVoice.Speaker.isIL2CPPSupported [static], [get]
```

Indicates if this TTS-system is supporting IL2CPP.

Returns

True if this TTS-system supports IL2CPP.

5.109.4.16 isMaryMode

```
bool Crosstales.RTVoice.Speaker.isMaryMode [static], [get], [set]
```

Enables or disables MaryTTS.

5.109.4.17 isMuted

```
bool Crosstales.RTVoice.Speaker.isMuted [static], [get]
```

Is RT-Voice muted?

5.109.4.18 isOnlineService

```
bool Crosstales.RTVoice.Speaker.isOnlineService [static], [get]
```

Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.

Returns

True if this TTS-system is an online service.

5.109.4.19 isPaused

```
bool Crosstales.RTVoice.Speaker.isPaused [static], [get]
```

Is RT-Voice paused?

5.109.4.20 isPlatformSupported

```
bool Crosstales.RTVoice.Speaker.isPlatformSupported [static], [get]
```

Indicates if this TTS-system is supporting the current platform.

Returns

True if this TTS-system supports current platform.

5.109.4.21 isSilenceOnDisable

```
bool Crosstales.RTVoice.Speaker.isSilenceOnDisable [static], [get], [set]
```

Silence any speeches if this component gets disabled.

5.109.4.22 isSilenceOnFocusLost

```
bool Crosstales.RTVoice.Speaker.isSilenceOnFocusLost [static], [get], [set]
```

Silence any speeches if the application loses the focus.

5.109.4.23 isSpeaking

```
bool Crosstales.RTVoice.Speaker.isSpeaking [static], [get]
```

Checks if RT-Voice is speaking on this system.

Returns

True if RT-Voice is speaking on this system.

5.109.4.24 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakNativeSupported [static], [get]
```

Indicates if this TTS-system is supporting SpeakNative.

Returns

True if this TTS-system supports SpeakNative.

5.109.4.25 isSpeakSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakSupported [static], [get]
```

Indicates if this TTS-system is supporting Speak.

Returns

True if this TTS-system supports Speak.

5.109.4.26 isSSMLSupported

```
bool Crosstales.RTVoice.Speaker.isSSMLSupported [static], [get]
```

Indicates if this TTS-system is supporting SSML.

Returns

True if this TTS-system supports SSML.

5.109.4.27 isTTSAvailable

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

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

5.109.4.28 isWorkingInEditor

```
bool Crosstales.RTVoice.Speaker.isWorkingInEditor [static], [get]
```

Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).

Returns

True if this TTS-system is working directly inside the Unity Editor.

5.109.4.29 isWorkingInPlaymode

```
bool Crosstales.RTVoice.Speaker.isWorkingInPlaymode [static], [get]
```

Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.

Returns

True if this TTS-system is working with 'Play'-mode inside the Unity Editor.

5.109.4.30 MaryPassword

```
string? Crosstales.RTVoice.Speaker.MaryPassword [static], [set]
```

Password for MaryTTS.

5.109.4.31 MaryPort

```
int? Crosstales.RTVoice.Speaker.MaryPort [static], [get], [set]
```

Server port for MaryTTS.

5.109.4.32 MaryType

```
Model.Enum.MaryTTSType? Crosstales.RTVoice.Speaker.MaryType [static], [get], [set]
```

Input type for MaryTTS.

5.109.4.33 MaryUrl

```
string? Crosstales.RTVoice.Speaker.MaryUrl [static], [get], [set]
```

Server URL for MaryTTS.

5.109.4.34 MaryUser

```
string? Crosstales.RTVoice.Speaker.MaryUser [static], [get], [set]
```

User name for MaryTTS.

5.109.4.35 MaxTextLength

```
int Crosstales.RTVoice.Speaker.MaxTextLength [static], [get]
```

Maximal length of the speech text (in characters) for the current TTS-system.

Returns

The maximal length of the speech text.

5.109.4.36 OnErrorInfo

ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo [static], [add], [remove]

An event triggered whenever an error occurs.

5.109.4.37 OnProviderChange

ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange [static], [add], [remove]

An event triggered whenever a provider changes (e.g. Windows to MaryTTS).

5.109.4.38 OnSpeakAudioGenerationComplete

SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete [static], [add], [remove]

An event triggered whenever a speak audio generation is completed.

5.109.4.39 OnSpeakAudioGenerationStart

SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart [static], [add], [remove]

An event triggered whenever a speak audio generation is started.

5.109.4.40 OnSpeakComplete

SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete [static], [add], [remove]

An event triggered whenever a speak is completed.

5.109.4.41 OnSpeakCurrentPhoneme

SpeakCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme [static], [add], [remove]

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

5.109.4.42 OnSpeakCurrentViseme

`SpeakCurrentViseme Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme [static], [add], [remove]`

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

5.109.4.43 OnSpeakCurrentWord

`SpeakCurrentWord Crosstales.RTVoice.Speaker.OnSpeakCurrentWord [static], [add], [remove]`

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

5.109.4.44 OnSpeakStart

`SpeakStart Crosstales.RTVoice.Speaker.OnSpeakStart [static], [add], [remove]`

An event triggered whenever a speak is started.

5.109.4.45 OnVoicesReady

`VoicesReady Crosstales.RTVoice.Speaker.OnVoicesReady [static], [add], [remove]`

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

5.109.4.46 SpeechCount

`int? Crosstales.RTVoice.Speaker.SpeechCount [static], [get]`

Number of active speeches.

5.109.4.47 Voices

`System.Collections.Generic.List<Model.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.

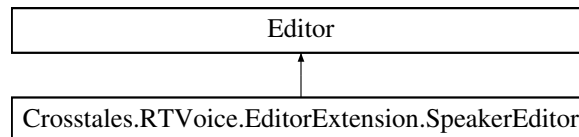
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Speaker.cs`

5.110 Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference

Custom editor for the '[Speaker](#)'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeakerEditor:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.110.1 Detailed Description

Custom editor for the '[Speaker](#)'-class.

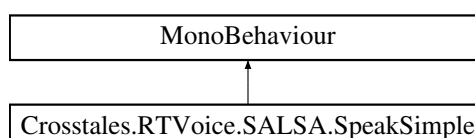
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/SpeakerEditor.cs

5.111 Crosstales.RTVoice.SALSA.SpeakSimple Class Reference

Speaks a given text with RT-Voice and [SALSA](#).

Inheritance diagram for Crosstales.RTVoice.SALSA.SpeakSimple:



Public Member Functions

- void **Silence** ()
- void **Talk** ()

Public Attributes

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

5.111.1 Detailed Description

Speaks a given text with RT-Voice and [SALSA](#).

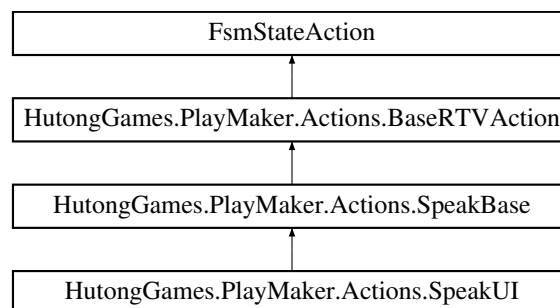
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/3rd party/↔
SALSA/Scripts/SpeakSimple.cs

5.112 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

5.112.1 Detailed Description

Speak-action for UI-components in [PlayMaker](#).

5.112.2 Member Data Documentation

5.112.2.1 Culture

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

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

5.112.2.2 RTVoiceName

```
InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName
```

Name of the RT-Voice.

5.112.2.3 Text

```
InputField HutongGames.PlayMaker.Actions.SpeakUI.Text
```

Text to speak.

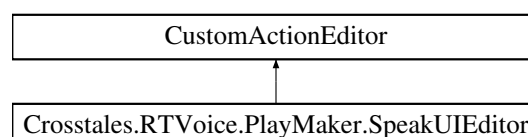
The documentation for this class was generated from the following file:

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

5.113 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** ()

5.113.1 Detailed Description

Custom editor for the SpeakUI-action.

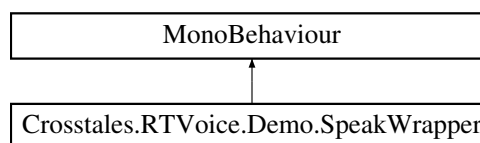
The documentation for this class was generated from the following file:

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

5.114 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Wrapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:



Public Member Functions

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

Public Attributes

- [Model.Voice](#) **SpeakerVoice**
- InputField **Input**
- Text **Label**
- AudioSource **Audio**

5.114.1 Detailed Description

Wrapper for the dynamic speakers.

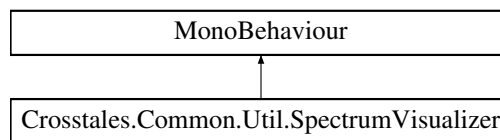
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/SpeakWrapper.cs

5.115 Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- [FFTAnalyzer Analyzer](#)
FFT-analyzer with the spectrum data.
- GameObject [VisualPrefab](#)
summary> Width per prefab.
- float [Width](#) = 0.075f
summary> Gain-power for the frequency.
- float [Gain](#) = 70f
summary> Frequency band from left-to-right (default: true).
- bool [LeftToRight](#) = true
summary> Opacity of the material of the prefab (default: 1).
- float [Opacity](#) = 1f

5.115.1 Detailed Description

Simple spectrum visualizer.

5.115.2 Member Data Documentation

5.115.2.1 Analyzer

[FFTAnalyzer](#) Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.115.2.2 Gain

```
float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f
```

summary>Frequency band from left-to-right (default: true).

5.115.2.3 LeftToRight

