

# RT-Voice PRO

*Hearing is understanding*



API

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## Chapter 4

# Namespace Documentation

### 4.1 Crosstales Namespace Reference

#### Classes

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

### 4.2 Crosstales.Common Namespace Reference

### 4.3 Crosstales.Common.Audio Namespace Reference

#### Classes

- class [FFTAnalyzer](#)  
*FFT analyzer for an audio channel.*
- class [SpectrumVisualizer](#)  
*Simple spectrum visualizer.*
- class [WavMaster](#)  
*WAV utility for recording and audio playback functions in Unity.*

### 4.4 Crosstales.Common.EditorTask Namespace Reference

#### Classes

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

## 4.5 Crosstales.Common.EditorUtil Namespace Reference

### Classes

- class [BaseEditorHelper](#)

*Base for various Editor helper functions.*

## 4.6 Crosstales.Common.Model Namespace Reference

## 4.7 Crosstales.Common.Model.Enum Namespace Reference

### Enumerations

- enum [Platform](#) {  
    **Windows, OSX, Linux, IOS,**  
    **Android, WSA, Web, Unsupported** }
- enum [SampleRate](#) {  
    \_**8000Hz** = 8000, \_**11025Hz** = 11025, \_**22050Hz** = 22050, \_**44100Hz** = 44100,  
    \_**48000Hz** = 48000 }

*All available platforms.*

*Typical audio sample rates.*

### 4.7.1 Enumeration Type Documentation

#### 4.7.1.1 Platform

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

All available platforms.

#### 4.7.1.2 SampleRate

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

Typical audio sample rates.

## 4.8 Crosstales.Common.Util Namespace Reference

### Classes

- class [BaseConstants](#)  
*Base for collected constants of very general utility for the asset.*
- class [BaseHelper](#)  
*Base for various helper functions.*
- class [CTHelper](#)  
*Helper to reset the necessary settings.*
- class [CTHelperEditor](#)
- class [CTOWCompileDefines](#)  
*Adds "CT\_OPENWINDOW" define symbol to PlayerSettings define symbols.*
- class [CTPCCompileDefines](#)  
*Adds "CT\_PROC" define symbol to PlayerSettings define symbols.*
- class [CTPlayerPrefs](#)  
*Wrapper for the PlayerPrefs.*
- class [CTPMacOSPostProcessor](#)  
*Post processor for macOS.*
- class [CTProcess](#)  
*Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).*
- class [CTProcessStartInfo](#)  
*Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).*
- class [CTScreenshot](#)  
*Take screen shots inside an application.*
- class [CTWebClient](#)  
*Specialized WebClient.*
- class [FileHelper](#)  
*Various helper functions for the file system.*
- class [MemoryCacheStream](#)  
*Memory cache stream.*
- class **NativeMethods**  
*Native methods (bridge to Windows).*
- class [NetworkHelper](#)  
*Base for various helper functions for networking.*
- class [PlatformController](#)  
*Enables or disable game objects and scripts for a given platform.*
- class [RandomColor](#)  
*Random color changer.*
- class [RandomRotator](#)  
*Random rotation changer.*
- class [RandomScaler](#)  
*Random scale changer.*
- class [Singleton](#)  
*Base-class for all singletons.*
- class [SingletonHelper](#)  
*Helper-class for singletons.*
- class [XmlHelper](#)  
*Helper-class for XML.*

## 4.9 Crosstales.Internal Namespace Reference

### Classes

- class [WebGLCopyAndPaste](#)  
*Allows copy and paste in WebGL.*
- class [WebGLCopyAndPasteAPI](#)

## 4.10 Crosstales.RTVoice Namespace Reference

### Classes

- class [AudioFileGeneratorCompleteEvent](#)
- class [AudioFileGeneratorStartEvent](#)
- class [DataStore](#)  
*Model for a voice.*
- class [ErrorEvent](#)
- class [GlobalCache](#)  
*Global cache for wrappers.*
- class [LiveSpeaker](#)  
*Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").*
- class [ParalanguageCompleteEvent](#)
- class [ParalanguageStartEvent](#)
- class [ProviderChangeEvent](#)
- class [RTVoiceUWPBridge](#)  
*WSA (UWP) TTS bridge.*
- class [SpeakCompleteEvent](#)
- class [Speaker](#)  
*Main component of RT-Voice.*
- class [SpeakStartEvent](#)
- class [SpeechTextCompleteEvent](#)
- class [SpeechTextStartEvent](#)
- class [TextFileSpeakerCompleteEvent](#)
- class [TextFileSpeakerStartEvent](#)
- class [VoiceProviderExample](#)  
*Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables*
- class [VoicesReadyEvent](#)

### Functions

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

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

## 4.11 Crosstales.RTVoice.Amplitude Namespace Reference

### Classes

- class [ShowMore](#)  
*Shows the details for [Amplitude](#).*
- class [ZInstaller](#)  
*Installs the Demos-package.*

## 4.12 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 [Common](#) and 'AWSSDK' packages.*

### 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.*



## 4.12.1 Enumeration Type Documentation

### 4.12.1.1 Endpoint

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

All available AWS Polly endpoints.

### 4.12.1.2 SampleRate

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

All supported sample rates for AWS Polly.

## 4.13 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.*
- class [ZInstaller](#)  
*Installs the Demos-package.*

## 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.*

### 4.13.1 Enumeration Type Documentation

#### 4.13.1.1 AudioOutputFormat

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

Voice output formats.

##### Enumerator

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

#### 4.13.1.2 SampleRate

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

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

## 4.14 Crosstales.RTVoice.Demo Namespace Reference

### Classes

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

## 4.15 Crosstales.RTVoice.Demo.Util Namespace Reference

### Classes

- class [CustomProviderController](#)  
*Controls the custom provider in demo builds.*
- class [MaterialChanger](#)  
*Changes the material of a renderer while an AudioSource is playing.*
- class [NativeController](#)  
*Enables or disable game objects for native mode.*
- class [PlatformController](#)  
*Enables or disable game objects for a given platform.*

## 4.16 Crosstales.RTVoice.EditorExtension Namespace Reference

### Classes

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

## 4.17 Crosstales.RTVoice.EditorIntegration Namespace Reference

### Classes

- class [AudioFileGeneratorGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [AudioFileGeneratorMenu](#)  
*Editor component for the "Tools"-menu.*
- class [ConfigBase](#)  
*Base class for editor windows.*
- class [ConfigPreferences](#)  
*Unity "Preferences" extension.*
- class [ConfigWindow](#)  
*Editor window extension.*
- class [LoudspeakerGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [LoudspeakerMenu](#)  
*Editor component for the "Tools"-menu.*
- class [ParalanguageGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [ParalanguageMenu](#)  
*Editor component for the "Tools"-menu.*
- class [PlatformProviderGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [PlatformProviderMenu](#)  
*Editor component for the "Tools"-menu.*
- class [RTVoiceGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [RTVoiceMenu](#)  
*Editor component for the "Tools"-menu.*
- class [SequencerGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [SequencerMenu](#)  
*Editor component for the "Tools"-menu.*
- class [SpeechTextGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [SpeechTextMenu](#)  
*Editor component for the "Tools"-menu.*
- class [TextFileSpeakerGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [TextFileSpeakerMenu](#)  
*Editor component for the "Tools"-menu.*
- class [VoiceInitializerGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [VoiceInitializerMenu](#)  
*Editor component for the "Tools"-menu.*

## 4.18 Crosstales.RTVoice.EditorTask Namespace Reference

### Classes

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

### Enumerations

- enum [UpdateStatus](#) {  
NOT\_CHECKED, NO\_UPDATE, UPDATE, UPDATE\_VERSION,  
DEPRECATED }  
*All possible update stati.*

### 4.18.1 Enumeration Type Documentation

#### 4.18.1.1 UpdateStatus

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

All possible update stati.

## 4.19 Crosstales.RTVoice.EditorUtil Namespace Reference

### Classes

- class [EditorConfig](#)  
*Editor configuration for the asset.*
- class [EditorConstants](#)  
*Collected constants of very general utility for the asset.*
- class [EditorHelper](#)  
*Editor helper class.*

## 4.20 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.*
- class [ZInstaller](#)  
*Installs the Demos-package.*

## 4.21 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.*
- class [ZInstaller](#)  
*Installs the Demos-package.*

## 4.22 Crosstales.RTVoice.Loudspeaker Namespace Reference

### Classes

- class [ZInstaller](#)  
*Installs the Demos-package.*

## 4.23 Crosstales.RTVoice.MaryTTS Namespace Reference

### Classes

- class [AccessSettings](#)  
*Set the access settings for [MaryTTS](#).*
- class [ShowMore](#)  
*Shows the details for [MaryTTS](#).*
- class [VoiceProviderMaryTTS](#)  
*[MaryTTS](#) voice provider.*
- class [VoiceProviderMaryTTSEditor](#)  
*Custom editor for the '[VoiceProviderMaryTTS](#)'-class.*
- class [VoiceProviderMaryTTSGameObject](#)  
*Editor component for for adding the prefabs from '[MaryTTS](#)' in the "Hierarchy"-menu.*
- class [VoiceProviderMaryTTSMenu](#)  
*Editor component for for adding the prefabs from '[MaryTTS](#)' in the "Tools"-menu.*
- class [ZInstaller](#)  
*Installs the Demos-package.*

## 4.24 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.*

## 4.25 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**, **Linux**, **Custom**, **Any** }  
*Available provider types.*
- enum [SpeakMode](#) { **Speak**, **SpeakNative** }  
*Available Speak-modes.*



## 4.25.1 Enumeration Type Documentation

### 4.25.1.1 ESpeakModifiers

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

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

### 4.25.1.2 Gender

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

The genders for voices.

### 4.25.1.3 MaryTTSType

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

The different [MaryTTS](#) input types.

### 4.25.1.4 ProviderType

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

Available provider types.

### 4.25.1.5 SpeakMode

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

Available Speak-modes.

## 4.26 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.*

## 4.27 Crosstales.RTVoice.Provider Namespace Reference

### Classes

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

## Functions

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

## 4.28 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](#).*
- class [ZInstaller](#)  
*Installs the Demos-package.*

## 4.29 Crosstales.RTVoice.SAPI Namespace Reference

### Classes

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

## 4.30 Crosstales.RTVoice.Tool Namespace Reference

### Classes

- class [AudioFileGenerator](#)  
*Process files with configured speeches.*
- class [ChangeGender](#)  
*Change the gender of all voices (useful for eSpeak).*
- class [Loudspeaker](#)  
*[Loudspeaker](#) for an AudioSource.*
- class [Paralanguage](#)  
*Para-language simulator with audio files.*
- class [PlatformProvider](#)

- Allows to configure voice providers per platform.*
- class [PlatformProviderTuple](#)
- class [Sequencer](#)
  - Simple sequencer for dialogues.*
- class [SpeechText](#)
  - Allows to speak and store generated audio.*
- class [TextFileSpeaker](#)
  - Allows to speak text files.*
- class [VoiceInitializer](#)
  - Allows to initialize voices (useful on Android).*

## 4.31 Crosstales.RTVoice.UI Namespace Reference

### Classes

- class [SpeakUIBase](#)
  - Base-class for all speakable [UI](#) elements.*
- class [SpeakUIInputField](#)
  - Speaks an [InputField](#).*
- class [SpeakUIText](#)
  - Speaks a [Text](#).*
- class [SpeakUITextVoice](#)
  - Speaks the name of a voice with the actual voice.*
- class [SpeakUITMPInputField](#)
  - Speaks a [TextMesh Pro](#) input field.*
- class [SpeakUITMPText](#)
  - Speaks a [TextMesh Pro](#) text.*

## 4.32 Crosstales.RTVoice.Util Namespace Reference

### Classes

- class [Config](#)
  - Configuration for the asset.*
- class [Constants](#)
  - Collected constants of very general utility for the asset.*
- class [Context](#)
  - [Context](#) for the asset.*
- class [Helper](#)
  - Various helper functions.*
- class [SetupProject](#)
  - Setup the project to use RT-Voice.*

## 4.33 Crosstales.RTVoice.VolumetricAudio Namespace Reference

### Classes

- class [ShowMore](#)  
*Shows the details for Volumetric Audio.*
- class [ZInstaller](#)  
*Installs the Demos-package.*

## 4.34 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.*
- class [ZInstaller](#)  
*Installs the Demos-package.*

## 4.35 Crosstales.UI Namespace Reference

### Classes

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

## 4.36 Crosstales.UI.Audio Namespace Reference

### Classes

- class [AudioFilterController](#)  
*Controller for audio filters.*
- class [AudioSourceController](#)  
*Controller for AudioSources.*

## 4.37 Crosstales.UI.Util Namespace Reference

### Classes

- class [FPSDisplay](#)  
*Simple FPS-Counter.*
- class [ScrollRectHandler](#)  
*Changes the sensitivity of ScrollRects under various platforms.*

## 4.38 HutongGames Namespace Reference

## 4.39 HutongGames.PlayMaker Namespace Reference

## 4.40 HutongGames.PlayMaker.Actions Namespace Reference

### Classes

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



## Chapter 5

# Class Documentation

### 5.1 Crosstales.RTVoice.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

#### 5.1.1 Detailed Description

Loads the configuration at startup.

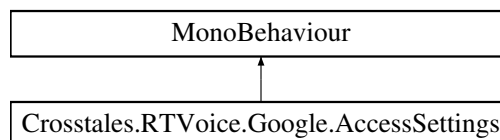
The documentation for this class was generated from the following file:

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

### 5.2 Crosstales.RTVoice.Google.AccessSettings Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Google.AccessSettings:



#### Public Member Functions

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



## Public Attributes

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

### 5.2.1 Detailed Description

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

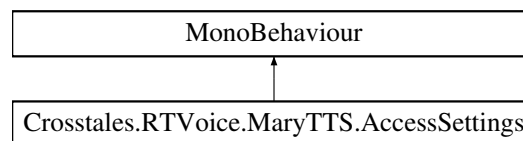
The documentation for this class was generated from the following file:

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

## 5.3 Crosstales.RTVoice.MaryTTS.AccessSettings Class Reference

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

Inheritance diagram for Crosstales.RTVoice.MaryTTS.AccessSettings:



## Public Member Functions

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

## Public Attributes

- [VoiceProviderMaryTTS](#) **Provider**
- GameObject **SettingsPanel**
- InputField **URL**
- InputField **Port**
- InputField **Username**
- InputField **Password**
- Button **OkButton**

### 5.3.1 Detailed Description

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

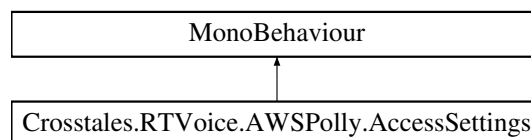
The documentation for this class was generated from the following file:

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

## 5.4 Crosstales.RTVoice.AWSPolly.AccessSettings Class Reference

Set the access settings for AWS Polly.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.AccessSettings:



### Public Member Functions

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

### Public Attributes

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

### 5.4.1 Detailed Description

Set the access settings for AWS Polly.