```
bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true
```

summary>Opacity of the material of the prefab (default: 1).

5.115.2.4 VisualPrefab

```
GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab
```

summary>Width per prefab.

5.115.2.5 Width

```
float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f
```

summary>Gain-power for the frequency.

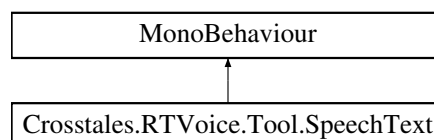
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Util/SpectrumVisualizer.cs

5.116 Crosstales.RTVoice.Tool.SpeechText Class Reference

Allows to speak and store generated audio.

Inheritance diagram for Crosstales.RTVoice.Tool.SpeechText:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **Speak** ()
Speak the text.
- void **Silence** ()
Silence the speech.

Public Attributes

- string **Text** = string.Empty
Text to speak.
- **Model.VoiceAlias** **Voices**
Voices for the speech.
- **Model.Enum.SpeakMode** **Mode** = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- 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
Enable speaking of the text on start (default: false).
- float **Delay** = 0f
Delay in seconds until the speech for this text starts (default: 0).
- bool **GenerateAudioFile** = false
Generate audio file on/off (default: false).
- string **FileName** = @"_generatedAudio/Speech01"
File name (incl. path) for 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

- SpeechTextStart **OnSpeechTextStart**
*An event triggered whenever a **SpeechText** 'Speak' is started.*
- SpeechTextComplete **OnSpeechTextComplete**
*An event triggered whenever a **SpeechText** 'Speak' is completed.*
- string **CurrentText** [get, set]
Text to speak (main use is for UI).
- float **CurrentRate** [get, set]
Speech rate of the speaker in percent (main use is for UI).
- float **CurrentPitch** [get, set]
Speech pitch of the speaker in percent (main use is for UI).
- float **CurrentVolume** [get, set]
Volume of the speaker in percent (main use is for UI).

5.116.1 Detailed Description

Allows to speak and store generated audio.

5.116.2 Member Function Documentation

5.116.2.1 Silence()

```
void Crosstales.RTVoice.Tool.SpeechText.Silence ( )
```

Silence the speech.

5.116.2.2 Speak()

```
void Crosstales.RTVoice.Tool.SpeechText.Speak ( )
```

Speak the text.

5.116.3 Member Data Documentation

5.116.3.1 Delay

```
float Crosstales.RTVoice.Tool.SpeechText.Delay = 0f
```

Delay in seconds until the speech for this text starts (default: 0).

5.116.3.2 FileInsideAssets

```
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'.

5.116.3.3 FileName

```
string Crosstales.RTVoice.Tool.SpeechText.FileName = @"_generatedAudio/Speech01"
```

File name (incl. path) for the generated audio.

5.116.3.4 GenerateAudioFile

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

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

5.116.3.5 Mode

```
Model.Enum.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode = Model.Enum.SpeakMode.Speak
```

Speak mode (default: 'Speak').

5.116.3.6 Pitch

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

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

5.116.3.7 PlayOnStart

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

Enable speaking of the text on start (default: false).

5.116.3.8 Rate

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

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

5.116.3.9 Source

```
AudioSource Crosstales.RTVoice.Tool.SpeechText.Source
```

AudioSource for the output (optional).

5.116.3.10 Text

```
string Crosstales.RTVoice.Tool.SpeechText.Text = string.Empty
```

Text to speak.

5.116.3.11 Voices

```
Model.VoiceAlias Crosstales.RTVoice.Tool.SpeechText.Voices
```

Voices for the speech.

5.116.3.12 Volume

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

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

5.116.4 Property Documentation

5.116.4.1 CurrentPitch

```
float Crosstales.RTVoice.Tool.SpeechText.CurrentPitch [get], [set]
```

Speech pitch of the speaker in percent (main use is for [UI](#)).

5.116.4.2 CurrentRate

```
float Crosstales.RTVoice.Tool.SpeechText.CurrentRate [get], [set]
```

Speech rate of the speaker in percent (main use is for [UI](#)).

5.116.4.3 CurrentText

```
string Crosstales.RTVoice.Tool.SpeechText.CurrentText [get], [set]
```

Text to speak (main use is for [UI](#)).

5.116.4.4 CurrentVolume

```
float Crosstales.RTVoice.Tool.SpeechText.CurrentVolume [get], [set]
```

Volume of the speaker in percent (main use is for [UI](#)).

5.116.4.5 OnSpeechTextComplete

```
SpeechTextComplete Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextComplete [add], [remove]
```

An event triggered whenever a [SpeechText](#) 'Speak' is completed.

5.116.4.6 OnSpeechTextStart

```
SpeechTextStart Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextStart [add], [remove]
```

An event triggered whenever a [SpeechText](#) 'Speak' is started.

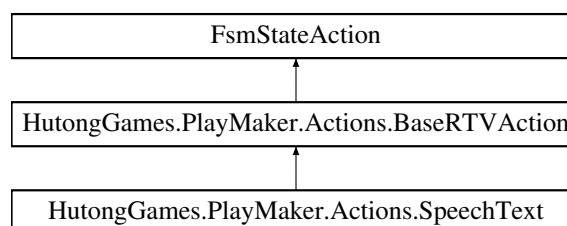
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Tool/SpeechText.cs

5.117 HutongGames.PlayMaker.Actions.SpeechText Class Reference

SpeechText-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeechText:



Public Member Functions

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

Public Attributes

- [Crosstales.RTVoice.Tool.SpeechText Obj](#)
Add a [SpeechText](#) (default: first object in scene).

5.117.1 Detailed Description

SpeechText-action for [PlayMaker](#).

5.117.2 Member Data Documentation

5.117.2.1 Obj

[Crosstales.RTVoice.Tool.SpeechText](#) `HutongGames.PlayMaker.Actions.SpeechText.Obj`

Add a [SpeechText](#) (default: first object in scene).

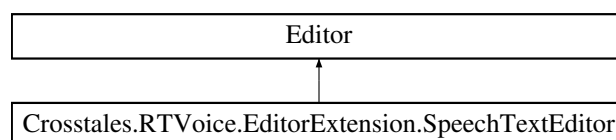
The documentation for this class was generated from the following file:

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

5.118 Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExtension.SpeechTextEditor`:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.118.1 Detailed Description

Custom editor for the 'SpeechText'-class.

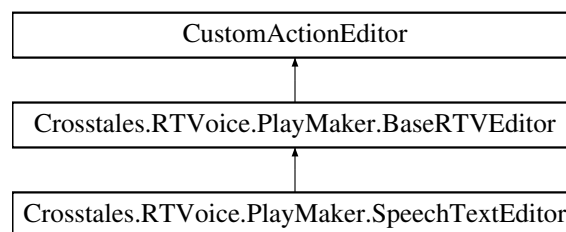
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/SpeechTextEditor.cs](#)

5.119 Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference

Custom editor for the SpeechText-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeechTextEditor:



Additional Inherited Members

5.119.1 Detailed Description

Custom editor for the SpeechText-action.

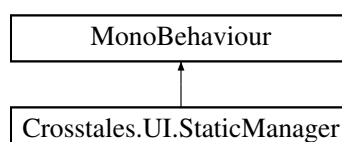
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
PlayMaker/Editor/SpeechTextEditor.cs](#)

5.120 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.120.1 Detailed Description

Static Button Manager.

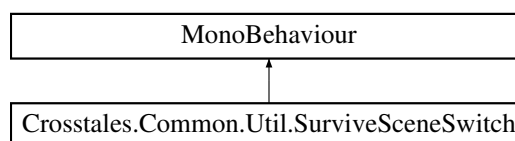
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/StaticManager.cs

5.121 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



Public Member Functions

- void **OnEnable** ()
- void **Start** ()
- void **Update** ()

Public Attributes

- GameObject[] **Survivors**
Objects which have to survive a scene switch.
- bool **DontDestroy** = true
Don't destroy gameobject during scene switches (default: true).

5.121.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.121.2 Member Data Documentation

5.121.2.1 DontDestroy

```
bool Crosstales.Common.Util.SurviveSceneSwitch.DontDestroy = true
```

Don't destroy gameobject during scene switches (default: true).

5.121.2.2 Survivors

```
GameObject [ ] Crosstales.Common.Util.SurviveSceneSwitch.Survivors
```

Objects which have to survive a scene switch.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Tool/SurviveSceneSwitch.cs

5.122 Crosstales.RTVoice.Azure.Synthesize Class Reference

Sample synthesize request

Classes

- class [InputOptions](#)
Inputs Options for the TTS Service.

Public Member Functions

- [Synthesize](#) ()
Initializes a new instance of the [Synthesize](#) class.
- async System.Threading.Tasks.Task< System.IO.Stream > [Speak](#) (System.Threading.CancellationToken cancellationToken, [InputOptions](#) inputOptions)
Sends the specified text to be spoken to the TTS service and saves the response audio to a file.

5.122.1 Detailed Description

Sample synthesize request

5.122.2 Constructor & Destructor Documentation

5.122.2.1 Synthesize()

```
Crosstales.RTVoice.Azure.Synthesize.Synthesize ( )
```

Initializes a new instance of the [Synthesize](#) class.

5.122.3 Member Function Documentation

5.122.3.1 Speak()

```
async System.Threading.Tasks.Task<System.IO.Stream> Crosstales.RTVoice.Azure.Synthesize.Speak  
(  
    System.Threading.CancellationToken cancellationToken,  
    InputOptions inputOptions )
```

Sends the specified text to be spoken to the TTS service and saves the response audio to a file.

Parameters

<i>cancellationToken</i>	The cancellation token.
<i>inputOptions</i>	Input options for the speech.