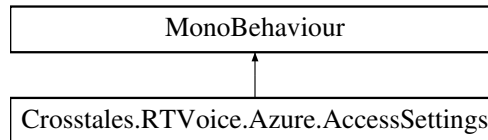
The documentation for this class was generated from the following file:

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

## 5.5 Crosstales.RTVoice.Azure.AccessSettings Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Azure.AccessSettings:



### Public Member Functions

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

### Public Attributes

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

### 5.5.1 Detailed Description

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

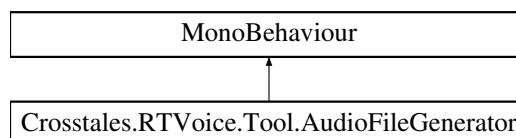
The documentation for this class was generated from the following file:

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

## 5.6 Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference

Process files with configured speeches.

Inheritance diagram for Crosstales.RTVoice.Tool.AudioFileGenerator:



## Public Member Functions

- void [Generate](#) ()  
*Generate the audio files from the text files.*

## Public Attributes

- [AudioFileGeneratorStartEvent](#) **OnStarted**
- [AudioFileGeneratorCompleteEvent](#) **OnCompleted**

## Properties

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

## Events

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

### 5.6.1 Detailed Description

Process files with configured speeches.

### 5.6.2 Member Function Documentation

### 5.6.2.1 Generate()

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

Generate the audio files from the text files.

## 5.6.3 Property Documentation

### 5.6.3.1 Channels

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

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

### 5.6.3.2 CreateCopy

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

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

### 5.6.3.3 FileInsideAssets

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

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

### 5.6.3.4 GenerateOnStart

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

Enable generating of the texts on start.

### 5.6.3.5 isNormalize

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

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

### 5.6.3.6 SampleRate

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

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

### 5.6.3.7 TextFiles

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

Text files to generate.

## 5.6.4 Event Documentation

### 5.6.4.1 OnAudioFileGeneratorComplete

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

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

### 5.6.4.2 OnAudioFileGeneratorStart

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

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

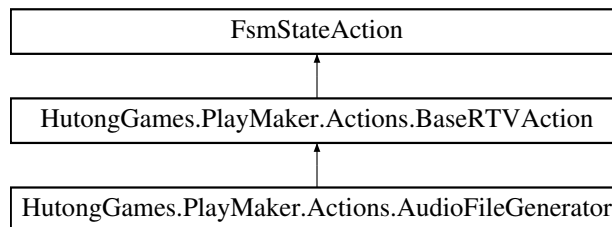
The documentation for this class was generated from the following file:

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

## 5.7 HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference

AudioFileGenerator-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.AudioFileGenerator:



### Public Member Functions

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

### Public Attributes

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

### 5.7.1 Detailed Description

AudioFileGenerator-action for [PlayMaker](#).

### 5.7.2 Member Data Documentation

#### 5.7.2.1 Obj

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

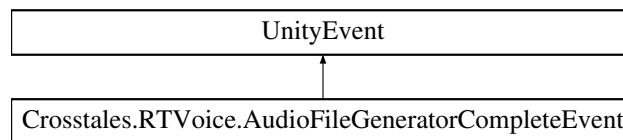
Add a [AudioFileGenerator](#) (default: first object in scene).

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

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

## 5.8 Crosstales.RTVoice.AudioFileGeneratorCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.AudioFileGeneratorCompleteEvent:



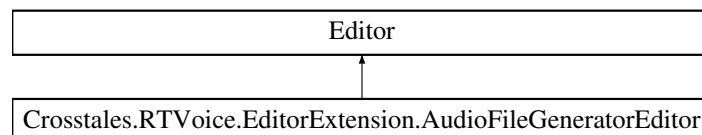
The documentation for this class was generated from the following file:

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

## 5.9 Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

### 5.9.1 Detailed Description

Custom editor for the 'SpeechText'-class.

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

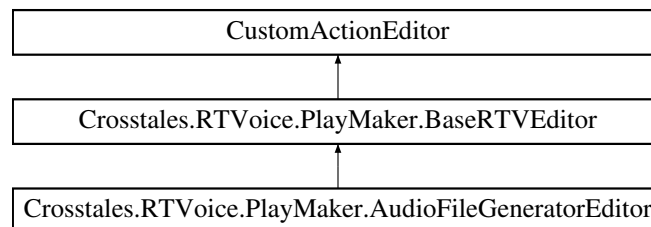
- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/AudioFileGenerator/Scripts/Editor/AudioFileGeneratorEditor.cs



## 5.10 Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference

Custom editor for the AudioFileGenerator-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor:



### Additional Inherited Members

#### 5.10.1 Detailed Description

Custom editor for the AudioFileGenerator-action.

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

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

## 5.11 Crosstales.RTVoice.EditorIntegration.AudioFileGeneratorGame Object Class Reference

Editor component for the "Hierarchy"-menu.

#### 5.11.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

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

## 5.12 Crosstales.RTVoice.EditorIntegration.AudioFileGeneratorMenu Class Reference

Editor component for the "Tools"-menu.

### 5.12.1 Detailed Description

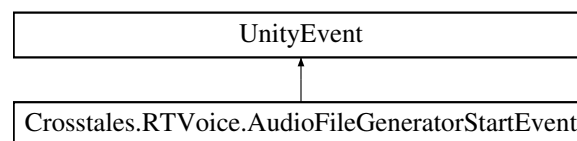
Editor component for the "Tools"-menu.

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

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

## 5.13 Crosstales.RTVoice.AudioFileGeneratorStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.AudioFileGeneratorStartEvent:



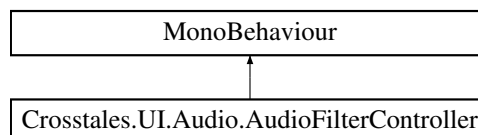
The documentation for this class was generated from the following file:

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

## 5.14 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



### Public Member Functions

- void [FindAllAudioFilters](#) ()  
*Finds all audio filters in the scene.*
- void [ResetAudioFilters](#) ()  
*Resets all audio filters.*
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

## Public Attributes

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

### 5.14.1 Detailed Description

Controller for audio filters.

### 5.14.2 Member Function Documentation

#### 5.14.2.1 FindAllAudioFilters()

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

Finds all audio filters in the scene.

#### 5.14.2.2 ResetAudioFilters()

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

Resets all audio filters.

### 5.14.3 Member Data Documentation

### 5.14.3.1 FindAllAudioFiltersOnStart

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

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

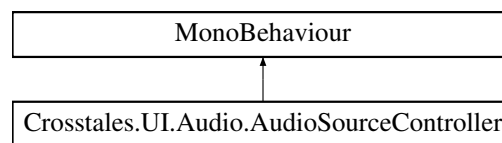
The documentation for this class was generated from the following file:

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

## 5.15 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



### Public Member Functions

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

### Public Attributes

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

### 5.15.1 Detailed Description

Controller for AudioSources.

### 5.15.2 Member Function Documentation

#### 5.15.2.1 FindAllAudioSources()

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

Finds all audio sources in the scene.

#### 5.15.2.2 ResetAllAudioSources()

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

Resets all audio sources.

### 5.15.3 Member Data Documentation

#### 5.15.3.1 AudioSources

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

Active controlled AudioSources.

#### 5.15.3.2 FindAllAudioSourcesOnStart

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

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

### 5.15.3.3 Loop

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

Loop on/off (default: false).

### 5.15.3.4 Mute

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

Mute on/off (default: false).

### 5.15.3.5 Pitch

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

Pitch of the audio (default: 1).

### 5.15.3.6 ResetAudioSourcesOnStart

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

Resets all active AudioSources (default: true).

### 5.15.3.7 StereoPan

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

Stereo pan of the audio (default: 0).

### 5.15.3.8 Volume

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

Volume of the audio (default: 1)

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

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

## 5.16 Crosstales.RTVoice.Azure.Authentication Class Reference

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

### Public Member Functions

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

### 5.16.1 Detailed Description

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

### 5.16.2 Member Function Documentation

#### 5.16.2.1 Authenticate()

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

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

#### Parameters

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

#### Returns

[Authentication](#) task

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

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

## 5.17 Crosstales.RTVoice.EditorTask.AutoInitialize Class Reference

Automatically adds the necessary prefabs to the current scene.

### 5.17.1 Detailed Description

Automatically adds the necessary prefabs to the current scene.

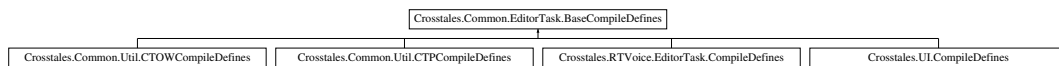
The documentation for this class was generated from the following file:

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

## 5.18 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



### Static Public Member Functions

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

### Static Protected Member Functions

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

### 5.18.1 Detailed Description

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

### 5.18.2 Member Function Documentation

#### 5.18.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.



## Parameters

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

## 5.18.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

## Parameters

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

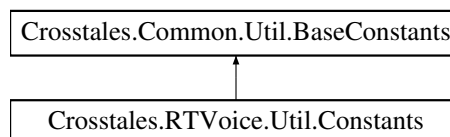
The documentation for this class was generated from the following file:

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

## 5.19 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



## Static Public Attributes

- const string **ASSET\_AUTHOR** = "crosstales LLC"  
*Author of the asset.*
- const string **ASSET\_AUTHOR\_URL** = "https://www.crosstales.com"  
*URL of the asset author.*
- const string **ASSET\_CT\_URL** = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"  
*URL of the crosstales assets in UAS.*
- const string **ASSET\_SOCIAL\_DISCORD** = "https://discord.gg/ZbZ2sh4"  
*URL of the crosstales Discord-channel.*
- const string **ASSET\_SOCIAL\_FACEBOOK** = "https://www.facebook.com/crosstales/"  
*URL of the crosstales Facebook-profile.*
- const string **ASSET\_SOCIAL\_TWITTER** = "https://twitter.com/crosstales"

- URL of the crosstales Twitter-profile.*
- const string **ASSET\_SOCIAL\_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
- URL of the crosstales Youtube-profile.*
- const string **ASSET\_SOCIAL\_LINKEDIN** = "https://www.linkedin.com/company/crosstales"
- URL of the crosstales LinkedIn-profile.*
- const string **ASSET\_3P\_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
- URL of the 3rd party asset "PlayMaker".*
- const string **ASSET\_3P\_VOLUMETRIC\_AUDIO** = "https://assetstore.unity.com/packages/slug/17125?aid=1011INGT"
- URL of the 3rd party asset "Volumetric Audio".*
- const string **ASSET\_3P\_ROCKTOMATE** = "https://assetstore.unity.com/packages/slug/156311?aid=1011INGT"
- URL of the 3rd party asset "RockTomate".*
- 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** = @"\\"



- *Show the TB banner.*  
static bool [SHOW\\_TPB\\_BANNER](#) = true
- *Show the TPB banner.*  
static bool [SHOW\\_TPS\\_BANNER](#) = true
- *Show the TPS banner.*  
static bool [SHOW\\_TR\\_BANNER](#) = true
- *Show the TR banner.*  
static string [APPLICATION\\_PATH](#) => [Crosstales.Common.Util.FileHelper.ValidatePath](#)(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))  
*Application path.*

## Properties

- static string [PREFIX\\_FILE](#) [get]  
*URL prefix for files.*

### 5.19.1 Detailed Description

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

### 5.19.2 Member Data Documentation

#### 5.19.2.1 APPLICATION\_PATH

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

Application path.

#### 5.19.2.2 ASSET\_3P\_PLAYMAKER

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

URL of the 3rd party asset "PlayMaker".

#### 5.19.2.3 ASSET\_3P\_ROCKTOMATE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_ROCKTOMATE = "https://assetstore.unity.com/packages/slug/156311?aid=10111NGT" [static]
```

URL of the 3rd party asset "RockTomate".

#### 5.19.2.4 ASSET\_3P\_VOLUMETRIC\_AUDIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.unity.com/packages/slug/17125?aid=10111NGT" [static]
```

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

#### 5.19.2.5 ASSET\_AUTHOR

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

Author of the asset.

#### 5.19.2.6 ASSET\_AUTHOR\_URL

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

URL of the asset author.

#### 5.19.2.7 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.

#### 5.19.2.8 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.

#### 5.19.2.9 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.

### 5.19.2.10 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.

### 5.19.2.11 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.

### 5.19.2.12 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.

### 5.19.2.13 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.

### 5.19.2.14 ASSET\_SOCIAL\_DISCORD

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

URL of the crosstales Discord-channel.

### 5.19.2.15 ASSET\_SOCIAL\_FACEBOOK

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

URL of the crosstales Facebook-profile.

#### 5.19.2.16 ASSET\_SOCIAL\_LINKEDIN

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

URL of the crosstales LinkedIn-profile.

#### 5.19.2.17 ASSET\_SOCIAL\_TWITTER

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

URL of the crosstales Twitter-profile.

#### 5.19.2.18 ASSET\_SOCIAL\_YOUTUBE

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

URL of the crosstales Youtube-profile.

#### 5.19.2.19 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.

#### 5.19.2.20 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.

#### 5.19.2.21 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.

### 5.19.2.22 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.

### 5.19.2.23 CMD\_WINDOWS\_PATH

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

Path to the cmd under Windows.

### 5.19.2.24 DEV\_DEBUG

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

Development debug logging for the asset.

### 5.19.2.25 FACTOR\_GB

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

Factor for giga bytes.

### 5.19.2.26 FACTOR\_KB

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

Factor for kilo bytes.

### 5.19.2.27 FACTOR\_MB

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

Factor for mega bytes.



#### 5.19.2.28 FLOAT\_32768

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

Float value of 32768.

#### 5.19.2.29 FLOAT\_TOLERANCE

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

Float tolerance.

#### 5.19.2.30 FORMAT\_NO\_DECIMAL\_PLACES

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

ToString for no decimal places.

#### 5.19.2.31 FORMAT\_PERCENT

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

ToString for percent.