Returns

A Task

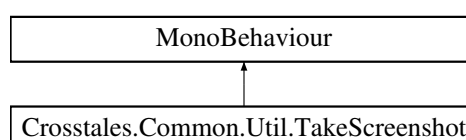
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Scripts/TTSClient.cs

5.123 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **Capture** ()
Capture the screen.
- void **Start** ()

Public Attributes

- string **Prefix** = "CT_Screenshot"
Prefix for the generate file names.
- int **Scale** = 1
summary>Key-press to capture the screen (default: F8).
- KeyCode **KeyCode** = KeyCode.F8
summary>Show file location (default: true).
- bool **ShowFileLocation** = true

5.123.1 Detailed Description

Take screen shots inside an application.

5.123.2 Member Function Documentation

5.123.2.1 Capture()

```
void Crosstales.Common.Util.TakeScreenshot.Capture ( )
```

Capture the screen.

5.123.3 Member Data Documentation

5.123.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.TakeScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

5.123.3.2 Prefix

```
string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.123.3.3 Scale

```
int Crosstales.Common.Util.TakeScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

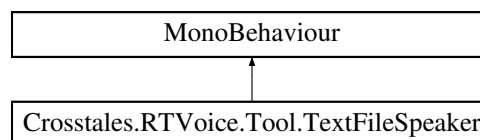
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Tool/TakeScreenshot.cs

5.124 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **SpeakAll** ()
Speaks all texts until StopAll is called.
- void **StopAll** ()
Stops speaking all texts.
- void **Next** ()
Speaks the next text (main use for UI).
- void **Next** (bool random)
Speaks the next text.
- void **Previous** ()
Speaks the previous text (main use for UI).
- void **Previous** (bool random)
Speaks the previous text.
- void **Speak** ()
Speaks a text (main use for UI).
- string **SpeakText** (int index=-1, bool random=false)
Speaks a text with an optional index.
- void **Silence** ()
Silence the speech.
- void **Reload** ()
Reloads all text files (e.g. when new text files were added during runtime).

Public Attributes

- TextAsset[] [TextFiles](#)
Text files to speak.
- [Model.VoiceAlias](#) [Voices](#)
Voices for the speech.
- [Model.Enum.SpeakMode](#) [Mode](#) = [Model.Enum.SpeakMode.Speak](#)
Speak mode (default: 'Speak').
- bool [PlayOnStart](#) = false
Enable speaking of a random text file on start (default: false).
- bool [PlayAllOnStart](#) = false
Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "StopAll"-method
- bool [SpeakRandom](#) = false
Speaks the text files in random order (default: false).
- float [Delay](#) = 0f
Delay until the speech for this text starts (default: 0).
- 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).

Properties

- float [CurrentRate](#) [get, set]
Speech rate of the speaker in percent (main use is for [UI](#)).
- float [CurrentPitch](#) [get, set]
Speech pitch of the speaker in percent (main use is for [UI](#)).
- float [CurrentVolume](#) [get, set]
Volume of the speaker in percent (main use is for [UI](#)).

5.124.1 Detailed Description

Allows to speak text files.

5.124.2 Member Function Documentation

5.124.2.1 [Next\(\)](#) [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ( )
```

Speaks the next text (main use for [UI](#)).

5.124.2.2 Next() [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next (
    bool random )
```

Speaks the next text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.124.2.3 Previous() [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ( )
```

Speaks the previous text (main use for [UI](#)).

5.124.2.4 Previous() [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous (
    bool random )
```

Speaks the previous text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.124.2.5 Reload()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Reload ( )
```

Reloads all text files (e.g. when new text files were added during runtime).

5.124.2.6 Silence()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ( )
```

Silence the speech.

5.124.2.7 Speak()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ( )
```

Speaks a text (main use for [UI](#)).

5.124.2.8 SpeakAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakAll ( )
```

Speaks all texts until StopAll is called.

5.124.2.9 SpeakText()

```
string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (
    int index = -1,
    bool random = false )
```

Speaks a text with an optional index.

Parameters

<i>index</i>	Index of the text (default: -1 (random), optional).
<i>random</i>	Speak a random text (default: false, optional)

Returns

UID of the speaker.

5.124.2.10 StopAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.StopAll ( )
```

Stops speaking all texts.

5.124.3 Member Data Documentation

5.124.3.1 Delay

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay = 0f
```

Delay until the speech for this text starts (default: 0).

5.124.3.2 Mode

```
Model.Enum.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = Model.Enum.SpeakMode.Speak
```

Speak mode (default: 'Speak').

5.124.3.3 Pitch

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch = 1f
```

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

5.124.3.4 PlayAllOnStart

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayAllOnStart = false
```

Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "Stop↵All"-method

5.124.3.5 PlayOnStart

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart = false
```

Enable speaking of a random text file on start (default: false).

5.124.3.6 Rate

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate = 1f
```

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

5.124.3.7 Source

`AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source`

AudioSource for the output (optional).

5.124.3.8 SpeakRandom

`bool Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakRandom = false`

Speaks the text files in random order (default: false).

5.124.3.9 TextFiles

`TextAsset [] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles`

Text files to speak.

5.124.3.10 Voices

`Model.VoiceAlias Crosstales.RTVoice.Tool.TextFileSpeaker.Voices`

Voices for the speech.

5.124.3.11 Volume

`float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume = 1f`

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

5.124.4 Property Documentation

5.124.4.1 CurrentPitch

`float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentPitch [get], [set]`

Speech pitch of the speaker in percent (main use is for [UI](#)).

5.124.4.2 CurrentRate

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentRate [get], [set]
```

Speech rate of the speaker in percent (main use is for [UI](#)).

5.124.4.3 CurrentVolume

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentVolume [get], [set]
```

Volume of the speaker in percent (main use is for [UI](#)).

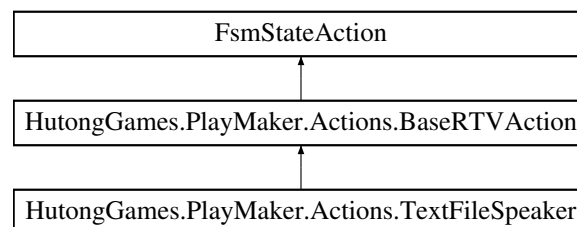
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Tool/TextFileSpeaker.cs

5.125 HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference

TextFileSpeaker-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.TextFileSpeaker:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.RTVoice.Tool.TextFileSpeaker Obj](#)
Add a [TextFileSpeaker](#) (default: first object in scene).

5.125.1 Detailed Description

TextFileSpeaker-action for [PlayMaker](#).

5.125.2 Member Data Documentation

5.125.2.1 Obj

`Crosstales.RTVoice.Tool.TextFileSpeaker` `HutongGames.PlayMaker.Actions.TextFileSpeaker.Obj`

Add a `TextFileSpeaker` (default: first object in scene).

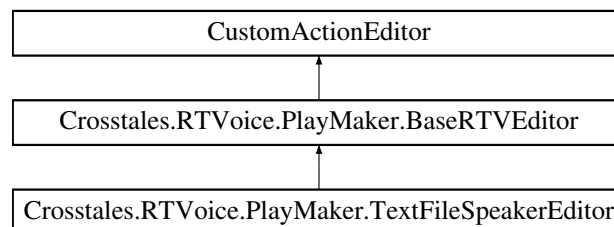
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
PlayMaker/Scripts/TextFileSpeaker.cs`

5.126 Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference

Custom editor for the TextFileSpeaker-action.

Inheritance diagram for `Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor`:



Additional Inherited Members

5.126.1 Detailed Description

Custom editor for the TextFileSpeaker-action.

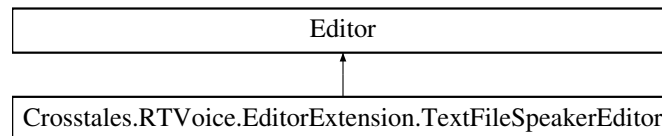
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
PlayMaker/Editor/TextFileSpeakerEditor.cs`

5.127 Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference

Custom editor for the 'TextFileSpeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.127.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

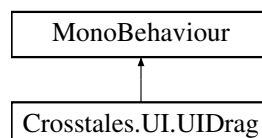
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/TextFileSpeakerEditor.cs

5.128 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **Start** ()
- void **OnDrag** ()

5.128.1 Detailed Description

Allow to Drag the Windows around.

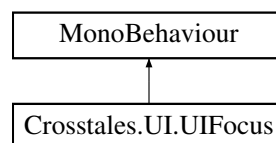
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIDrag.cs`

5.129 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void **Start** ()
- void [OnPanelEnter](#) ()
Panel entered.

Public Attributes

- string [ManagerName](#) = "Canvas"
Name of the gameobject containing the [UIWindowManager](#).

5.129.1 Detailed Description

Change the Focus on from a Window.

5.129.2 Member Function Documentation

5.129.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.129.3 Member Data Documentation

5.129.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

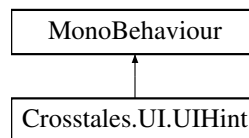
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/[Scripts/UIFocus.cs](#)

5.130 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup [Group](#)
Group to fade.
- float [Delay](#) = 2f
Delay in seconds before fading (default: 2).
- float [FadeTime](#) = 2f
Fade time in seconds (default: 2).
- bool [Disable](#) = true
Disable [UI](#) element after the fade (default: true).
- bool [FadeAtStart](#) = true
Fade at Start (default: true).

5.130.1 Detailed Description

Controls a [UI](#) group (hint).

5.130.2 Member Data Documentation

5.130.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.130.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable [UI](#) element after the fade (default: true).