#### 5.19.2.32 FORMAT\_TWO\_DECIMAL\_PLACES

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

ToString for two decimal places.

#### 5.19.2.33 PATH\_DELIMITER\_UNIX

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

Path delimiter for Unix.

#### 5.19.2.34 PATH\_DELIMITER\_WINDOWS

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

Path delimiter for Windows.

#### 5.19.2.35 PROCESS\_KILL\_TIME

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

Kill processes after 5000 milliseconds.

#### 5.19.2.36 SHOW\_BWF\_BANNER

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

Show the BWF banner.

#### 5.19.2.37 SHOW\_DJ\_BANNER

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

Show the DJ banner.

#### 5.19.2.38 SHOW\_FB\_BANNER

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

Show the FB banner.

#### 5.19.2.39 SHOW\_OC\_BANNER

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

Show the OC banner.

#### 5.19.2.40 SHOW\_RADIO\_BANNER

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

Show the Radio banner.

#### 5.19.2.41 SHOW\_RTV\_BANNER

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

Show the RTV banner.

#### 5.19.2.42 SHOW\_TB\_BANNER

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

Show the TB banner.

#### 5.19.2.43 SHOW\_TPB\_BANNER

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

Show the TPB banner.

#### 5.19.2.44 SHOW\_TPS\_BANNER

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

Show the TPS banner.

#### 5.19.2.45 SHOW\_TR\_BANNER

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

Show the TR banner.

### 5.19.3 Property Documentation

#### 5.19.3.1 PREFIX\_FILE

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

URL prefix for files.

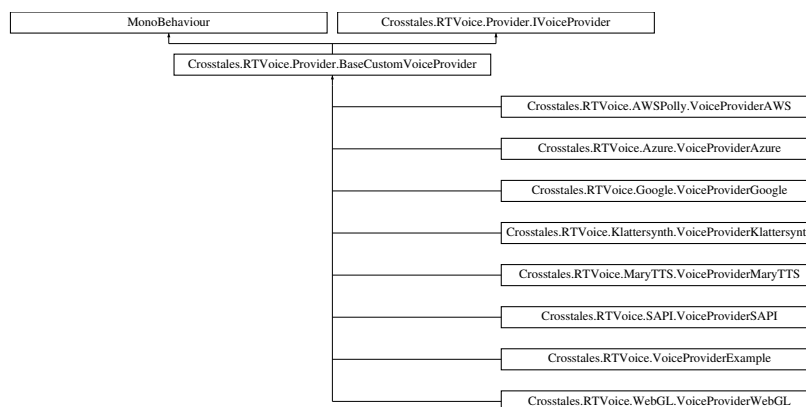
The documentation for this class was generated from the following file:

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

## 5.20 Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Provider.BaseCustomVoiceProvider:



### Public Member Functions

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

## Public Attributes

- virtual System.Collections.Generic.List< [Crosstales.RTVoice.Model.Voice](#) > **Voices** => cachedVoices

## Protected Member Functions

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

## Static Protected Member Functions

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

## Protected Attributes

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

## Properties

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

## Events

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

### 5.20.1 Detailed Description

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

### 5.20.2 Member Function Documentation

### 5.20.2.1 Generate()

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

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

#### Parameters

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

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

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

### 5.20.2.2 GenerateInEditor()

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

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

#### Parameters

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

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

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

### 5.20.2.3 Load()

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

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

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

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

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

#### 5.20.2.4 Silence() [1/2]

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

Silence all active TTS-providers.

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

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

#### 5.20.2.5 Silence() [2/2]

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

Silence the current TTS-provider (native mode).

##### Parameters

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

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

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

#### 5.20.2.6 Speak()

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

The current provider speaks a text with a given voice.

##### Parameters

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

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



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

### 5.20.2.7 SpeakNative()

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

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

#### Parameters

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

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

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

### 5.20.2.8 SpeakNativeInEditor()

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

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

#### Parameters

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

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

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

### 5.20.2.9 SpeakWithClip()

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

The provider speaks a text with a given AudioClip.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
<i>clip</i>	AudioClip with the speech audio.

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

## 5.20.3 Event Documentation

### 5.20.3.1 OnErrorInfo

ErrorInfo Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnErrorInfo

An event triggered whenever an error occurs.

### 5.20.3.2 OnSpeakAudioGenerationComplete

SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeak↔  
AudioGenerationComplete

An event triggered whenever a speak audio generation is completed.

### 5.20.3.3 OnSpeakAudioGenerationStart

SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudio↔  
GenerationStart

An event triggered whenever a speak audio generation is started.

### 5.20.3.4 OnSpeakComplete

SpeakComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakComplete

An event triggered whenever a speak is completed.

### 5.20.3.5 OnSpeakCurrentPhoneme

SpeakCurrentPhoneme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentPhoneme

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

### 5.20.3.6 OnSpeakCurrentViseme

SpeakCurrentViseme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentViseme

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

### 5.20.3.7 OnSpeakCurrentWord

SpeakCurrentWord Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentWord

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

### 5.20.3.8 OnSpeakCurrentWordString

SpeakCurrentWordString Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrent↵  
WordString

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

### 5.20.3.9 OnSpeakStart

SpeakStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakStart

An event triggered whenever a speak is started.

### 5.20.3.10 OnVoicesReady

VoicesReady Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnVoicesReady

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

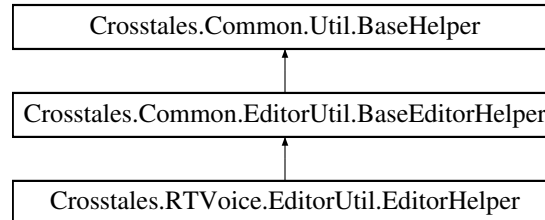
The documentation for this class was generated from the following file:

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

## 5.21 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



### Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")  
*Restart Unity.*
- static void [SeparatorUI](#) (int space=12)  
*Shows a separator-UI.*
- static void [ReadOnlyTextField](#) (string label, string text)  
*Generates a read-only text field with a label.*
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)  
*Refreshes the asset database.*
- static bool [IsValidBuildTarget](#) (BuildTarget target)  
*Returns the true if the BuildTarget is installed in Unity.*
- static BuildTarget [GetBuildTargetForBuildName](#) (string build)  
*Returns the BuildTarget for a build name, like 'win64'.*
- static string [GetBuildNameFromBuildTarget](#) (BuildTarget build)  
*Returns the build name for a BuildTarget.*
- static System.Collections.Generic.List< T > [FindAssetsByType< T >](#) ()  
*Returns assets for a certain type.*
- static T [CreateAsset< T >](#) (string name, bool showSaveFileBrowser=true)  
*Create and return a new asset in a smart location based on the current selection and then select it.*
- static void [InstantiatePrefab](#) (string prefabName, string path)  
*Instantiates a prefab.*

### Static Public Attributes

- static Texture2D **Logo\_Asset\_BWF** => loadImage(ref logo\_asset\_bwf, "logo\_asset\_bwf.png")
- static Texture2D **Logo\_Asset\_DJ** => loadImage(ref logo\_asset\_dj, "logo\_asset\_dj.png")
- static Texture2D **Logo\_Asset\_FB** => loadImage(ref logo\_asset\_fb, "logo\_asset\_fb.png")
- static Texture2D **Logo\_Asset\_OC** => loadImage(ref logo\_asset\_oc, "logo\_asset\_oc.png")
- static Texture2D **Logo\_Asset\_Radio** => loadImage(ref logo\_asset\_radio, "logo\_asset\_radio.png")
- static Texture2D **Logo\_Asset\_RTV** => loadImage(ref logo\_asset\_rtv, "logo\_asset\_rtv.png")
- static Texture2D **Logo\_Asset\_TB** => loadImage(ref logo\_asset\_tb, "logo\_asset\_tb.png")
- static Texture2D **Logo\_Asset\_TPB** => loadImage(ref logo\_asset\_tpb, "logo\_asset\_tpb.png")
- static Texture2D **Logo\_Asset\_TPS** => loadImage(ref logo\_asset\_tps, "logo\_asset\_tps.png")
- static Texture2D **Logo\_Asset\_TR** => loadImage(ref logo\_asset\_tr, "logo\_asset\_tr.png")
- static Texture2D **Logo\_CT** => loadImage(ref logo\_ct, "logo\_ct.png")

- static Texture2D **Logo\_Unity** => loadImage(ref logo\_unity, "logo\_unity.png")
- static Texture2D **Icon\_Save** => loadImage(ref icon\_save, "icon\_save.png")
- static Texture2D **Icon\_Reset** => loadImage(ref icon\_reset, "icon\_reset.png")
- static Texture2D **Icon\_Refresh** => loadImage(ref icon\_refresh, "icon\_refresh.png")
- static Texture2D **Icon\_Delete** => loadImage(ref icon\_delete, "icon\_delete.png")
- static Texture2D **Icon\_Folder** => loadImage(ref icon\_folder, "icon\_folder.png")
- static Texture2D **Icon\_Plus** => loadImage(ref icon\_plus, "icon\_plus.png")
- static Texture2D **Icon\_Minus** => loadImage(ref icon\_minus, "icon\_minus.png")
- static Texture2D **Icon\_Manual** => loadImage(ref icon\_manual, "icon\_manual.png")
- static Texture2D **Icon\_API** => loadImage(ref icon\_api, "icon\_api.png")
- static Texture2D **Icon\_Forum** => loadImage(ref icon\_forum, "icon\_forum.png")
- static Texture2D **Icon\_Product** => loadImage(ref icon\_product, "icon\_product.png")
- static Texture2D **Icon\_Check** => loadImage(ref icon\_check, "icon\_check.png")
- static Texture2D **Social\_Discord** => loadImage(ref social\_Discord, "social\_Discord.png")
- static Texture2D **Social\_Facebook** => loadImage(ref social\_Facebook, "social\_Facebook.png")
- static Texture2D **Social\_Twitter** => loadImage(ref social\_Twitter, "social\_Twitter.png")
- static Texture2D **Social\_Youtube** => loadImage(ref social\_Youtube, "social\_Youtube.png")
- static Texture2D **Social\_Linkedin** => loadImage(ref social\_Linkedin, "social\_Linkedin.png")
- static Texture2D **Video\_Promo** => loadImage(ref video\_promo, "video\_promo.png")
- static Texture2D **Video\_Tutorial** => loadImage(ref video\_tutorial, "video\_tutorial.png")
- static Texture2D **Icon\_Videos** => loadImage(ref icon\_videos, "icon\_videos.png")
- static Texture2D **Icon\_3p\_Assets** => loadImage(ref icon\_3p\_assets, "icon\_3p\_assets.png")
- static Texture2D **Asset\_PlayMaker** => loadImage(ref asset\_PlayMaker, "asset\_PlayMaker.png")
- static Texture2D **Asset\_VolumetricAudio** => loadImage(ref asset\_VolumetricAudio, "asset\_VolumetricAudio.png")
- static Texture2D **Asset\_RockTomate** => loadImage(ref asset\_rocktomate, "asset\_rocktomate.png")

## Additional Inherited Members

### 5.21.1 Detailed Description

Base for various Editor helper functions.

### 5.21.2 Member Function Documentation

#### 5.21.2.1 CreateAsset< T >()

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

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

#### Parameters

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

#### Returns

The new asset.

#### Type Constraints

***T : ScriptableObject***

### 5.21.2.2 FindAssetsByType< T >()

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

Returns assets for a certain type.

#### Returns

List of assets for a certain type.

#### Type Constraints

***T : Object***

### 5.21.2.3 GetBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

#### Parameters

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

#### Returns

The build name for a BuildTarget.

### 5.21.2.4 GetBuildTargetForBuildName()

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

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

#### Parameters

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

#### Returns

The BuildTarget for a build name.

### 5.21.2.5 InstantiatePrefab()

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

Instantiates a prefab.

#### Parameters

<i>prefabName</i>	Name of the prefab.
<i>path</i>	Path to the prefab.

### 5.21.2.6 IsValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

#### Parameters

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

#### Returns

True if the BuildTarget is installed in Unity.

### 5.21.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

### 5.21.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

#### Parameters

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

### 5.21.2.9 RestartUnity()

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

Restart Unity.

#### Parameters

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

### 5.21.2.10 SeparatorUI()

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

Shows a separator-UI.

#### Parameters

<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:

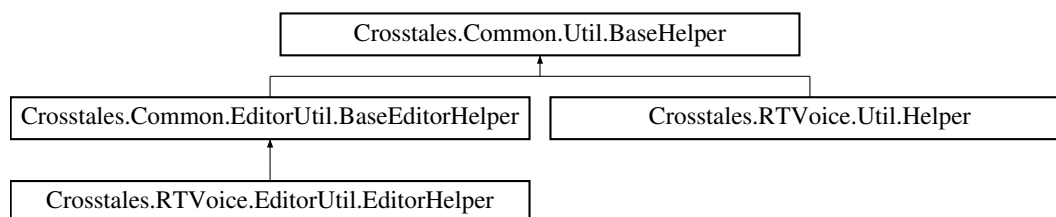
- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Editor/↔  
Util/BaseEditorHelper.cs

## 5.22 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.



Inheritance diagram for Crosstales.Common.Util.BaseHelper:



## Static Public Member Functions

- static string [CreateString](#) (string replaceChars, int stringLength)  
*Creates a string of characters with a given length.*
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↵  
Lines=true, int skipHeaderLines=0, int skipFooterLines=0)  
*Split the given text to lines and return it as list.*
- static string [FormatBytesToHRF](#) (long bytes, bool useSI=false)  
*Format byte-value to Human-Readable-Form.*
- static string [FormatSecondsToHRF](#) (double seconds)  
*Format seconds to Human-Readable-Form.*
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)  
*Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>*
- static string [GenerateLoremIpsum](#) (int length, int minSentences=1, int maxSentences=int.MaxValue, int min↵  
Words=1, int maxWords=15)  
*Generates a "Lorem Ipsum" based on various parameters.*
- static string [LanguageToISO639](#) (SystemLanguage language)  
*Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.*
- static SystemLanguage [ISO639ToLanguage](#) (string isoCode)  
*Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.*
- static object [InvokeMethod](#) (string className, string methodName, params object[] parameters)  
*Invokes a public static method on a full qualified class.*
- static string [GetArgument](#) (string name)  
*Returns an argument for a name from the url or command line.*
- static string[] [GetArguments](#) ()  
*Returns all arguments from the url or command line.*

## Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo(LanguageToISO639(Application.systemLanguage))
- static bool **ApplicationsIsPlaying** = Application.isPlaying
- static bool **isStandalonePlatform** => **isWindowsPlatform** || **isMacOSPlatform** || **isLinuxPlatform**  
*Checks if the current platform is standalone (Windows, macOS or Linux).*
- static bool **isWebPlatform** => **isWebGLPlatform**  
*Checks if the current platform is Web (WebPlayer or WebGL).*
- static bool **isWindowsBasedPlatform** => **isWindowsPlatform** || **isWSAPlatform** || **isXboxOnePlatform**  
*Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).*
- static bool **isWSABasedPlatform** => **isWSAPlatform** || **isXboxOnePlatform**

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

• static bool [isAppleBasedPlatform](#) => [isMacOSPlatform](#) || [isIOSPlatform](#) || [isTvOSPlatform](#)

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

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

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

*Checks if we are inside the Editor.*
- static bool [isEditorMode](#) => [isEditor](#) && !Application.isPlaying

*Checks if we are in Editor mode.*

## Static Protected Attributes

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

## Properties

- static bool [isWindowsPlatform](#) [get]
- Checks if the current platform is Windows.*
- static bool [isMacOSPlatform](#) [get]
- Checks if the current platform is OSX.*
- static bool [isLinuxPlatform](#) [get]
- Checks if the current platform is Linux.*
- static bool [isAndroidPlatform](#) [get]
- Checks if the current platform is Android.*
- static bool [isIOSPlatform](#) [get]
- Checks if the current platform is iOS.*
- static bool [isTvOSPlatform](#) [get]
- Checks if the current platform is tvOS.*
- static bool [isWSAPlatform](#) [get]
- Checks if the current platform is WSA.*
- static bool [isXboxOnePlatform](#) [get]
- Checks if the current platform is XboxOne.*
- static bool [isPS4Platform](#) [get]
- Checks if the current platform is PS4.*
- static bool [isWebGLPlatform](#) [get]
- Checks if the current platform is WebGL.*
- static bool [isWindowsEditor](#) [get]
- Checks if we are inside the Windows Editor.*
- static bool [isMacOSEditor](#) [get]
- Checks if we are inside the macOS Editor.*
- static bool [isLinuxEditor](#) [get]
- Checks if we are inside the Linux Editor.*
- static bool [isIL2CPP](#) [get]
- Checks if the current build target uses IL2CPP.*
- static [Crosstales.Common.Model.Enum.Platform?](#) [CurrentPlatform](#) [get]
- Returns the current platform.*
- static int [AndroidAPILevel](#) [get]
- Returns the Android API level of the current device (Android only)".*

### 5.22.1 Detailed Description

Base for various helper functions.

### 5.22.2 Member Function Documentation

#### 5.22.2.1 CreateString()

```
static string Crosstales.Common.Util.BaseHelper.CreateString (
    string 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

#### 5.22.2.2 FormatBytesToHRF()

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

Format byte-value to Human-Readable-Form.

##### Parameters

<i>bytes</i>	Value in bytes
<i>useSI</i>	Use SI-system (default: false, optional)

##### Returns

Formatted byte-value in Human-Readable-Form.

### 5.22.2.3 FormatSecondsToHRF()

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

Format seconds to Human-Readable-Form.

#### Parameters

<i>seconds</i>	Value in seconds
----------------	------------------

#### Returns

Formatted seconds in Human-Readable-Form.

### 5.22.2.4 GenerateLoremIpsum()

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

Generates a "Lorem Ipsum" based on various parameters.

#### Parameters

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

#### Returns

"Lorem Ipsum" based on the given parameters.

### 5.22.2.5 GetArgument()

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

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

**Parameters**

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

**Returns**

Argument for a name from the url or command line.

**5.22.2.6 GetArguments()**

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

Returns all arguments from the url or command line.

**Returns**

Arguments from the url or command line.

**5.22.2.7 HSVToRGB()**

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

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

**Parameters**

<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.

**5.22.2.8 InvokeMethod()**

```
static object Crosstales.Common.Util.BaseHelper.InvokeMethod (
    string className,
```

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

Invokes a public static method on a full qualified class.

#### Parameters

<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)

#### 5.22.2.9 ISO639ToLanguage()

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

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

#### Parameters

<i>isoCode</i>	ISO639-1 code to convert.
----------------	---------------------------

#### Returns

"SystemLanguage for the given ISO639-1 code.

#### 5.22.2.10 LanguageToISO639()

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

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

#### Parameters

<i>language</i>	SystemLanguage to convert.
-----------------	----------------------------

#### Returns

"ISO639-1 code for the given SystemLanguage.

### 5.22.2.11 SplitStringToLines()

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.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

## 5.22.3 Member Data Documentation

### 5.22.3.1 isAppleBasedPlatform

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

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

#### Returns

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

### 5.22.3.2 isEditor

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

Checks if we are inside the Editor.

#### Returns

True if we are inside the Editor.

### 5.22.3.3 isEditorMode

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

Checks if we are in Editor mode.

#### Returns

True if in Editor mode.

### 5.22.3.4 isIOSBasedPlatform

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

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

#### Returns

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

### 5.22.3.5 isMobilePlatform

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

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

#### Returns

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

### 5.22.3.6 isStandalonePlatform

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

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

#### Returns

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



### 5.22.3.7 isWebPlatform

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

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

#### Returns

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

### 5.22.3.8 isWindowsBasedPlatform

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

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

#### Returns

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

### 5.22.3.9 isWSABasedPlatform

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

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

#### Returns

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

## 5.22.4 Property Documentation

### 5.22.4.1 AndroidAPILevel

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

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

#### Returns

The Android API level of the current device.

#### 5.22.4.2 CurrentPlatform

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

Returns the current platform.

##### Returns

The current platform.

#### 5.22.4.3 isAndroidPlatform

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

Checks if the current platform is Android.

##### Returns

True if the current platform is Android.

#### 5.22.4.4 isIL2CPP

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

Checks if the current build target uses IL2CPP.

##### Returns

True if the current build target uses IL2CPP.

#### 5.22.4.5 isIOSPlatform

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

Checks if the current platform is iOS.

##### Returns

True if the current platform is iOS.

#### 5.22.4.6 isLinuxEditor

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

Checks if we are inside the Linux Editor.

##### Returns

True if we are inside the Linux Editor.

#### 5.22.4.7 isLinuxPlatform

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

Checks if the current platform is Linux.

##### Returns

True if the current platform is Linux.

#### 5.22.4.8 isMacOSEditor

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

Checks if we are inside the macOS Editor.

##### Returns

True if we are inside the macOS Editor.

#### 5.22.4.9 isMacOSPlatform

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

Checks if the current platform is OSX.

##### Returns

True if the current platform is OSX.

#### 5.22.4.10 isPS4Platform

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

Checks if the current platform is PS4.

##### Returns

True if the current platform is PS4.

#### 5.22.4.11 isTvOSPlatform

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

Checks if the current platform is tvOS.

##### Returns

True if the current platform is tvOS.

#### 5.22.4.12 isWebGLPlatform

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

Checks if the current platform is WebGL.

##### Returns

True if the current platform is WebGL.

#### 5.22.4.13 isWindowsEditor

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

Checks if we are inside the Windows Editor.

##### Returns

True if we are inside the Windows Editor.

#### 5.22.4.14 isWindowsPlatform

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

Checks if the current platform is Windows.

##### Returns

True if the current platform is Windows.

#### 5.22.4.15 isWSAPlatform

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

Checks if the current platform is WSA.

##### Returns

True if the current platform is WSA.

#### 5.22.4.16 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

##### Returns

True if the current platform is XboxOne.

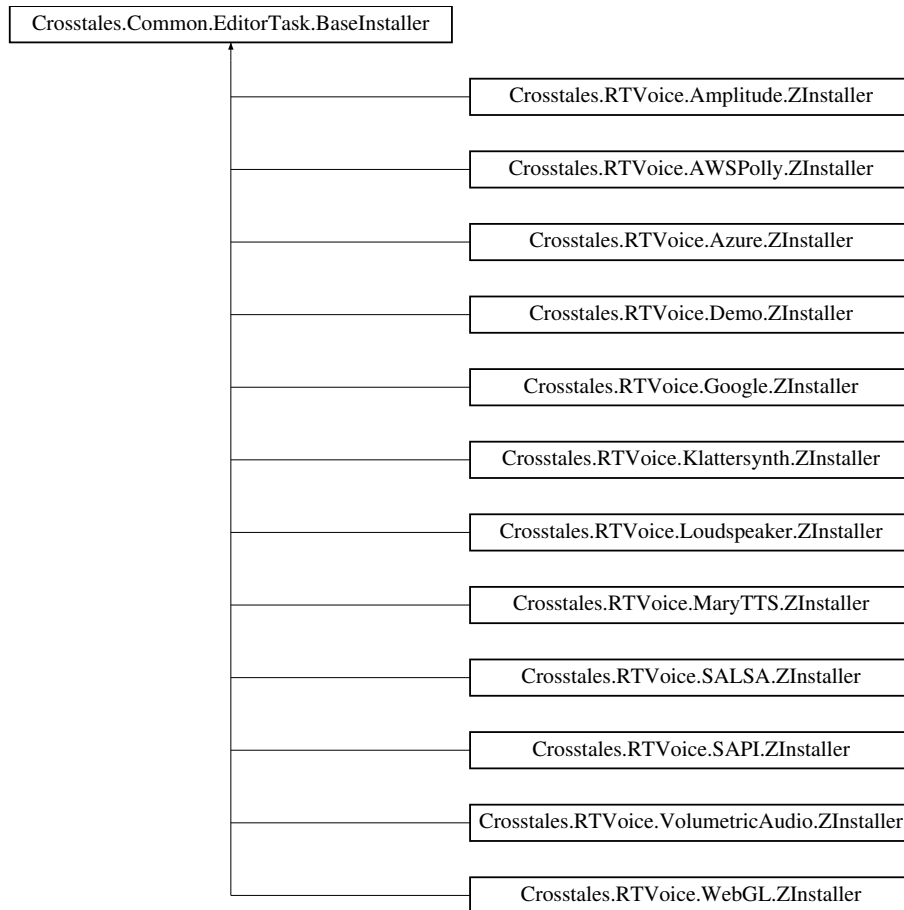
The documentation for this class was generated from the following file:

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

## 5.23 Crosstales.Common.EditorTask.BaseInstaller Class Reference

Base-class for all installers.

Inheritance diagram for Crosstales.Common.EditorTask.BaseInstaller:



### Static Public Member Functions

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

### Static Protected Member Functions

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

#### 5.23.1 Detailed Description

Base-class for all installers.

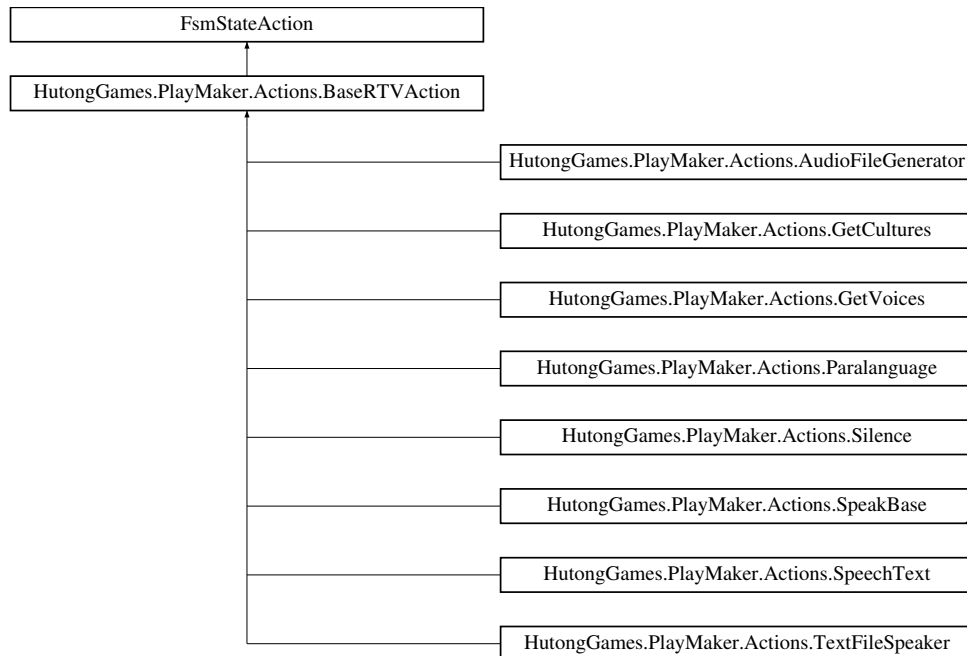
The documentation for this class was generated from the following file:

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

## 5.24 HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRTVAction:



### Public Attributes

- FsmEvent **sendEvent**

### 5.24.1 Detailed Description

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

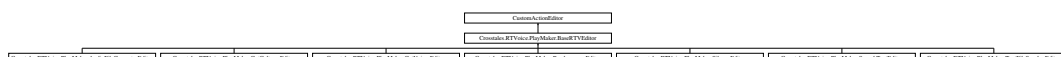
The documentation for this class was generated from the following file:

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

## 5.25 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** ()

### 5.25.1 Detailed Description

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

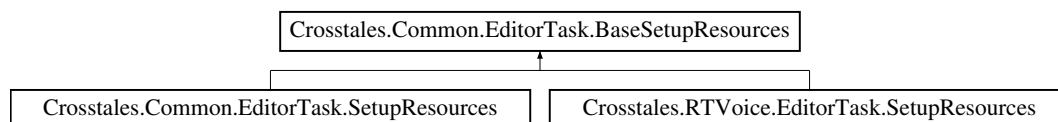
The documentation for this class was generated from the following file:

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

## 5.26 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



## Static Protected Member Functions

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

### 5.26.1 Detailed Description

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

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

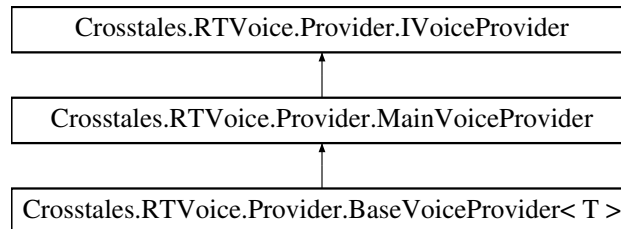
- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/BaseSetupResources.cs



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

Base class for voice providers.

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



### Static Public Attributes

- static T [Instance](#) => instance == null ? instance = new T() : instance  
*Returns the singleton instance of this class.*

### Static Protected Attributes

- static T **instance**

### Additional Inherited Members

#### 5.27.1 Detailed Description

Base class for voice providers.

##### Type Constraints

**T** : *new()*

#### 5.27.2 Member Data Documentation

##### 5.27.2.1 Instance

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

Returns the singleton instance of this class.

##### Returns

Singleton instance of this class.

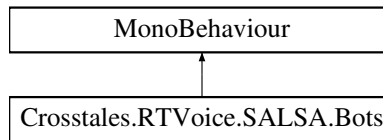
The documentation for this class was generated from the following file:

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

## 5.28 Crosstales.RTVoice.SALSA.Bots Class Reference

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

Inheritance diagram for Crosstales.RTVoice.SALSA.Bots:



### Public Attributes

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

### 5.28.1 Detailed Description

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

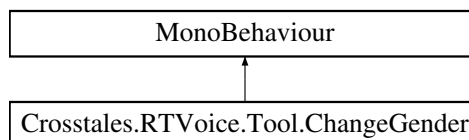
The documentation for this class was generated from the following file:

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

## 5.29 Crosstales.RTVoice.Tool.ChangeGender Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Tool.ChangeGender:



### Public Member Functions

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

## Public Attributes

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

### 5.29.1 Detailed Description

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

### 5.29.2 Member Data Documentation

#### 5.29.2.1 ESpeakOnly

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

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

#### 5.29.2.2 NewGender

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

The new gender for all voices.

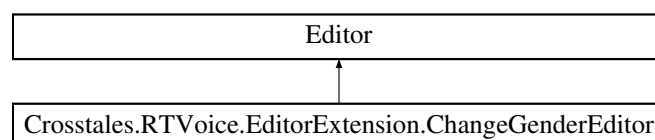
The documentation for this class was generated from the following file:

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

## 5.30 Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference

Custom editor for the 'ChangeGender'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ChangeGenderEditor:



## Public Member Functions

- override void **OnInspectorGUI** ()

### 5.30.1 Detailed Description

Custom editor for the 'ChangeGender'-class.

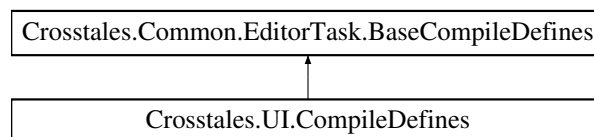
The documentation for this class was generated from the following file:

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

## 5.31 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



## Additional Inherited Members

### 5.31.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

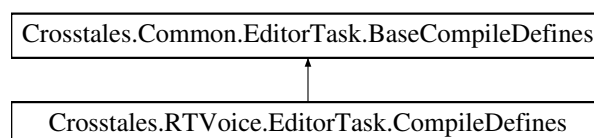
The documentation for this class was generated from the following file:

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

## 5.32 Crosstales.RTVoice.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.RTVoice.EditorTask.CompileDefines:



## Additional Inherited Members

### 5.32.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

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

## 5.33 Crosstales.RTVoice.Util.Config Class Reference

Configuration for the asset.

### Static Public Member Functions

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

### Static Public Attributes

- static string [ASSET\\_PATH](#) = "/Plugins/crosstales/RTVoice/"  
*Path to the asset inside the Unity project.*
- static bool [DEBUG](#) = Constants.DEFAULT\_DEBUG || [Constants.DEV\\_DEBUG](#)  
*Enable or disable debug logging for the asset.*
- static bool [AUDIOFILE\\_AUTOMATIC\\_DELETE](#) = Constants.DEFAULT\_AUDIOFILE\_AUTOMATIC\_DELETE  
*Automatically delete the generated audio files.*
- static bool [ENFORCE\\_STANDALONE\\_TTS](#) = Constants.DEFAULT\_ENFORCE\_STANDALONE\_TTS  
*Enforce standalone TTS (for development).*
- static string [TTS\\_MACOS](#) = Constants.DEFAULT\_TTS\_MACOS  
*Location of the TTS-system under MacOS.*
- static bool [isLoading](#)  
*Is the configuration loaded?*

### Properties

- static string [AUDIOFILE\\_PATH](#) [get, set]  
*Path to the generated audio files.*

### 5.33.1 Detailed Description

Configuration for the asset.

### 5.33.2 Member Function Documentation

#### 5.33.2.1 Load()

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

Loads all changeable variables.

#### 5.33.2.2 Reset()

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

Resets all changeable variables to their default value.

#### 5.33.2.3 Save()

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

Saves all changeable variables.

### 5.33.3 Member Data Documentation

#### 5.33.3.1 ASSET\_PATH

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

Path to the asset inside the Unity project.

### 5.33.3.2 AUDIOFILE\_AUTOMATIC\_DELETE

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

Automatically delete the generated audio files.

### 5.33.3.3 DEBUG

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

Enable or disable debug logging for the asset.

### 5.33.3.4 ENFORCE\_STANDALONE\_TTS

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

Enforce standalone TTS (for development).

### 5.33.3.5 isLoaded

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

Is the configuration loaded?

### 5.33.3.6 TTS\_MACOS

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

Location of the TTS-system under MacOS.

## 5.33.4 Property Documentation

### 5.33.4.1 AUDIOFILE\_PATH

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

Path to the generated audio files.

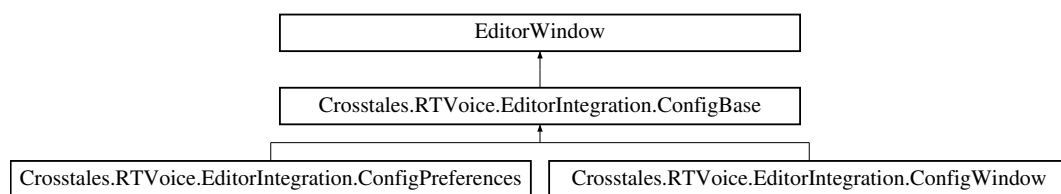
The documentation for this class was generated from the following file:

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

## 5.34 Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigBase:



### Protected Member Functions

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

### Static Protected Member Functions

- static void **save** ()

### 5.34.1 Detailed Description

Base class for editor windows.

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

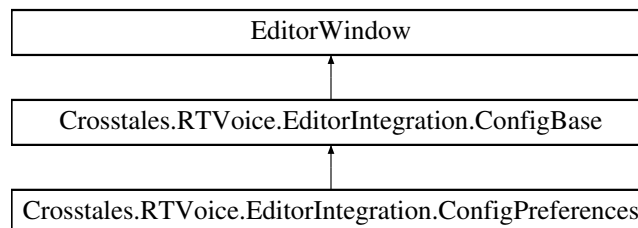
- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↔ Integration/ConfigBase.cs



## 5.35 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:



### Additional Inherited Members

#### 5.35.1 Detailed Description

Unity "Preferences" extension.

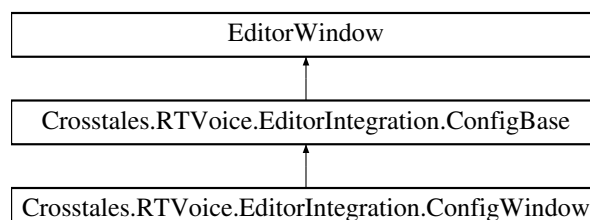
The documentation for this class was generated from the following file:

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

## 5.36 Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigWindow:



### Public Member Functions

- delegate void **StopPlayback** ()

## Static Public Member Functions

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

## Events

- static StopPlayback **OnStopPlayback**

## Additional Inherited Members

### 5.36.1 Detailed Description

Editor window extension.

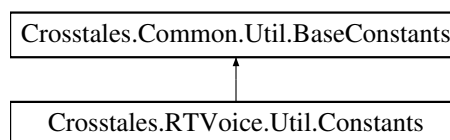
The documentation for this class was generated from the following file:

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

## 5.37 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** = "2022.2.0"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 20220815  
*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(2022, 8, 15)  
*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\_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** = "https://www.crosstales.com/en/assets/rtvoice/api/"

*URL of the asset API.*

- const string **ASSET\_FORUM\_URL** = "https://forum.unity.com/threads/rt-voice-run-time-text-to-speech-solution.340046/"

*URL of the asset forum.*

- const string **ASSET\_WEB\_URL** = "https://www.crosstales.com/en/portfolio/rtvoice/"

*URL of the asset in crosstales.*

- const string **ASSET\_VIDEO\_PROMO** = "https://youtu.be/iVhTWDLY7g8?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"

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

- const string **ASSET\_VIDEO\_TUTORIAL** = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"

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

- const string **ASSET\_3P\_ADVENTURE\_CREATOR** = "https://assetstore.unity.com/packages/slug/11896?aid=1011INGT"

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

- const string **ASSET\_3P\_CINEMA\_DIRECTOR** = "https://assetstore.unity.com/packages/slug/19779?aid=1011INGT"

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

- const string **ASSET\_3P\_DIALOGUE\_SYSTEM** = "https://assetstore.unity.com/packages/slug/11672?aid=1011INGT"

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

- const string **ASSET\_3P\_LOCALIZED\_DIALOGS** = "https://assetstore.unity.com/packages/slug/5020?aid=1011INGT"

*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\_NANINOVEL** = "https://assetstore.unity.com/packages/slug/135453?aid=1011INGT"

*URL of the 3rd party asset "Naninovel".*

- 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=1011INGT"

*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=10111INGT"
  - URL of the 3rd party asset "uSequencer".*
- const string **ASSET\_3P\_WEBGL** = "https://assetstore.unity.com/packages/slug/81861?aid=10111INGT"
  - URL of the 3rd party asset "WebGL Speech Synthesis".*
- const string **ASSET\_3P\_GOOGLE** = "https://assetstore.unity.com/packages/slug/115170?aid=10111INGT"
  - 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\_STANDALONE\_TTS** = KEY\_PREFIX + "ENFORCE\_STANDALONE\_TTS"
- static readonly string **DEFAULT\_AUDIOFILE\_PATH** = [Crosstales.Common.Util.FileHelper.ValidatePath](#)(Application.temporaryCachePath)
- const bool **DEFAULT\_AUDIOFILE\_AUTOMATIC\_DELETE** = true
- const bool **DEFAULT\_ENFORCE\_STANDALONE\_TTS** = true
- const string **DEFAULT\_TTS\_MACOS** = "say"
- const int **DEFAULT\_CACHE\_SIZE\_CLIPS** = 256
- const int **DEFAULT\_MAX\_CACHE\_SIZE\_CLIPS** = 1024
- const int **DEFAULT\_TTS\_KILL\_TIME** = 7000
- const string **RTVOICE\_SCENE\_OBJECT\_NAME** = "RTVoice"
  - RTVoice prefab scene name.*
- const string **GLOBALCACHE\_SCENE\_OBJECT\_NAME** = "GlobalCache"
  - GlobalCache prefab scene name.*
- static string **TTS\_WINDOWS\_SUBPATH** = "RTVoiceTTSTWrapper.exe"
  - Sub-path to the TTS-wrapper under Windows.*
- static string **TTS\_WINDOWS\_x86\_SUBPATH** = "RTVoiceTTSTWrapper\_x86.exe"
  - Sub-path to the TTS-wrapper (32bit) under Windows.*
- static string **ESPEAK\_FEMALE\_MODIFIER** = "+f3"
  - Female modifier for eSpeak.*
- static string **AUDIOFILE\_PREFIX** = "rtvoice\_"
  - Audio file prefix to identify the files.*
- static float **SPEAK\_CALL\_SPEED** = 0.5f
  - Defines the speed of 'Speak'-calls in seconds.*

## Additional Inherited Members

### 5.37.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.37.2 Member Data Documentation

### 5.37.2.1 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".

### 5.37.2.2 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".

### 5.37.2.3 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".

### 5.37.2.4 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".

### 5.37.2.5 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".

### 5.37.2.6 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".

### 5.37.2.7 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".

### 5.37.2.8 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".

### 5.37.2.9 ASSET\_3P\_NANINOVEL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NANINOVEL = "https://assetstore.↵  
unity.com/packages/slug/135453?aid=10111NGT" [static]
```

URL of the 3rd party asset "Naninovel".

### 5.37.2.10 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".

### 5.37.2.11 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".

### 5.37.2.12 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".

### 5.37.2.13 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".

### 5.37.2.14 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.

### 5.37.2.15 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".

### 5.37.2.16 ASSET\_API\_URL

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

URL of the asset API.

### 5.37.2.17 ASSET\_BUILD

```
const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 20220815 [static]
```

Build number of the asset.

### 5.37.2.18 ASSET\_CHANGED

```
readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.Date↵  
Time(2022, 8, 15) [static]
```

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

### 5.37.2.19 ASSET\_CONTACT

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

Contact to the owner of the asset.

### 5.37.2.20 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).

### 5.37.2.21 ASSET\_FORUM\_URL

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

URL of the asset forum.

### 5.37.2.22 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.

### 5.37.2.23 ASSET\_NAME

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

Name of the asset.

### 5.37.2.24 ASSET\_NAME\_SHORT

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

Short name of the asset.