5.130.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.130.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.130.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

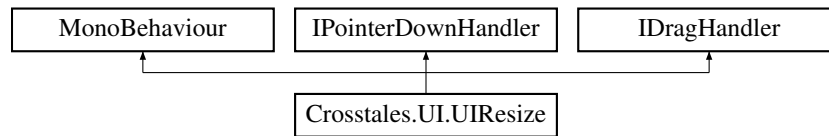
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.cs](#)

5.131 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the [UI](#) element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the [UI](#) element.

5.131.1 Detailed Description

Resize a [UI](#) element.

5.131.2 Member Data Documentation

5.131.2.1 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the [UI](#) element.

5.131.2.2 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the [UI](#) element.

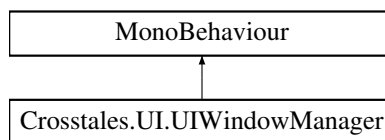
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/↔ Scripts/UIResize.cs

5.132 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void **Start** ()
- void [ChangeState](#) (GameObject active)
Change the state of all windows.

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.132.1 Detailed Description

Change the state of all Window panels.

5.132.2 Member Function Documentation

5.132.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (  
    GameObject active )
```

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.132.3 Member Data Documentation

5.132.3.1 Windows

```
GameObject [] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIWindowManager.cs

5.133 Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Static Public Attributes

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

5.133.1 Detailed Description

Checks for updates of the asset.

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

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

5.134 Crosstales.RTVoice.Model.Voice Class Reference

[Model](#) for a voice.

Public Member Functions

- **Voice** (string name, string description, [Enum.Gender](#) gender, string age, string culture, string id="", string vendor="unknown", string version="unknown", int sampleRate=0)
Instantiate the class.
- override string **ToString** ()

Public Attributes

- string **Name**
Name of the voice.
- string **Description**
Description of the voice.
- [Enum.Gender](#) **Gender**
Gender of the voice.
- string **Age**
Age of the voice.
- string **Identifier** = string.Empty
Identifier of the voice.
- string **Vendor** = string.Empty
Vendor of the voice.
- string **Version** = string.Empty
Version of the voice.
- int **SampleRate** = 0
Sample rate in Hz of the voice.

Properties

- string **Culture** [get, set]
Culture of the voice (ISO 639-1).
- string **SimplifiedCulture** [get]
Simplified culture of the voice.

5.134.1 Detailed Description

[Model](#) for a voice.

5.134.2 Constructor & Destructor Documentation

5.134.2.1 Voice()

```
Crosstales.RTVoice.Model.Voice.Voice (
    string name,
    string description,
    Enum.Gender gender,
    string age,
    string culture,
    string id = "",
    string vendor = "unknown",
    string version = "unknown",
    int sampleRate = 0 )
```

Instantiate the class.

Parameters

<i>name</i>	Name of the voice.
<i>description</i>	Description of the voice.
<i>gender</i>	Gender of the voice.
<i>age</i>	Age of the voice.
<i>culture</i>	Culture of the voice.
<i>id</i>	Identifier of the voice (optional).
<i>vendor</i>	Vendor of the voice (optional).
<i>version</i>	Version of the voice (optional).
<i>sampleRate</i>	Sample rate in Hz of the voice (optional).

5.134.3 Member Data Documentation

5.134.3.1 Age

```
string Crosstales.RTVoice.Model.Voice.Age
```

Age of the voice.

5.134.3.2 Description

```
string Crosstales.RTVoice.Model.Voice.Description
```

Description of the voice.

5.134.3.3 Gender

```
Enum.Gender Crosstales.RTVoice.Model.Voice.Gender
```

Gender of the voice.

5.134.3.4 Identifier

```
string Crosstales.RTVoice.Model.Voice.Identifier = string.Empty
```

Identifier of the voice.

5.134.3.5 Name

```
string Crosstales.RTVoice.Model.Voice.Name
```

Name of the voice.

5.134.3.6 SampleRate

```
int Crosstales.RTVoice.Model.Voice.SampleRate = 0
```

Sample rate in Hz of the voice.

5.134.3.7 Vendor

```
string Crosstales.RTVoice.Model.Voice.Vendor = string.Empty
```

Vendor of the voice.

5.134.3.8 Version

```
string Crosstales.RTVoice.Model.Voice.Version = string.Empty
```

Version of the voice.

5.134.4 Property Documentation

5.134.4.1 Culture

```
string Crosstales.RTVoice.Model.Voice.Culture [get], [set]
```

Culture of the voice (ISO 639-1).

5.134.4.2 SimplifiedCulture

```
string Crosstales.RTVoice.Model.Voice.SimplifiedCulture [get]
```

Simplified culture of the voice.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Model/Voice.cs

5.135 Crosstales.RTVoice.Model.VoiceAlias Class Reference

Alias for multiple voices on different platforms.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string **VoiceNameWindows** = "David"
Name of the voice under Windows.
- string **VoiceNameMac** = "Alex"
Name of the voice under macOS.
- string **VoiceNameLinux** = "en"
Name of the voice under Linux and for eSpeak.
- string **VoiceNameAndroid** = "en"
Name of the voice under Android.
- string **VoiceNameIOS** = "Daniel"
Name of the voice under iOS.
- string **VoiceNameWSA** = "David"
Name of the voice under WSA.
- string **VoiceNameMaryTTS** = "cmu-rms-hsmm"
Name of the voice under MaryTTS.
- string **VoiceNameCustom** = string.Empty
Name of the voice for custom TTS-systems.
- string **Culture** = "en"
Fallback culture for the text (e.g. 'en', optional).
- **Enum.Gender Gender** = Enum.Gender.UNKNOWN
Fallback gender for the text.

Properties

- string **VoiceName** [get]
Returns the name of the voice for the current platform.
- **Voice?? Voice** [get]
Returns the voice for the current platform.

5.135.1 Detailed Description

Alias for multiple voices on different platforms.

5.135.2 Member Data Documentation

5.135.2.1 Culture

```
string Crosstales.RTVoice.Model.VoiceAlias.Culture = "en"
```

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

5.135.2.2 Gender

```
Enum.Gender Crosstales.RTVoice.Model.VoiceAlias.Gender = Enum.Gender.UNKNOWN
```

Fallback gender for the text.

5.135.2.3 VoiceNameAndroid

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameAndroid = "en"
```

Name of the voice under Android.

5.135.2.4 VoiceNameCustom

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameCustom = string.Empty
```

Name of the voice for custom TTS-systems.

5.135.2.5 VoiceNameIOS

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameIOS = "Daniel"
```

Name of the voice under iOS.

5.135.2.6 VoiceNameLinux

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameLinux = "en"
```

Name of the voice under Linux and for eSpeak.

5.135.2.7 VoiceNameMac

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMac = "Alex"
```

Name of the voice under macOS.

5.135.2.8 VoiceNameMaryTTS

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMaryTTS = "cmu-rms-hsmm"
```

Name of the voice under MaryTTS.

5.135.2.9 VoiceNameWindows

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWindows = "David"
```

Name of the voice under Windows.

5.135.2.10 VoiceNameWSA

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWSA = "David"
```

Name of the voice under WSA.

5.135.3 Property Documentation

5.135.3.1 Voice

`Voice??` `Crosstales.RTVoice.Model.VoiceAlias.Voice` [get]

Returns the voice for the current platform.

Returns

The voice for the current platform.

5.135.3.2 VoiceName

`string` `Crosstales.RTVoice.Model.VoiceAlias.VoiceName` [get]

Returns the name of the voice for the current platform.

Returns

The name of the voice for the current platform.

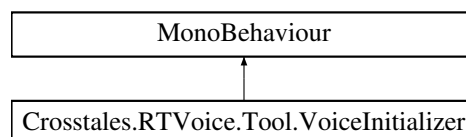
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Model/VoiceAlias.cs`

5.136 Crosstales.RTVoice.Tool.VoiceInitializer Class Reference

Allows to initialize voices (useful on Android).

Inheritance diagram for `Crosstales.RTVoice.Tool.VoiceInitializer`:



Public Member Functions

- `void` **Start** ()
- `void` **OnEnable** ()
- `void` **OnDisable** ()

Public Attributes

- [Model.Enum.ProviderType Provider](#) = `Model.Enum.ProviderType.Android`
Selected provider to initialize the voices (default: Android).
- `string[]` [VoiceNames](#)
Initialize voices by name.
- `bool` [AllVoices](#) = `false`
Initialize all voices (default: false).
- `bool` [DestroyWhenFinished](#) = `true`
Destroy the gameobject after initialize (default: true).

5.136.1 Detailed Description

Allows to initialize voices (useful on Android).

5.136.2 Member Data Documentation

5.136.2.1 AllVoices

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices = false
```

Initialize all voices (default: false).

5.136.2.2 DestroyWhenFinished

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true
```

Destroy the gameobject after initialize (default: true).

5.136.2.3 Provider

```
Model.Enum.ProviderType Crosstales.RTVoice.Tool.VoiceInitializer.Provider = Model.Enum.ProviderType.Android
```

Selected provider to initialize the voices (default: Android).

5.136.2.4 VoiceNames

```
string [] Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames
```

Initialize voices by name.

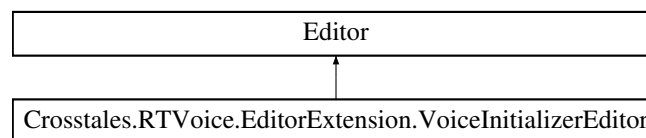
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Tool/VoiceInitializer.cs

5.137 Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor Class Reference

Custom editor for the 'VoiceInitializer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.137.1 Detailed Description

Custom editor for the 'VoiceInitializer'-class.