### 5.37.2.25 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.

### 5.37.2.26 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

### 5.37.2.27 ASSET\_VERSION

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2022.2.0" [static]
```

Version of the asset.

### 5.37.2.28 ASSET\_VIDEO\_PROMO

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDL↵  
Y7g8?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

### 5.37.2.29 ASSET\_VIDEO\_TUTORIAL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJy↵  
VgCmX3wU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

### 5.37.2.30 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.

### 5.37.2.31 AUDIOFILE\_PREFIX

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

Audio file prefix to identify the files.

### 5.37.2.32 ESPEAK\_FEMALE\_MODIFIER

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

Female modifier for eSpeak.

### 5.37.2.33 GLOBALCACHE\_SCENE\_OBJECT\_NAME

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

[GlobalCache](#) prefab scene name.

### 5.37.2.34 RTVOICE\_SCENE\_OBJECT\_NAME

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

[RTVoice](#) prefab scene name.

### 5.37.2.35 SPEAK\_CALL\_SPEED

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

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

### 5.37.2.36 TTS\_WINDOWS\_SUBPATH

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

Sub-path to the TTS-wrapper under Windows.

### 5.37.2.37 TTS\_WINDOWS\_x86\_SUBPATH

```
string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "RTVoiceTTSWrapper_x86.exe"  
[static]
```

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

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

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

## 5.38 Crosstales.RTVoice.Util.Context Class Reference

[Context](#) for the asset.

### Static Public Attributes

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

### Properties

- static float [CacheEfficiency](#) [get]  
*The current cache efficiency.*

### 5.38.1 Detailed Description

[Context](#) for the asset.

### 5.38.2 Member Data Documentation

### 5.38.2.1 NumberOfAudioFiles

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

The total number of generated audio files.

### 5.38.2.2 NumberOfCachedSpeeches

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

The total number of cached speeches.

### 5.38.2.3 NumberOfCharacters

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

The total number of characters spoken.

### 5.38.2.4 NumberOfNonCachedSpeeches

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

The total number of non-cached speeches.

>

### 5.38.2.5 NumberOfSpeeches

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

The total number of speeches.

### 5.38.2.6 TotalSpeechLength

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

The total speech length in seconds.

### 5.38.3 Property Documentation

#### 5.38.3.1 CacheEfficiency

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

The current cache efficiency.

>

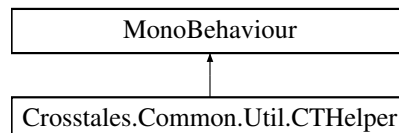
The documentation for this class was generated from the following file:

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

## 5.39 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



### Properties

- static [CTHelper Instance](#) [get]

#### 5.39.1 Detailed Description

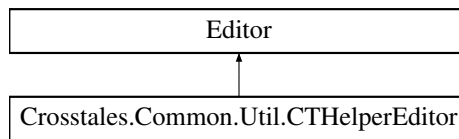
Helper to reset the necessary settings.

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

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

## 5.40 Crosstales.Common.Util.CHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CHelperEditor:



### Public Member Functions

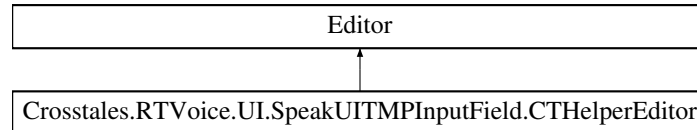
- override void **OnInspectorGUI** ()

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

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

## 5.41 Crosstales.RTVoice.UI.SpeakUITMPInputField.CHelperEditor Class Reference

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



### Public Member Functions

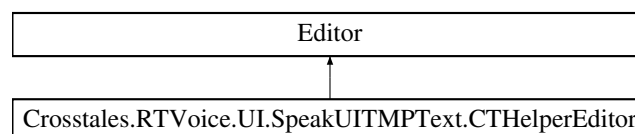
- override void **OnInspectorGUI** ()

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

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

## 5.42 Crosstales.RTVoice.UI.SpeakUITMPText.CHelperEditor Class Reference

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



## Public Member Functions

- override void **OnInspectorGUI** ()

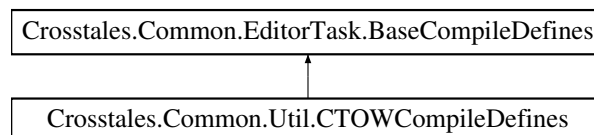
The documentation for this class was generated from the following file:

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

## 5.43 Crosstales.Common.Util.CTOWCompileDefines Class Reference

Adds "CT\_OPENWINDOW" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTOWCompileDefines:



## Additional Inherited Members

### 5.43.1 Detailed Description

Adds "CT\_OPENWINDOW" define symbol to PlayerSettings define symbols.

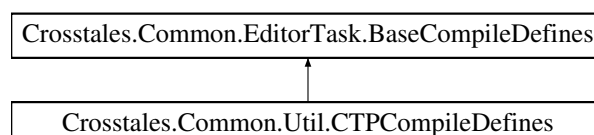
The documentation for this class was generated from the following file:

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

## 5.44 Crosstales.Common.Util.CTPCompileDefines Class Reference

Adds "CT\_PROC" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTPCompileDefines:



## Additional Inherited Members

### 5.44.1 Detailed Description

Adds "CT\_PROC" define symbol to PlayerSettings define symbols.

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

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

## 5.45 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

### Static Public Member Functions

- static bool [HasKey](#) (string key)  
*Exists the key?*
- static void [DeleteAll](#) ()  
*Deletes all keys.*
- static void [DeleteKey](#) (string key)  
*Delete the key.*
- static void [Save](#) ()  
*Saves all modifications.*
- static string [GetString](#) (string key)  
*Allows to get a string from a key.*
- static float [GetFloat](#) (string key)  
*Allows to get a float from a key.*
- static int [GetInt](#) (string key)  
*Allows to get an int from a key.*
- static bool [GetBool](#) (string key)  
*Allows to get a bool from a key.*
- static System.DateTime [GetDate](#) (string key)  
*Allows to get a DateTime from a key.*
- static Vector2 [GetVector2](#) (string key)  
*Allows to get a Vector2 from a key.*
- static Vector3 [GetVector3](#) (string key)  
*Allows to get a Vector3 from a key.*
- static Vector4 [GetVector4](#) (string key)  
*Allows to get a Vector4 from a key.*
- static Quaternion [GetQuaternion](#) (string key)  
*Allows to get a Quaternion from a key.*
- static Color [GetColor](#) (string key)  
*Allows to get a Color from a key.*
- static SystemLanguage [GetLanguage](#) (string key)  
*Allows to get a SystemLanguage from a key.*
- static void [SetString](#) (string key, string value)



- Allows to set a string for a key.*
- static void [SetFloat](#) (string key, float value)
  - Allows to set a float for a key.*
- static void [SetInt](#) (string key, int value)
  - Allows to set an int for a key.*
- static void [SetBool](#) (string key, bool value)
  - Allows to set a bool for a key.*
- static void [SetDate](#) (string key, System.DateTime value)
  - Allows to set a DateTime for a key.*
- static void [SetVector2](#) (string key, Vector2 value)
  - Allows to set a Vector2 for a key.*
- static void [SetVector3](#) (string key, Vector3 value)
  - Allows to set a Vector3 for a key.*
- static void [SetVector4](#) (string key, Vector4 value)
  - Allows to set a Vector4 for a key.*
- static void [SetQuaternion](#) (string key, Quaternion value)
  - Allows to set a Quaternion for a key.*
- static void [SetColor](#) (string key, Color value)
  - Allows to set a Color for a key.*
- static void [SetLanguage](#) (string key, SystemLanguage language)
  - Allows to set a SystemLanguage for a key.*

## 5.45.1 Detailed Description

Wrapper for the PlayerPrefs.

## 5.45.2 Member Function Documentation

### 5.45.2.1 DeleteAll()

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

Deletes all keys.

### 5.45.2.2 DeleteKey()

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

Delete the key.

**Parameters**

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

**5.45.2.3 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.

**5.45.2.4 GetColor()**

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

Allows to get a Color from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.45.2.5 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.

**5.45.2.6 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.

**5.45.2.7 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.

**5.45.2.8 GetLanguage()**

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

Allows to get a SystemLanguage from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.45.2.9 GetQuaternion()**

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

Allows to get a Quaternion from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.45.2.10 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.

**5.45.2.11 GetVector2()**

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

Allows to get a Vector2 from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.45.2.12 GetVector3()**

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

Allows to get a Vector3 from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.45.2.13 GetVector4()**

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

Allows to get a Vector4 from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.45.2.14 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.

**5.45.2.15 Save()**

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

Saves all modifications.

**5.45.2.16 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.

**5.45.2.17 SetColor()**

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

Allows to set a Color for a key.

**Parameters**

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

#### 5.45.2.18 SetDate()

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

Allows to set a DateTime for a key.

##### Parameters

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

#### 5.45.2.19 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.

#### 5.45.2.20 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.

#### 5.45.2.21 SetLanguage()

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

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

Allows to set a SystemLanguage for a key.

#### Parameters

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

#### 5.45.2.22 SetQuaternion()

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

Allows to set a Quaternion for a key.

#### Parameters

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

#### 5.45.2.23 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.

#### 5.45.2.24 SetVector2()

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

Allows to set a Vector2 for a key.

## Parameters

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

**5.45.2.25 SetVector3()**

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

Allows to set a Vector3 for a key.

## Parameters

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

**5.45.2.26 SetVector4()**

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

Allows to set a Vector4 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:

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

## 5.46 Crosstales.Common.Util.CTPMacOSPostProcessor Class Reference

Post processor for macOS.

## Static Public Member Functions

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

### 5.46.1 Detailed Description

Post processor for macOS.

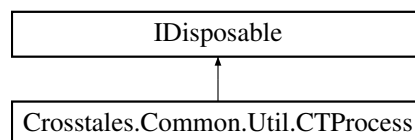
The documentation for this class was generated from the following file:

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

## 5.47 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** ()

## Public Attributes

- uint [ExitCode](#) => exitCode  
*Gets the value that the associated process specified when it terminated.*

## Properties

- System.IntPtr [Handle](#) [get]  
*Gets the native handle of the associated process.*
- int [Id](#) [get]  
*Gets the unique identifier for the associated process.*
- [CTProcessStartInfo StartInfo](#) [get, set]  
*Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.*
- bool [HasExited](#) [get]  
*Gets a value indicating whether the associated process has been terminated.*
- System.DateTime [StartTime](#) [get]  
*Gets the time that the associated process was started.*
- System.DateTime [ExitTime](#) [get]  
*Gets the time that the associated process exited.*
- System.IO.StreamReader [StandardOutput](#) [get]  
*Gets a stream used to read the textual output of the application.*
- System.IO.StreamReader [StandardError](#) [get]  
*Gets a stream used to read the error output of the application.*
- bool [isBusy](#) [get]  
*Gets a value indicating whether the associated process has been busy.*

## Events

- System.EventHandler [Exited](#)
- System.Diagnostics.DataReceivedEventHandler [OutputDataReceived](#)
- System.Diagnostics.DataReceivedEventHandler [ErrorDataReceived](#)

### 5.47.1 Detailed Description

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

### 5.47.2 Member Function Documentation

#### 5.47.2.1 Kill() [1/2]

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

Immediately stops the associated process.

### 5.47.2.2 Kill() [2/2]

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

Immediately stops the associated process.

### 5.47.2.3 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.

### 5.47.2.4 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.

### 5.47.2.5 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..

### 5.47.2.6 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..

## 5.47.3 Member Data Documentation

### 5.47.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode => exitCode
```

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

## 5.47.4 Property Documentation

### 5.47.4.1 ExitTime

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

Gets the time that the associated process exited.

### 5.47.4.2 Handle

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

Gets the native handle of the associated process.

### 5.47.4.3 HasExited

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

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

### 5.47.4.4 Id

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

Gets the unique identifier for the associated process.

### 5.47.4.5 isBusy

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

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



#### 5.47.4.6 StandardError

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

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

#### 5.47.4.7 StandardOutput

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

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

#### 5.47.4.8 StartInfo

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

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

#### 5.47.4.9 StartTime

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

Gets the time that the associated process was started.

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

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

## 5.48 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).*

### 5.48.1 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).

### 5.48.2 Property Documentation

#### 5.48.2.1 Arguments

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

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

#### 5.48.2.2 CreateNoWindow

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

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

### 5.48.2.3 FileName

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

Gets or sets the application or document to start.

### 5.48.2.4 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.

### 5.48.2.5 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.

### 5.48.2.6 StandardErrorEncoding

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

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

### 5.48.2.7 StandardOutputEncoding

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

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

### 5.48.2.8 UseCmdExecute

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

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

### 5.48.2.9 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).

### 5.48.2.10 UseThread

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

Gets or sets the application to be threaded.

### 5.48.2.11 WorkingDirectory

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

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

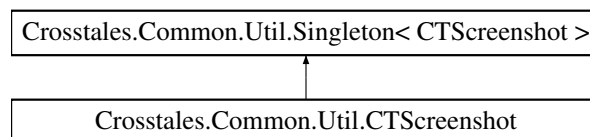
The documentation for this class was generated from the following file:

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

## 5.49 Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:



### Public Member Functions

- void **Capture** ()  
*Capture the screen.*
- void **Start** ()

## Public Attributes

- string **Prefix** = "CT\_Screenshot"  
*Prefix for the generate file names.*
- int **Scale** = 1  
*summary>Key-press to capture the screen (default: F8).*
- KeyCode **KeyCode** = KeyCode.F8  
*summary>Show file location (default: true).*
- bool **ShowFileLocation** = true

## Additional Inherited Members

### 5.49.1 Detailed Description

Take screen shots inside an application.

### 5.49.2 Member Function Documentation

#### 5.49.2.1 Capture()

```
void Crosstales.Common.Util.CTScreenshot.Capture ( )
```

Capture the screen.

### 5.49.3 Member Data Documentation

#### 5.49.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.CTScreenshot.KeyCode = KeyCode.F8
```

*summary>Show file location (default: true).*

#### 5.49.3.2 Prefix

```
string Crosstales.Common.Util.CTScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

*summary>Factor by which to increase resolution (default: 1).*

### 5.49.3.3 Scale

```
int Crosstales.Common.Util.CTScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

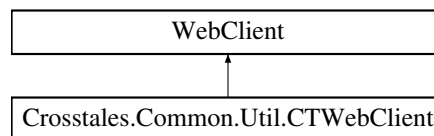
The documentation for this class was generated from the following file:

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

## 5.50 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*

### 5.50.1 Detailed Description

Specialized WebClient.

### 5.50.2 Property Documentation

### 5.50.2.1 ConnectionLimit

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

Connection limit for all WebClients

### 5.50.2.2 Timeout

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

Timeout in milliseconds

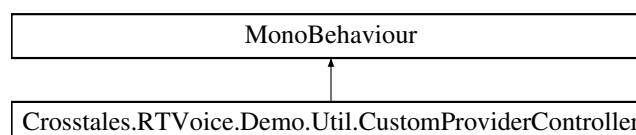
The documentation for this class was generated from the following file:

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

## 5.51 Crosstales.RTVoice.Demo.Util.CustomProviderController Class Reference

Controls the custom provider in demo builds.

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



### Public Attributes

- [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#) **Provider**
- bool **KeepOnDestroy** = false

### 5.51.1 Detailed Description

Controls the custom provider in demo builds.

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

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

## 5.52 Crosstales.RTVoice.DataStore Class Reference

[Model](#) for a voice.

### Public Member Functions

- [DataStore](#) ()  
*Default.*
- [DataStore](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper, byte[] data)  
*Instantiate the class.*

### Public Attributes

- [Crosstales.RTVoice.Model.Wrapper](#) wrapper
- byte[] Data

### 5.52.1 Detailed Description

[Model](#) for a voice.

### 5.52.2 Constructor & Destructor Documentation

#### 5.52.2.1 DataStore() [1/2]

```
Crosstales.RTVoice.DataStore.DataStore ( )
```

Default.

#### 5.52.2.2 DataStore() [2/2]

```
Crosstales.RTVoice.DataStore.DataStore (
    Crosstales.RTVoice.Model.Wrapper wrapper,
    byte[] data )
```

Instantiate the class.

#### Parameters

<i>wrapper</i>	Wrapper of the speech.
<i>data</i>	Data of the speech.



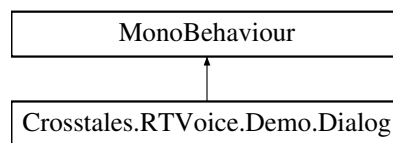
The documentation for this class was generated from the following file:

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

## 5.53 Crosstales.RTVoice.Demo.Dialog Class Reference

Simple dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



### Public Member Functions

- IEnumerator **DialogSequence** ()

### Public Attributes

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

### 5.53.1 Detailed Description

Simple dialog system with TTS voices.

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

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

## 5.54 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

### Static Public Member Functions

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

### Static Public Attributes

- static bool [UPDATE\\_CHECK](#) = Crosstales.RTVoice.EditorUtil.EditorConstants.DEFAULT\_UPDATE\_CHECK  
*Enable or disable update-checks for the asset.*
- static bool [COMPILE\\_DEFINES](#) = Crosstales.RTVoice.EditorUtil.EditorConstants.DEFAULT\_COMPILE\_DEFINES  
*Enable or disable adding compile define "CT\_RTV" for the asset.*
- static bool [PREFAB\\_AUTOLOAD](#) = Crosstales.RTVoice.EditorUtil.EditorConstants.DEFAULT\_PREFAB\_AUTOLOAD  
*Automatically load and add the prefabs to the scene.*
- static bool [HIERARCHY\\_ICON](#) = Crosstales.RTVoice.EditorUtil.EditorConstants.DEFAULT\_HIERARCHY\_ICON  
*Enable or disable the icon in the hierarchy.*
- static bool [isLoading](#)  
*Is the configuration loaded?*
- static string [PREFAB\\_PATH](#) => [ASSET\\_PATH](#) + Crosstales.RTVoice.EditorUtil.EditorConstants.PREFAB\_SUBPATH  
*Returns the path of the prefabs.*

### Properties

- static string [ASSET\\_PATH](#) [get]  
*Returns the path to the asset inside the Unity project.*

### 5.54.1 Detailed Description

Editor configuration for the asset.

### 5.54.2 Member Function Documentation

#### 5.54.2.1 Load()

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

Loads all changeable variables.

#### 5.54.2.2 Reset()

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

Resets all changeable variables to their default value.

#### 5.54.2.3 Save()

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

Saves all changeable variables.

### 5.54.3 Member Data Documentation

#### 5.54.3.1 COMPILE\_DEFINES

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

Enable or disable adding compile define "CT\_RTV" for the asset.

### 5.54.3.2 HIERARCHY\_ICON

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

Enable or disable the icon in the hierarchy.

### 5.54.3.3 isLoaded

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

Is the configuration loaded?

### 5.54.3.4 PREFAB\_AUTOLOAD

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

Automatically load and add the prefabs to the scene.

### 5.54.3.5 PREFAB\_PATH

```
string Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + Crosstales.RTVoice.EditorUtil.EditorConstants.DEFAULT_PREFAB_PATH [static]
```

Returns the path of the prefabs.

#### Returns

The path of the prefabs.

### 5.54.3.6 UPDATE\_CHECK

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

Enable or disable update-checks for the asset.

## 5.54.4 Property Documentation

#### 5.54.4.1 ASSET\_PATH

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

Returns the path to the asset inside the Unity project.

##### Returns

The path to the asset inside the Unity project.

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

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

## 5.55 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference

Collected constants of very general utility for the asset.

### Static Public Attributes

- const string **KEY\_UPDATE\_CHECK** = Crosstales.RTVoice.Util.Constants.KEY\_PREFIX + "UPDATE\_CHECK"
- const string **KEY\_COMPILE\_DEFINES** = Crosstales.RTVoice.Util.Constants.KEY\_PREFIX + "COMPILE\_DEFINES"
- const string **KEY\_PREFAB\_AUTOLOAD** = Crosstales.RTVoice.Util.Constants.KEY\_PREFIX + "PREFAB\_AUTOLOAD"
- const string **KEY\_HIERARCHY\_ICON** = Crosstales.RTVoice.Util.Constants.KEY\_PREFIX + "HIERARCHY\_ICON"
- const string **KEY\_UPDATE\_DATE** = Crosstales.RTVoice.Util.Constants.KEY\_PREFIX + "UPDATE\_DATE"
- const string **DEFAULT\_ASSET\_PATH** = "/Plugins/crosstales/RTVoice/"
- const bool **DEFAULT\_UPDATE\_CHECK** = false
- const bool **DEFAULT\_COMPILE\_DEFINES** = true
- const bool **DEFAULT\_PREFAB\_AUTOLOAD** = false
- const bool **DEFAULT\_HIERARCHY\_ICON** = false
- static string **PREFAB\_SUBPATH** = "Resources/Prefabs/"  
*Sub-path to the prefabs.*
- static string **ASSET\_URL** => [Crosstales.RTVoice.Util.Constants.ASSET\\_PRO\\_URL](#)  
*Returns the URL of the asset in UAS.*
- static string **ASSET\_ID** => "41068"  
*Returns the ID of the asset in UAS.*
- static System.Guid **ASSET\_UID** => new System.Guid("181f4dab-261f-4746-85f8-849c2866d353")  
*Returns the UID of the asset.*

### 5.55.1 Detailed Description

Collected constants of very general utility for the asset.

## 5.55.2 Member Data Documentation

### 5.55.2.1 ASSET\_ID

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_ID => "41068" [static]
```

Returns the ID of the asset in UAS.

#### Returns

The ID of the asset in UAS.

### 5.55.2.2 ASSET\_UID

```
System.Guid Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("181f4dab-261f-4746-85...") [static]
```

Returns the UID of the asset.

#### Returns

The UID of the asset.

### 5.55.2.3 ASSET\_URL

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_URL => Crosstales.RTVoice.Util.Constants.ASSET_PRO... [static]
```

Returns the URL of the asset in UAS.

#### Returns

The URL of the asset in UAS.

### 5.55.2.4 PREFAB\_SUBPATH

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

Sub-path to the prefabs.

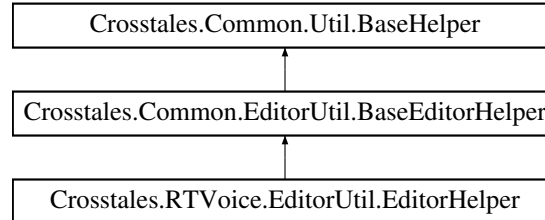
The documentation for this class was generated from the following file:

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

## 5.56 Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.RTVoice.EditorUtil.EditorHelper:



### Static Public Member Functions

- static void **RTVUnavailable** ()  
*Shows an "RT-Voice unavailable"-UI.*
- static void **NoVoicesUI** ()  
*Shows the "no voices found"-UI.*
- static void **InstantiatePrefab** (string prefabName)  
*Instantiates a prefab.*
- static void **BannerOC** ()  
*Shows a banner for "Online Check".*

### Static Public Attributes

- const int **GO\_ID** = 35  
*Start index inside the "GameObject"-menu.*
- const int **MENU\_ID** = 11820  
*Start index inside the "Tools"-menu.*
- static Texture2D **Logo\_Asset** => loadImage(ref logo\_asset, "logo\_asset\_pro.png")
- static Texture2D **Logo\_Asset\_Small** => loadImage(ref logo\_asset\_small, "logo\_asset\_small\_pro.png")
- static Texture2D **Icon\_Speak** => loadImage(ref icon\_speak, "icon\_speak.png")
- static Texture2D **Icon\_Silence** => loadImage(ref icon\_silence, "icon\_silence.png")
- static Texture2D **Icon\_Next** => loadImage(ref icon\_next, "icon\_next.png")
- static Texture2D **Icon\_Previous** => loadImage(ref icon\_previous, "icon\_previous.png")
- static Texture2D **Store\_AdventureCreator** => loadImage(ref store\_AdventureCreator, "Store\_AdventureCreator.png")
- static Texture2D **Store\_CinemaDirector** => loadImage(ref store\_CinemaDirector, "Store\_CinemaDirector.png")
- static Texture2D **Store\_DialogueSystem** => loadImage(ref store\_DialogueSystem, "Store\_DialogueSystem.png")
- static Texture2D **Store\_LDC** => loadImage(ref store\_LDC, "Store\_LDC.png")
- static Texture2D **Store\_LipSync** => loadImage(ref store\_LipSync, "Store\_LipSync.png")
- static Texture2D **Store\_Naninovel** => loadImage(ref store\_Naninovel, "Store\_Naninovel.png")
- static Texture2D **Store\_NPC\_Chat** => loadImage(ref store\_NPC\_Chat, "Store\_NPC\_Chat.png")
- static Texture2D **Store\_QuestSystem** => loadImage(ref store\_QuestSystem, "Store\_QuestSystem.png")
- static Texture2D **Store\_SALSA** => loadImage(ref store\_SALSA, "Store\_SALSA.png")
- static Texture2D **Store\_SLATE** => loadImage(ref store\_SLATE, "Store\_SLATE.png")
- static Texture2D **Store\_Amplitude** => loadImage(ref store\_Amplitude, "Store\_Amplitude.png")

- static Texture2D **Store\_Klattersynth** => loadImage(ref store\_Klattersynth, "Store\_Klattersynth.png")
- static Texture2D **Store\_WebGL** => loadImage(ref store\_WebGL, "Store\_WebGL.png")
- static Texture2D **Store\_Google** => loadImage(ref store\_Google, "Store\_Google.png")
- static bool **isRTVoiceInScene** => GameObject.FindObjectOfType(typeof([Crosstales.RTVoice.Speaker](#))) != null  
*Checks if the "RTVoice"-prefab is in the scene.*
- static bool **isGlobalCacheInScene** => GameObject.FindObjectOfType(typeof([Crosstales.RTVoice.GlobalCache](#))) != null  
*Checks if the "GlobalCache"-prefab is in the scene.*

## Additional Inherited Members

### 5.56.1 Detailed Description

Editor helper class.

### 5.56.2 Member Function Documentation

#### 5.56.2.1 BannerOC()

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

Shows a banner for "Online Check".

#### 5.56.2.2 InstantiatePrefab()

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

Instantiates a prefab.

##### Parameters

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

#### 5.56.2.3 NoVoicesUI()

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

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



### 5.56.2.4 RTVUnavailable()

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

Shows an "RT-Voice unavailable"-UI.

## 5.56.3 Member Data Documentation

### 5.56.3.1 GO\_ID

```
const int Crosstales.RTVoice.EditorUtil.EditorHelper.GO_ID = 35 [static]
```

Start index inside the "GameObject"-menu.

### 5.56.3.2 isGlobalCacheInScene

```
bool Crosstales.RTVoice.EditorUtil.EditorHelper.isGlobalCacheInScene => GameObject.Find↔  
ObjectOfType(typeof(Crosstales.RTVoice.GlobalCache)) != null [static]
```

Checks if the "GlobalCache"-prefab is in the scene.

#### Returns

True if the "GlobalCache"-prefab is in the scene.

### 5.56.3.3 isRTVoiceInScene