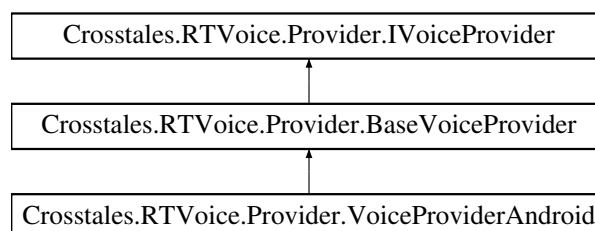
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Extension/VoiceInitializerEditor.cs

5.138 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



Public Member Functions

- [VoiceProviderAndroid](#) (MonoBehaviour obj)
Constructor for [VoiceProviderAndroid](#).
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [Silence](#) ()
Silence all active TTS-providers.
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Static Public Member Functions

- static void [ShutdownTTS](#) ()

Properties

- override string [AudioFileExtension](#) [get]
- override AudioType [AudioFileType](#) [get]
- override string [DefaultVoiceName](#) [get]
- override bool [isWorkingInEditor](#) [get]
- override bool [isWorkingInPlaymode](#) [get]
- override int [MaxTextLength](#) [get]
- override bool [isSpeakNativeSupported](#) [get]
- override bool [isSpeakSupported](#) [get]
- override bool [isPlatformSupported](#) [get]
- override bool [isSSMLSupported](#) [get]
- override bool [isOnlineService](#) [get]
- override bool [hasCoRoutines](#) [get]
- override bool [isIL2CPPSupported](#) [get]
- override bool [hasVoicesInEditor](#) [get]

Additional Inherited Members

5.138.1 Detailed Description

Android voice provider.

5.138.2 Constructor & Destructor Documentation

5.138.2.1 VoiceProviderAndroid()

Crosstales.RTVoice.Provider.VoiceProviderAndroid.VoiceProviderAndroid (
 MonoBehaviour obj)

Constructor for [VoiceProviderAndroid](#).

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.138.3 Member Function Documentation

5.138.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Generate (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.138.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.138.3.3 Silence()

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

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.138.3.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Speak (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.138.3.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.138.3.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNativeInEditor (
    Model Wrapper wrapper )
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

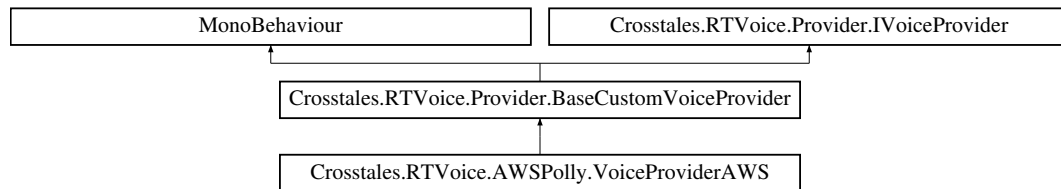
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Provider/VoiceProviderAndroid.cs

5.139 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference

AWS Polly voice provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWS:



Public Member Functions

- void **Awake** ()
- void **UsedOnlyForAOTCodeGeneration** ()
- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- string **CognitoCredentials** = string.Empty
Cognito credentials to access AWS Polly.
- **Endpoint Endpoint** = Endpoint.APNortheast1
AWS endpoint for the connection.
- bool **AutoBreath** = true
Enables or disables the simulation of natural breathing while speaking (default: true).
- **SampleRate SampleRate** = SampleRate._22050Hz
Desired sample rate in Hz (default: 22050).
- bool **UseNeuralVoices** = false
Enable or disable neural voices (default: false).

Protected Member Functions

- override string **getVoiceName** (Model.Wrapper wrapper)

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]
- override System.Collections.Generic.List< [Model.Voice](#) >? **Voices** [get]
- bool **hasNeuralVoices** [get]

Checks if neural voices are supported on the current AWS endpoint.

Additional Inherited Members

5.139.1 Detailed Description

AWS Polly voice provider.

5.139.2 Member Function Documentation

5.139.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Generate (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.139.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.139.2.3 Load()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Load ( ) [virtual]
```

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

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.139.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.139.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.139.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.139.3 Member Data Documentation

5.139.3.1 AutoBreath

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.AutoBreath = true
```

Enables or disables the simulation of natural breathing while speaking (default: true).

5.139.3.2 CognitoCredentials

```
string Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.CognitoCredentials = string.Empty
```

Cognito credentials to access AWS Polly.

5.139.3.3 Endpoint

```
Endpoint Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Endpoint = Endpoint.APNortheast1
```

AWS endpoint for the connection.

5.139.3.4 SampleRate

```
SampleRate Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SampleRate = SampleRate._22050Hz
```

Desired sample rate in Hz (default: 22050).

5.139.3.5 UseNeuralVoices

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.UseNeuralVoices = false
```

Enable or disable neural voices (default: false).

5.139.4 Property Documentation

5.139.4.1 hasNeuralVoices

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.hasNeuralVoices [get]
```

Checks if neural voices are supported on the current AWS endpoint.

Returns

True if neural voices are supported on the current AWS endpoint.

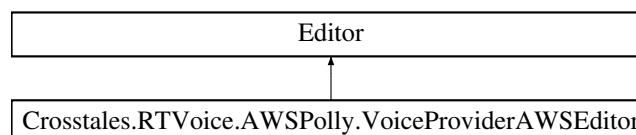
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Scripts/VoiceProviderAWS.cs

5.140 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor Class Reference

Custom editor for the 'VoiceProviderAWS'-class.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.140.1 Detailed Description

Custom editor for the 'VoiceProviderAWS'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Editor/VoiceProviderAWSEditor.cs

5.141 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference

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

5.141.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Editor/VoiceProviderAWSGameObject.cs

5.142 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference

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

5.142.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Editor/VoiceProviderAWSMenu.cs

5.143 Crosstales.RTVoice.Azure.VoiceProviderAWSMenu Class Reference

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

5.143.1 Detailed Description

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

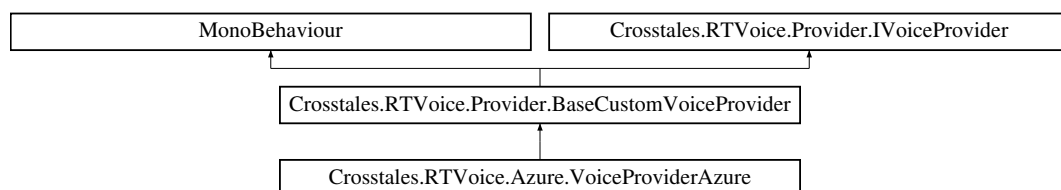
The documentation for this class was generated from the following file:

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

5.144 Crosstales.RTVoice.Azure.VoiceProviderAzure Class Reference

[Azure](#) (Bing Speech) voice provider.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzure:



Public Member Functions

- override void [Load](#) ()
Load the provider (e.g. all voices).
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- string [APIKey](#) = string.Empty
API-key to access [Azure](#).
- string [Endpoint](#) = "https://westus.api.cognitive.microsoft.com/sts/v1.0/issueToken"
Endpoint to access [Azure](#).
- string [RequestUri](#) = "https://westus.tts.speech.microsoft.com/cognitiveservices/v1"
Request URI associated with the API-key.
- [SampleRate](#) [SampleRate](#) = [SampleRate._24000Hz](#)
Desired sample rate in Hz (default: 24000).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.144.1 Detailed Description

[Azure](#) (Bing Speech) voice provider.

5.144.2 Member Function Documentation

5.144.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.Generate (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.144.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.144.2.3 Load()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.Load ( ) [virtual]
```

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

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.144.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.144.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.144.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.144.3 Member Data Documentation

5.144.3.1 APIKey

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.APIKey = string.Empty
```

API-key to access [Azure](#).

5.144.3.2 Endpoint

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.Endpoint = "https://westus.api.cognitive.↵  
microsoft.com/sts/v1.0/issueToken"
```

Endpoint to access [Azure](#).

5.144.3.3 RequestUri

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.RequestUri = "https://westus.tts.speech.↵  
microsoft.com/cognitiveservices/v1"
```

Request URI associated with the API-key.

5.144.3.4 SampleRate

`SampleRate` Crosstales.RTVoice.Azure.VoiceProviderAzure.SampleRate = SampleRate._24000Hz

Desired sample rate in Hz (default: 24000).

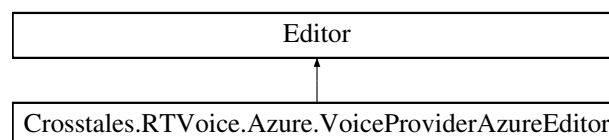
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Scripts/VoiceProviderAzure.cs

5.145 Crosstales.RTVoice.Azure.VoiceProviderAzureEditor Class Reference

Custom editor for the 'VoiceProviderAzure'-class.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzureEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.145.1 Detailed Description

Custom editor for the 'VoiceProviderAzure'-class.

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

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

5.146 Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject Class Reference

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

5.146.1 Detailed Description

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

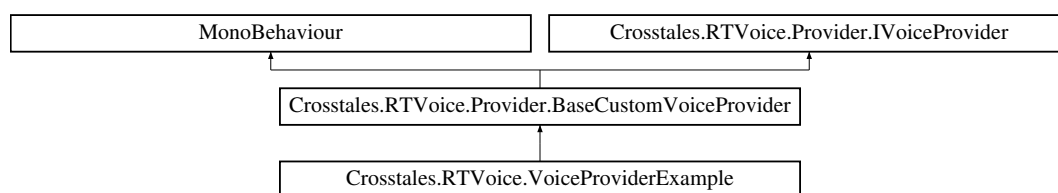
The documentation for this class was generated from the following file:

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

5.147 Crosstales.RTVoice.VoiceProviderExample Class Reference

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

Inheritance diagram for Crosstales.RTVoice.VoiceProviderExample:



Public Member Functions

- override void [Load](#) ()
Load the provider (e.g. all voices).
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.147.1 Detailed Description

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

5.147.2 Member Function Documentation

5.147.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.Generate (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.147.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.VoiceProviderExample.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.147.2.3 Load()

```
override void Crosstales.RTVoice.VoiceProviderExample.Load ( ) [virtual]
```

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

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.147.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.Speak (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.147.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.147.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.VoiceProviderExample.SpeakNativeInEditor (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

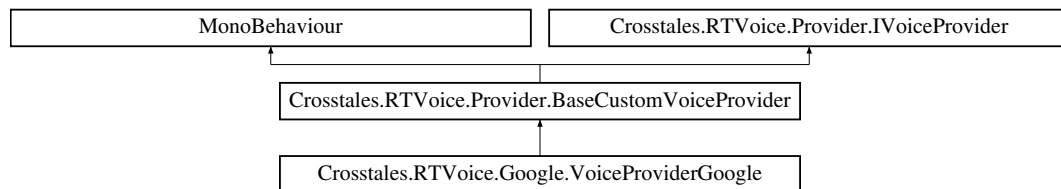
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Voice↔
ProviderExample.cs

5.148 Crosstales.RTVoice.Google.VoiceProviderGoogle Class Reference

[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogle:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.148.1 Detailed Description

[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

5.148.2 Member Function Documentation

5.148.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Generate (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.148.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.148.2.3 Load()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.Load ( ) [virtual]
```

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

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.148.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Speak (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.148.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.148.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNativeInEditor (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

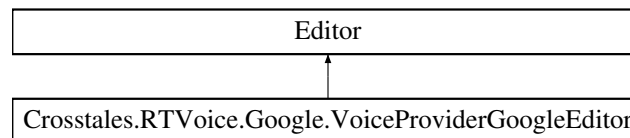
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Scripts/VoiceProviderGoogle.cs

5.149 Crosstales.RTVoice.Google.VoiceProviderGoogleEditor Class Reference

Custom editor for the '[VoiceProviderGoogle](#)'-class.

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogleEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.149.1 Detailed Description

Custom editor for the '[VoiceProviderGoogle](#)'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Editor/VoiceProviderGoogleEditor.cs

5.150 Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject Class Reference

Editor component for for adding the prefabs from '[Google](#)' in the "Hierarchy"-menu.

5.150.1 Detailed Description

Editor component for for adding the prefabs from '[Google](#)' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Editor/VoiceProviderGoogleGameObject.cs

5.151 Crosstales.RTVoice.Google.VoiceProviderGoogleMenu Class Reference

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

5.151.1 Detailed Description

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

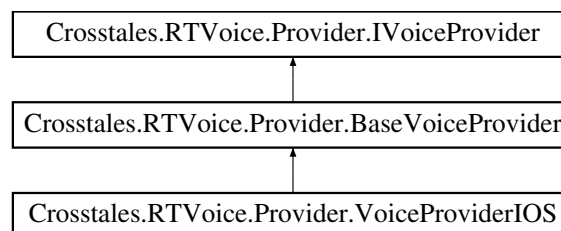
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Editor/VoiceProviderGoogleMenu.cs

5.152 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



Public Member Functions

- [VoiceProviderIOS](#) (MonoBehaviour obj)
Constructor for [VoiceProviderIOS](#).
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [Silence](#) ()
Silence all active TTS-providers.
- override void [Silence](#) (string uid)
Silence the current TTS-provider (native mode).
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Static Public Member Functions

- static void [SetVoices](#) (string voicesText)
Receives all voices
- static void [SetState](#) (string state)
Receives the state of the speaker.
- static void [WordSpoken](#) ()
Called every time a new word is spoken.

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.152.1 Detailed Description

iOS voice provider.

5.152.2 Constructor & Destructor Documentation

5.152.2.1 VoiceProviderIOS()

```
Crosstales.RTVoice.Provider.VoiceProviderIOS.VoiceProviderIOS (
    MonoBehaviour obj )
```

Constructor for [VoiceProviderIOS](#).

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.152.3 Member Function Documentation

5.152.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Generate (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.152.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderIOS.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.152.3.3 SetState()

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

Receives the state of the speaker.

Parameters

<i>state</i>	The state of the speaker.
--------------	---------------------------

5.152.3.4 SetVoices()

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

Receives all voices

Parameters

<i>voicesText</i>	All voices as text string.
-------------------	----------------------------

5.152.3.5 Silence() [1/2]

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

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.152.3.6 Silence() [2/2]

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

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.152.3.7 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.152.3.8 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.152.3.9 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

5.152.3.10 WordSpoken()

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

Called every time a new word is spoken.

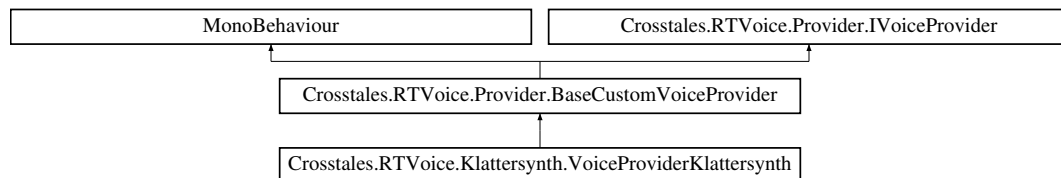
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/VoiceProviderIOS.cs

5.153 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference

Klattersynth voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth:



Public Member Functions

- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- StroboTnik.Klattersynth.Speech[] **Speeches**
*All available speeches (=voice configurations) from **Klattersynth**.*
- Common.Model.Enum.SampleRate **SampleRate** = Common.Model.Enum.SampleRate._11025Hz
Desired sample rate (default: 11025).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.153.1 Detailed Description

[Klattersynth](#) voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

5.153.2 Member Function Documentation

5.153.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Generate (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.153.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.153.2.3 Load()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Load ( ) [virtual]
```

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

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.153.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Speak (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.153.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.153.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNativeInEditor (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.153.3 Member Data Documentation

5.153.3.1 SampleRate

`Common.Model.Enum.SampleRate` Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.↔
`SampleRate = Common.Model.Enum.SampleRate._11025Hz`

Desired sample rate (default: 11025).

5.153.3.2 Speeches

`Strobotnik.Klattersynth.Speech []` Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.↔
`Speeches`

All available speeches (=voice configurations) from [Klattersynth](#).

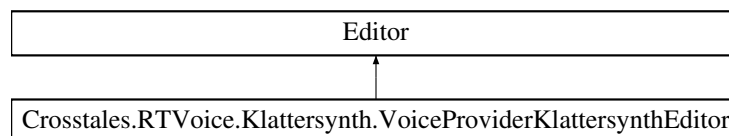
The documentation for this class was generated from the following file:

- `D:/slauberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
Klattersynth/Scripts/VoiceProviderKlattersynth.cs`

5.154 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference

Custom editor for the '[VoiceProviderKlattersynth](#)'-class.

Inheritance diagram for `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor`:



Public Member Functions

- `void OnEnable ()`
- `override void OnInspectorGUI ()`

Properties

- `static bool isPrefabInScene` [get]

5.154.1 Detailed Description

Custom editor for the '[VoiceProviderKlattersynth](#)'-class.

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

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

5.155 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject Class Reference

Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Hierarchy"-menu.

5.155.1 Detailed Description

Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Hierarchy"-menu.

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

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

5.156 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference

Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Tools"-menu.

5.156.1 Detailed Description

Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Tools"-menu.

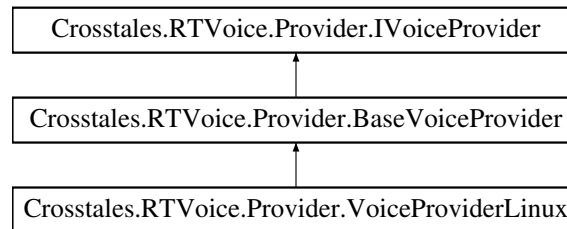
The documentation for this class was generated from the following file:

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

5.157 Crosstales.RTVoice.Provider.VoiceProviderLinux Class Reference

Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderLinux:



Public Member Functions

- **VoiceProviderLinux** (MonoBehaviour obj)
*Constructor for **VoiceProviderLinux**.*
- override IEnumerator **SpeakNative** (**Model.Wrapper** wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (**Model.Wrapper** wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator **Generate** (**Model.Wrapper** wrapper)
The current provider generates an audio file from a text with a given voice.
- override void **Silence** ()
Silence all active TTS-providers.
- override void **Silence** (string uid)
Silence the current TTS-provider (native mode).
- override void **GenerateInEditor** (**Model.Wrapper** wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (**Model.Wrapper** wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Protected Member Functions

- override string **getVoiceName** (**Model.Wrapper** wrapper)

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- static bool **isSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.157.1 Detailed Description

Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>

5.157.2 Constructor & Destructor Documentation

5.157.2.1 VoiceProviderLinux()

```
Crosstales.RTVoice.Provider.VoiceProviderLinux.VoiceProviderLinux (
    MonoBehaviour obj )
```

Constructor for [VoiceProviderLinux](#).

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.157.3 Member Function Documentation

5.157.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.Generate (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.157.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderLinux.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.157.3.3 Silence() [1/2]

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

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.157.3.4 Silence() [2/2]

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

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.157.3.5 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.157.3.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.157.3.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderLinux.SpeakNativeInEditor (
    Model Wrapper wrapper )
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

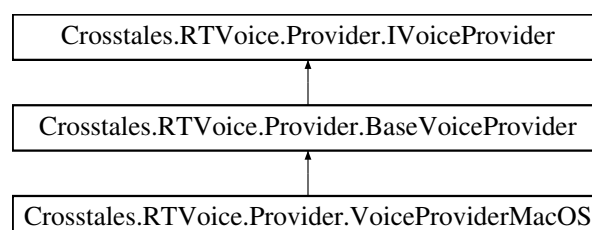
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Provider/VoiceProviderLinux.cs

5.158 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



Public Member Functions

- [VoiceProviderMacOS](#) (MonoBehaviour obj)
Constructor for [VoiceProviderMacOS](#).
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [Silence](#) ()
Silence all active TTS-providers.
- override void [Silence](#) (string uid)
Silence the current TTS-provider (native mode).
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.158.1 Detailed Description

MacOS voice provider.

5.158.2 Constructor & Destructor Documentation

5.158.2.1 VoiceProviderMacOS()

```
Crosstales.RTVoice.Provider.VoiceProviderMacOS.VoiceProviderMacOS (
    MonoBehaviour obj )
```

Constructor for [VoiceProviderMacOS](#).

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.158.3 Member Function Documentation

5.158.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Generate (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.158.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderMacOS.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.158.3.3 Silence() [1/2]

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

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.158.3.4 Silence() [2/2]

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

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.158.3.5 Speak()

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

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.158.3.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.158.3.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderMacOS.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

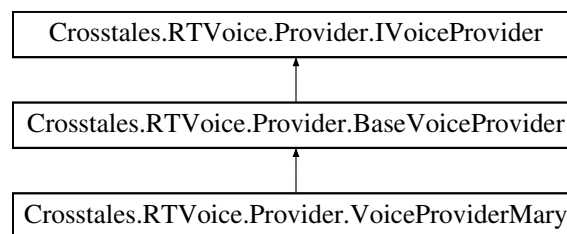
The documentation for this class was generated from the following file:

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

5.159 Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference

MaryTTS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMary:



Public Member Functions

- [VoiceProviderMary](#) (MonoBehaviour obj, string url, int port=59125, string user="", string password="")
Constructor for [VoiceProviderMary](#). Needed to pass IP and Port of the MaryTTS server to the [Provider](#).
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.159.1 Detailed Description

MaryTTS voice provider.

5.159.2 Constructor & Destructor Documentation

5.159.2.1 VoiceProviderMary()

```
Crosstales.RTVoice.Provider.VoiceProviderMary.VoiceProviderMary (
    MonoBehaviour obj,
    string url,
    int port = 59125,
    string user = "",
    string password = "" )
```

Constructor for [VoiceProviderMary](#). Needed to pass IP and Port of the MaryTTS server to the [Provider](#).

Parameters

<i>obj</i>	Instance of the speaker
<i>url</i>	IP-Address of the MaryTTS-server
<i>port</i>	Port to connect to on the MaryTTS-server
<i>user</i>	User for HTTP-auth
<i>password</i>	Password for HTTP-auth

5.159.3 Member Function Documentation

5.159.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Generate (
    Model Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.159.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderMary.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.159.3.3 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.159.3.4 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.159.3.5 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNativeInEditor (
    Model Wrapper wrapper )
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

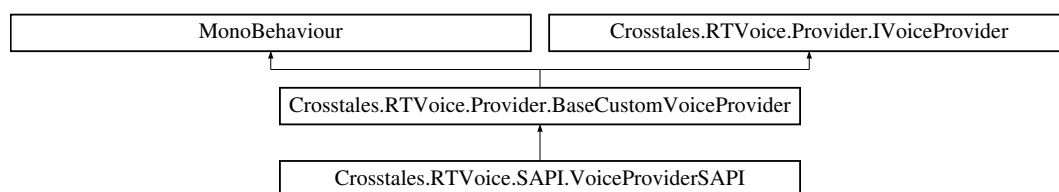
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Provider/VoiceProviderMary.cs

5.160 Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference

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

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPI:



Public Member Functions

- void **Awake** ()
- void **OnDestroy** ()
- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **Silence** ()
Silence all active TTS-providers.
- override void **Silence** (string uid)
Silence the current TTS-provider (native mode).
- override void **GenerateInEditor** (Model Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.160.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).

NOTE: please make sure you understand the Wrapper and its variables

5.160.2 Member Function Documentation

5.160.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Generate (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.160.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.160.2.3 Load()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Load ( ) [virtual]
```

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

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.160.2.4 Silence() [1/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.160.2.5 Silence() [2/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.160.2.6 Speak()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.160.2.7 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.160.2.8 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

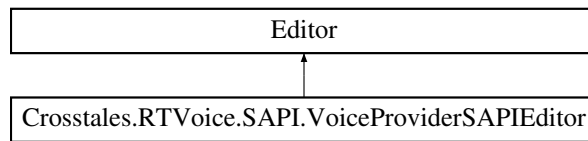
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Scripts/VoiceProviderSAPI.cs

5.161 Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor Class Reference

Custom editor for the 'VoiceProviderSAPI'-class.

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.161.1 Detailed Description

Custom editor for the 'VoiceProviderSAPI'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Editor/VoiceProviderSAPIEditor.cs

5.162 Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject Class Reference

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

5.162.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Editor/VoiceProviderSAPIGameObject.cs

5.163 Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu Class Reference

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

5.163.1 Detailed Description

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

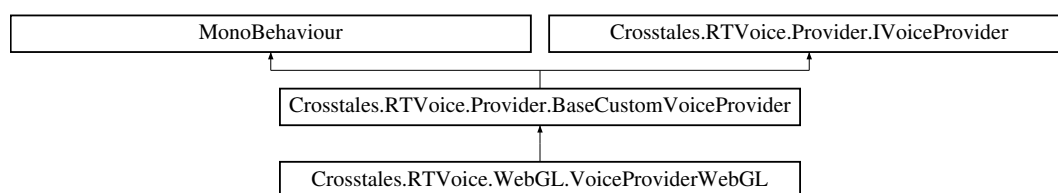
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Editor/VoiceProviderSAPIMenu.cs

5.164 Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference

WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGL:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **Silence** ()
Silence all active TTS-providers.
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.164.1 Detailed Description

WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

5.164.2 Member Function Documentation

5.164.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Generate (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.164.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.164.2.3 Load()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Load ( ) [virtual]
```

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

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.164.2.4 Silence()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.164.2.5 Speak()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.164.2.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.164.2.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

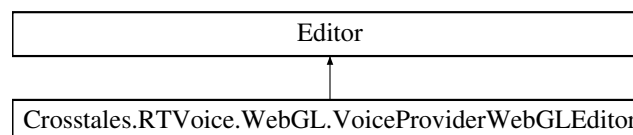
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
WebGL Speech Synthesis/Scripts/VoiceProviderWebGL.cs

5.165 Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor Class Reference

Custom editor for the '[VoiceProviderWebGL](#)'-class.

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.165.1 Detailed Description

Custom editor for the 'VoiceProviderWebGL'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ WebGL Speech Synthesis/Editor/VoiceProviderWebGLEditor.cs

5.166 Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject Class Reference

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

5.166.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ WebGL Speech Synthesis/Editor/VoiceProviderWebGLGameObject.cs

5.167 Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu Class Reference

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

5.167.1 Detailed Description

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

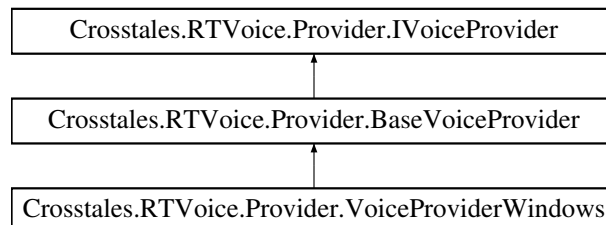
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ WebGL Speech Synthesis/Editor/VoiceProviderWebGLMenu.cs

5.168 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



Public Member Functions

- [VoiceProviderWindows](#) (MonoBehaviour obj)
Constructor for VoiceProviderWindowsLegacy.
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [Silence](#) ()
Silence all active TTS-providers.
- override void [Silence](#) (string uid)
Silence the current TTS-provider (native mode).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.168.1 Detailed Description

Windows voice provider.

5.168.2 Constructor & Destructor Documentation

5.168.2.1 VoiceProviderWindows()

```
Crosstales.RTVoice.Provider.VoiceProviderWindows.VoiceProviderWindows (
    MonoBehaviour obj )
```

Constructor for VoiceProviderWindowsLegacy.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.168.3 Member Function Documentation

5.168.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.Generate (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.168.3.2 Silence() [1/2]

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

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.168.3.3 Silence() [2/2]

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

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.168.3.4 Speak()

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

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.168.3.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

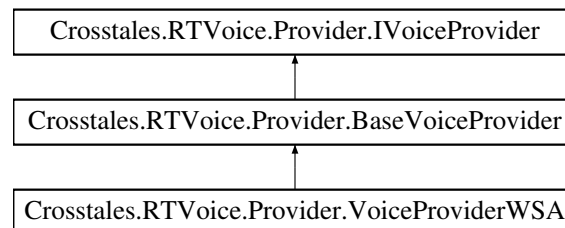
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Provider/VoiceProviderWindows.cs

5.169 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

WSA (UWP) voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:



Public Member Functions

- [VoiceProviderWSA](#) (MonoBehaviour obj)
Constructor for [VoiceProviderWSA](#).
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [Silence](#) ()
Silence all active TTS-providers.
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.169.1 Detailed Description

WSA (UWP) voice provider.

5.169.2 Constructor & Destructor Documentation

5.169.2.1 VoiceProviderWSA()

```
Crosstales.RTVoice.Provider.VoiceProviderWSA.VoiceProviderWSA (
    MonoBehaviour obj )
```

Constructor for [VoiceProviderWSA](#).

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.169.3 Member Function Documentation

5.169.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Generate (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.169.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.169.3.3 Silence()

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

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.169.3.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.169.3.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.169.3.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/VoiceProviderWSA.cs

5.170 Crosstales.RTVoice.Util.WavMaster Class Reference

WAV utility for recording and audio playback functions in Unity.

Static Public Member Functions

- static AudioClip [ToAudioClip](#) (string filePath, string name="wav")
*Load PCM format *.wav audio file (using Unity's Application data path) and convert to AudioClip.*
- static AudioClip [ToAudioClip](#) (byte[] fileBytes, int offsetSamples=0, string name="wav")
Load PCM format byte-array and convert to AudioClip.
- static byte[] [FromAudioClip](#) (AudioClip audioClip)
Convert an AudioClip to a byte-array.
- static byte[] [FromAudioClip](#) (AudioClip audioClip, out string filepath, bool saveAsFile=true, string dirname="rtv_audio")
Convert an AudioClip to a byte-array and save it to a file.
- static ushort [BitDepth](#) (AudioClip audioClip)
Calculates the bit depth of an AudioClip.

5.170.1 Detailed Description

WAV utility for recording and audio playback functions in Unity.

- Use "ToAudioClip" method for loading wav file / bytes. Loads .wav (PCM uncompressed) files at 8,16,24 and 32 bits and converts data to Unity's AudioClip.
- Use "FromAudioClip" method for saving wav file / bytes. Converts an AudioClip's float data into wav byte array at 16 bit.

Partially based on: <https://github.com/deadlyfingers/UnityWav>

5.170.2 Member Function Documentation

5.170.2.1 BitDepth()

```
static ushort Crosstales.RTVoice.Util.WavMaster.BitDepth (
    AudioClip audioClip ) [static]
```

Calculates the bit depth of an AudioClip.

Parameters

<i>audioClip</i>	Audio clip.
------------------	-------------

Returns

The bit depth. Should be 8 or 16 or 32 bit.

5.170.2.2 FromAudioClip() [1/2]

```
static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (
    AudioClip audioClip ) [static]
```

Convert an AudioClip to a byte-array.

Parameters

<i>audioClip</i>	AudioClip to convert
------------------	----------------------

Returns

AudioClip as byte-array.

5.170.2.3 FromAudioClip() [2/2]

```
static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (
    AudioClip audioClip,
    out string filepath,
    bool saveAsFile = true,
    string dirname = "rtv_audio" ) [static]
```

Convert an AudioClip to a byte-array and save it to a file.

Parameters

<i>audioClip</i>	AudioClip to save
<i>filepath</i>	File path
<i>saveAsFile</i>	Save the file (default: true, optional)
<i>dirname</i>	Directory name for the files (default: rtv_audio, optional)

Returns

AudioClip as byte-array.

5.170.2.4 ToAudioClip() [1/2]

```
static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (
    byte[] fileBytes,
    int offsetSamples = 0,
    string name = "wav" ) [static]
```

Load PCM format byte-array and convert to AudioClip.

Parameters

<i>fileBytes</i>	Byte array with the PCM data
<i>offsetSamples</i>	Offset samples inside the byte-array (default: 0, optional)
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

5.170.2.5 ToAudioClip() [2/2]

```
static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (
    string filePath,
    string name = "wav" ) [static]
```

Load PCM format *.wav audio file (using Unity's Application data path) and convert to AudioClip.

Parameters

<i>filePath</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

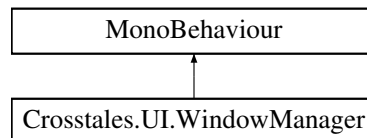
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Util/WavMaster.cs

5.171 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **ClosePanel** ()

Public Attributes

- float **Speed** = 3f
Window movement speed (default: 3).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).

5.171.1 Detailed Description

Manager for a Window.

5.171.2 Member Data Documentation

5.171.2.1 Dependencies

`GameObject [] Crosstales.UI.WindowManager.Dependencies`

Dependent GameObjects (active == open).

5.171.2.2 Speed

`float Crosstales.UI.WindowManager.Speed = 3f`

Window movement speed (default: 3).

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/WindowManager.cs`

5.172 Crosstales.RTVoice.Model.Wrapper Class Reference

[Wrapper](#) for "Speak"-function calls.

Public Member Functions

- [Wrapper](#) ()
Default.
- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
Instantiate the class.
- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)
Instantiate the class.
- [Wrapper](#) (string uid, string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)
Instantiate the class.
- override string **Tostring** ()

Public Attributes

- readonly string [Uid](#)
UID of the speech.
- AudioSource [Source](#)
AudioSource for the speech.
- [Voice](#) [Voice](#)
Voice for the speech.
- bool [SpeakImmediately](#) = true
Speak immediately after the audio generation. Only works if 'Source' is not null.
- string [OutputFile](#)
Output file (without extension) for the generated audio.
- bool [ForceSSML](#) = true
Force SSML on supported platforms.

Properties

- string [Text](#) [get, set]
Text for the speech.
- 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).
- System.DateTime [Created](#) [get]
Returns the creation time of the [Wrapper](#).
- float [SpeechTime](#) [get]
Returns the speech time in seconds (0: no audio file was generated).

5.172.1 Detailed Description

[Wrapper](#) for "Speak"-function calls.

5.172.2 Constructor & Destructor Documentation

5.172.2.1 Wrapper() [1/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper ( )
```

Default.

5.172.2.2 Wrapper() [2/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (
    string text,
    Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    bool forceSSML = true )
```

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.172.2.3 Wrapper() [3/4]

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

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>source</i>	AudioSource for the speech (default: null, optional).
<i>speakImmediately</i>	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
<i>outputFile</i>	Output file (without extension) for the generated audio (default: empty, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.172.2.4 Wrapper() [4/4]

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

Instantiate the class.

Parameters

<i>uid</i>	UID of the speech.
<i>text</i>	Text for the speech.

Parameters

<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>source</i>	AudioSource for the speech (default: null, optional).
<i>speakImmediately</i>	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
<i>outputFile</i>	Output file (without extension) for the generated audio (default: empty, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.172.3 Member Data Documentation

5.172.3.1 ForceSSML

```
bool Crosstales.RTVoice.Model.Wrapper.ForceSSML = true
```

Force SSML on supported platforms.

5.172.3.2 OutputFile

```
string Crosstales.RTVoice.Model.Wrapper.OutputFile
```

Output file (without extension) for the generated audio.

5.172.3.3 Source

```
AudioSource Crosstales.RTVoice.Model.Wrapper.Source
```

AudioSource for the speech.

5.172.3.4 SpeakImmediately

```
bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately = true
```

Speak immediately after the audio generation. Only works if 'Source' is not null.

5.172.3.5 Uid

readonly string Crosstales.RTVoice.Model.Wrapper.Uid

UID of the speech.

5.172.3.6 Voice

Voice Crosstales.RTVoice.Model.Wrapper.Voice

Voice for the speech.

5.172.4 Property Documentation

5.172.4.1 Created

System.DateTime Crosstales.RTVoice.Model.Wrapper.Created [get]

Returns the creation time of the [Wrapper](#).

Returns

Creation time of the [Wrapper](#).

5.172.4.2 Pitch

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

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

5.172.4.3 Rate

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

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

5.172.4.4 SpeechTime

```
float Crosstales.RTVoice.Model.Wrapper.SpeechTime [get]
```

Returns the speech time in seconds (0: no audio file was generated).

Returns

Speech time in seconds.

5.172.4.5 Text

```
string Crosstales.RTVoice.Model.Wrapper.Text [get], [set]
```

Text for the speech.

5.172.4.6 Volume

```
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/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Model/Wrapper.cs

5.173 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to an XML-file.
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static string [SerializeToString< T >](#) (T obj)
Serialize an object to an XML-string.
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.173.1 Detailed Description

Helper-class for XML.

5.173.2 Member Function Documentation

5.173.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (  
    string filename,  
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.173.2.2 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.173.2.3 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.173.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to an XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.173.2.5 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (  
    T obj ) [static]
```

Serialize an object to an XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-stringValid path

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/Scripts/Util/XMLHelper.cs

5.174 Crosstailes.RTVoice.AWSPolly.ZInstaller Class Reference

Installs the 'AWSSDK'-package.

5.174.1 Detailed Description

Installs the 'AWSSDK'-package.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/3rd party/AWS Polly/Editor/ZInstaller.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/rtvoice/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/rtvoice/webgl/>

6.6.2 Windows

https://drive.google.com/file/d/11BFDLbj9vmyrfltXeS_d9zK3oM9h8TaS/view?usp=sharing

6.6.3 macOS

<https://drive.google.com/file/d/11A7u7g7Cs63Bu7lv7ER9KFTVCU9oWAaT/view?usp=sharing>

6.6.4 Linux

https://drive.google.com/file/d/1XViADtStr8NXKHPMejXQ6iY4C2U_Bh3o/view?usp=sharing

6.6.5 Android

<https://drive.google.com/file/d/11FUbfuvSAAT5JgdolUKZO1sCPkTAFYJG/view?usp=sharing>

6.7 Videos

<https://www.youtube.com/c/Crosstales>

6.7.1 Promotion

<https://youtu.be/iVhTWDLY7g8?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/OJyVgCmX3wU?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

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