```
bool Crosstales.RTVoice.EditorUtil.EditorHelper.isRTVoiceInScene => GameObject.FindObject↔  
Type(typeof(Crosstales.RTVoice.Speaker)) != null [static]
```

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

#### Returns

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

### 5.56.3.4 MENU\_ID

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

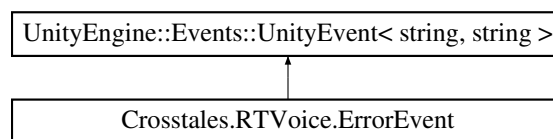
Start index inside the "Tools"-menu.

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

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

## 5.57 Crosstales.RTVoice.ErrorEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ErrorEvent:



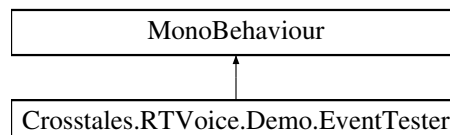
The documentation for this class was generated from the following file:

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

## 5.58 Crosstales.RTVoice.Demo.EventTester Class Reference

[Simple](#) test script for all UnityEvent/C# callbacks.

Inheritance diagram for Crosstales.RTVoice.Demo.EventTester:



### Public Member Functions

- void **OnReady** ()
- void **OnSpeakStarted** (string uid)
- void **OnSpeakCompleted** (string uid)
- void **OnProviderChanged** (string provider)
- void **OnError** (string uid, string info)
- void **AudioFileGeneratorStarted** ()
- void **AudioFileGeneratorCompleted** ()
- void **ParalanguageStarted** ()
- void **ParalanguageCompleted** ()
- void **SpeechTextStarted** ()
- void **SpeechTextCompleted** ()
- void **TextFileSpeakerStarted** ()
- void **TextFileSpeakerCompleted** ()
- void **onProviderChange** (string provider)

## Public Attributes

- bool **ShowUnityEvents** = true
- bool **ShowCSharpEvents** = false

### 5.58.1 Detailed Description

[Simple](#) test script for all UnityEvent/C# callbacks.

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Event↵  
Tester.cs

## 5.59 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 string [CTRemoveNewLines](#) (this string str, string replacement="#nl#", string newLine=null)  
*Extension method for strings. Replaces new lines with a replacement string pattern.*
- static string [CTAddNewLines](#) (this string str, string replacement="#nl#", string newLine=null)  
*Extension method for strings. Replaces a given string pattern with new lines in a string.*
- static bool [CTIsNumeric](#) (this string str)  
*Extension method for strings. Checks if the string is numeric.*
- static bool [CTIsInteger](#) (this string str)  
*Extension method for strings. Checks if the string is integer.*
- static bool [CTIsEmail](#) (this string str)  
*Extension method for strings. Checks if the string is an email address.*
- static bool [CTIsWebsite](#) (this string str)

- Extension method for strings. Checks if the string is a website address.*

  - static bool [CTIsCreditcard](#) (this string str)
- Extension method for strings. Checks if the string is a creditcard.*

  - static bool [CTIsIPv4](#) (this string str)
- Extension method for strings. Checks if the string is an IPv4 address.*

  - static bool [CTIsAlphanumeric](#) (this string str)
- Extension method for strings. Checks if the string is alphanumeric.*

  - static bool [CTHasLineEndings](#) (this string str)
- Extension method for strings. Checks if the string has line endings.*

  - static bool [CTHasInvalidChars](#) (this string str)
- Extension method for strings. Checks if the string has invalid characters.*

  - static bool [CTStartsWith](#) (this string str, string toCheck, System.StringComparison comp=System.String↵Comparison.OrdinalIgnoreCase)
- Extension method for strings. Checks if the string starts with another string.*

  - static bool [CTEndsWith](#) (this string str, string toCheck, System.StringComparison comp=System.String↵Comparison.OrdinalIgnoreCase)
- Extension method for strings. Checks if the string ends with another string.*

  - static int [CTLastIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.String↵Comparison.OrdinalIgnoreCase)
- Extension method for strings. Returns the index of the last occurrence of a given string.*

  - static int [CTIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.String↵Comparison.OrdinalIgnoreCase)
- Extension method for strings. Returns the index of the first occurrence of a given string.*

  - static int [CTIndexOf](#) (this string str, string toCheck, int startIndex, System.StringComparison comp=System.↵StringComparison.OrdinalIgnoreCase)
- Extension method for strings. Returns the index of the first occurrence of a given string.*

  - static string [CTToBase64](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a Base64-string.*

  - static string [CTFromBase64](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a Base64-string to a string.*

  - static byte[] [CTFromBase64ToByteArray](#) (this string str)
- Extension method for strings. Converts the value of a Base64-string to a byte-array.*

  - static string [CTToHex](#) (this string str, bool addPrefix=false)
- Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).*

  - static string [CTHexToString](#) (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).*

  - static Color32 [CTHexToColor32](#) (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a Color32.*

  - static Color [CTHexToColor](#) (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a Color.*

  - static byte[] [CTToByteArray](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a byte-array.*

  - static string [CTClearTags](#) (this string str)
- Extension method for strings. Cleans a given text from tags.*

  - static string [CTClearSpaces](#) (this string str)
- Extension method for strings. Cleans a given text from multiple spaces.*

  - static string [CTClearLineEndings](#) (this string str)
- Extension method for strings. Cleans a given text from line endings.*

  - static void [CTShuffle< T >](#) (this T[] array, int seed=0)
- Extension method for arrays. Shuffles an array.*

- static string [CTDump< T >](#) (this T[] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")  
*Extension method for arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Quaternion[] array)  
*Extension method for Quaternion-arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector2[] array)  
*Extension method for Vector2-arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector3[] array)  
*Extension method for Vector3-arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector4[] array)  
*Extension method for Vector4-arrays. Dumps an array to a string.*
- static string[] [CTToStringArray< T >](#) (this T[] array)  
*Extension method for arrays. Generates a string array with all entries (via ToString).*
- static float[] [CTToFloatArray](#) (this byte[] array, int count=0)  
*Extension method for byte-arrays. Converts a byte-array to a float-array.*
- static byte[] [CTToByteArray](#) (this float[] array, int count=0)  
*Extension method for float-arrays. Converts a float-array to a byte-array.*
- static Texture2D [CTToTexture](#) (this byte[] data)  
*Extension method for byte-arrays. Converts a byte-array to a Texture.*
- static Sprite [CTToSprite](#) (this byte[] data)  
*Extension method for byte-arrays. Converts a byte-array to Sprite.*
- static string [CTToString](#) (this byte[] data, System.Text.Encoding encoding=null)  
*Extension method for byte-arrays. Converts a byte-array to a string.*
- static string [CTToBase64](#) (this byte[] data)  
*Extension method for byte-arrays. Converts a byte-array to a Base64-string.*
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)  
*Extension method for IList. Shuffles a List.*
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")  
*Extension method for IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)  
*Extension method for Quaternion-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)  
*Extension method for Vector2-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)  
*Extension method for Vector3-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)  
*Extension method for Vector4-IList. Dumps a list to a string.*
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)  
*Extension method for IList. Generates a string list with all entries (via ToString).*
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")  
*Extension method for IDictionary. Dumps a dictionary to a string.*
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)  
*Extension method for IDictionary. Adds a dictionary to an existing one.*
- static byte[] [CTReadFully](#) (this System.IO.Stream input)  
*Extension method for Stream. Reads the full content of a Stream.*
- static string [CTToHexRGB](#) (this Color32 input)  
*Extension method for Color32. Converts the value of a color to a RGB Hex-string.*

- static string [CTToHexRGB](#) (this Color input)  
*Extension method for Color. Converts the value of a color to a RGB Hex-string.*
- static string [CTToHexRGBA](#) (this Color32 input)  
*Extension method for Color32. Converts the value of a color to a RGBA Hex-string.*
- static string [CTToHexRGBA](#) (this Color input)  
*Extension method for Color. Converts the value of a color to a RGBA Hex-string.*
- static Vector3 [CTVector3](#) (this Color32 color)  
*Extension method for Color32. Convert it to a Vector3.*
- static Vector3 [CTVector3](#) (this Color color)  
*Extension method for Color. Convert it to a Vector3.*
- static Vector4 [CTVector4](#) (this Color32 color)  
*Extension method for Color32. Convert it to a Vector4.*
- static Vector4 [CTVector4](#) (this Color color)  
*Extension method for Color. Convert it to a Vector4.*
- static Vector2 [CTMultiply](#) (this Vector2 a, Vector2 b)  
*Allows you to multiply two Vector2s together, something Unity sorely lacks by default.*
- static Vector3 [CTMultiply](#) (this Vector3 a, Vector3 b)  
*Allows you to multiply two Vector3s together, something Unity sorely lacks by default.*
- static Vector3 [CTFlatten](#) (this Vector3 a)  
*Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.*
- static Quaternion [CTQuaternion](#) (this Vector3 eulerAngle)  
*Extension method for Vector3. Convert it to a Quaternion.*
- static Color [CTColorRGB](#) (this Vector3 rgb, float alpha=1f)  
*Extension method for Vector3. Convert it to a Color.*
- static Vector4 [CTMultiply](#) (this Vector4 a, Vector4 b)  
*Allows you to multiply two Vector4s together, something Unity sorely lacks by default.*
- static Quaternion [CTQuaternion](#) (this Vector4 angle)  
*Extension method for Vector4. Convert it to a Quaternion.*
- static Color [CTColorRGBA](#) (this Vector4 rgba)  
*Extension method for Vector4. Convert it to a Color.*
- static Vector3 [CTVector3](#) (this Quaternion angle)  
*Extension method for Quaternion. Convert it to a Vector3.*
- static Vector4 [CTVector4](#) (this Quaternion angle)  
*Extension method for Quaternion. Convert it to a Vector4.*
- static Vector3 [CTCorrectLossyScale](#) (this Canvas canvas)  
*Extension method for Canvas. Convert current resolution scale.*
- static void [CTGetLocalCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)  
*Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.*
- static Vector3[] [CTGetLocalCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)  
*Extension method for RectTransform. Returns the local corners of a RectTransform.*
- static void [CTGetScreenCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)  
*Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.*
- static Vector3[] [CTGetScreenCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)  
*Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.*
- static Bounds [CTGetBounds](#) (this RectTransform transform, float uiScaleFactor=1f)  
*Extension method for RectTransform. Returns the bounds of a RectTransform including the children.*
- static void [CTSetLeft](#) (this RectTransform transform, float value)

- Extension method for RectTransform. Sets the Left-property of a RectTransform.*
- static void [CTSetRight](#) (this RectTransform transform, float value)
- Extension method for RectTransform. Sets the Right-property of a RectTransform.*
- static void [CTSetTop](#) (this RectTransform transform, float value)
- Extension method for RectTransform. Sets the Top-property of a RectTransform.*
- static void [CTSetBottom](#) (this RectTransform transform, float value)
- Extension method for RectTransform. Sets the Bottom-property of a RectTransform.*
- static float [CTGetLeft](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Left-property of a RectTransform.*
- static float [CTGetRight](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Right-property of a RectTransform.*
- static float [CTGetTop](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Top-property of a RectTransform.*
- static float [CTGetBottom](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Bottom-property of a RectTransform.*
- static Vector4 [CTGetLRTB](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.*
- static void [CTSetLRTB](#) (this RectTransform transform, Vector4 lrtb)
- Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.*
- static System.Collections.Generic.List< GameObject > [CTFindAll](#) (this Component component, string name, int maxDepth=0)
- Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*
- static System.Collections.Generic.List< T > [CTFindAll< T >](#) (this Component component, string name)
- Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*
- static GameObject [CTFind](#) (this MonoBehaviour mb, string name)
- Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject*
- static T [CTFind< T >](#) (this MonoBehaviour mb, string name)
- Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.*
- static GameObject [CTFind](#) (this GameObject go, string name)
- Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject*
- static T [CTFind< T >](#) (this GameObject go, string name)
- Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.*
- static Bounds [CTGetBounds](#) (this GameObject go)
- Extension method for GameObject. Returns the bounds of a GameObject including the children.*
- static Transform [CTFind](#) (this Transform transform, string name)
- Extension method for Transform. Recursively searches all children of a parent transform for specific named transform*
- static T [CTFind< T >](#) (this Transform transform, string name)
- Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.*
- static byte[] [CTToPNG](#) (this Sprite sprite)
- Extension method for Sprite. Converts a Sprite to a PNG byte-array.*
- static byte[] [CTToJPG](#) (this Sprite sprite)
- Extension method for Sprite. Converts a Sprite to a JPG byte-array.*
- static byte[] [CTToTGA](#) (this Sprite sprite)
- Extension method for Sprite. Converts a Sprite to a TGA byte-array.*
- static byte[] [CTToEXR](#) (this Sprite sprite)

- Extension method for Sprite. Converts a Sprite to a EXR byte-array.*
- static byte[] [CTToPNG](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a PNG byte-array.*
- static byte[] [CTToJPG](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a JPG byte-array.*
- static byte[] [CTToTGA](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a TGA byte-array.*
- static byte[] [CTToEXR](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a EXR byte-array.*
- static Sprite [CTToSprite](#) (this Texture2D texture, float pixelsPerUnit=100f)
- Extension method for Texture. Converts a Texture to a Sprite.*
- static Texture2D [CTRotate90](#) (this Texture2D texture)
- Extension method for Texture. Rotates a Texture by 90 degrees.*
- static Texture2D [CTRotate180](#) (this Texture2D texture)
- Extension method for Texture. Rotates a Texture by 180 degrees.*
- static Texture2D [CTRotate270](#) (this Texture2D texture)
- Extension method for Texture. Rotates a Texture by 270 degrees.*
- static Texture2D [CTToTexture2D](#) (this Texture texture)
- Extension method for Texture. Convert a Texture to a Texture2D*
- static Texture2D [CTToTexture2D](#) (this WebCamTexture texture)
- Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D*
- static Texture2D [CTFlipHorizontal](#) (this Texture2D texture)
- Extension method for Texture. Flips a Texture2D horizontally*
- static Texture2D [CTFlipVertical](#) (this Texture2D texture)
- Extension method for Texture. Flips a Texture2D vertically*
- static bool [CTHasActiveClip](#) (this AudioSource source)
- Extension method for AudioSource. Determines if an AudioSource has an active clip.*
- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
- Extension method for Renderer. Determines if the renderer is visible from a certain camera.*

### 5.59.1 Detailed Description

Various extension methods.

### 5.59.2 Member Function Documentation

#### 5.59.2.1 CTAddNewLines()

```
static string Crosstales.ExtensionMethods.CTAddNewLines (
    this string str,
    string replacement = "#nl#",
    string newLine = null ) [static]
```

Extension method for strings. Replaces a given string pattern with new lines in a string.



## Parameters

<i>str</i>	String-instance.
<i>replacement</i>	Replacement string pattern (default: "#nl#", optional).
<i>newLine</i>	New line string (default: System.Environment.NewLine, optional).

## Returns

Replaced string with new lines.

**5.59.2.2 CTAddRange< K, V >()**

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

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

## Parameters

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

**5.59.2.3 CTClearLineEndings()**

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

Extension method for strings. Cleans a given text from line endings.

## Parameters

<i>str</i>	Input to clean.
------------	-----------------

## Returns

Clean text without line endings.

**5.59.2.4 CTClearSpaces()**

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

Extension method for strings. Cleans a given text from multiple spaces.

**Parameters**

<i>str</i>	Input to clean.
------------	-----------------

**Returns**

Clean text without multiple spaces.

**5.59.2.5 CTClearTags()**

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

Extension method for strings. Cleans a given text from tags.

**Parameters**

<i>str</i>	Input to clean.
------------	-----------------

**Returns**

Clean text without tags.

**5.59.2.6 CTColorRGB()**

```
static Color Crosstales.ExtensionMethods.CTColorRGB (  
    this Vector3 rgb,  
    float alpha = 1f ) [static]
```

Extension method for Vector3. Convert it to a Color.

**Parameters**

<i>rgb</i>	Vector3-instance to convert (RGB = xyz).
<i>alpha</i>	Alpha-value of the color (default: 1, optional).

**Returns**

Color from RGB.

### 5.59.2.7 CTColorRGBA()

```
static Color Crosstales.ExtensionMethods.CTColorRGBA (
    this Vector4 rgba ) [static]
```

Extension method for Vector4. Convert it to a Color.

#### Parameters

<i>rgba</i>	Vector4-instance to convert (RGBA = xyzw).
-------------	--

#### Returns

Color from RGBA.

### 5.59.2.8 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.

### 5.59.2.9 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.

**5.59.2.10 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.

**5.59.2.11 CTCorrectLossyScale()**

```
static Vector3 Crosstales.ExtensionMethods.CTCorrectLossyScale (
    this Canvas canvas ) [static]
```

Extension method for Canvas. Convert current resolution scale.

## Parameters

<i>canvas</i>	Canvas to convert.
---------------	--------------------

## Returns

Vector3 with the correct scale.

**5.59.2.12 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.

**5.59.2.13 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.

**5.59.2.14 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.

**5.59.2.15 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.

**5.59.2.16 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.

**5.59.2.17 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.

**5.59.2.18 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.

**5.59.2.19 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.

**5.59.2.20 CTDump< K, V >()**

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

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



## Parameters

<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).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

## Returns

String with lines for all dictionary entries.

**5.59.2.21 CTDump< T >() [1/2]**

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

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

## Parameters

<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).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

## Returns

String with lines for all list entries.

**5.59.2.22 CTDump< T >() [2/2]**

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

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

## Parameters

<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).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

## Returns

String with lines for all array entries.

**5.59.2.23 CTEndsWith()**

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

Extension method for strings. Checks if the string ends with another string.

## Parameters

<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 is integer.

**5.59.2.24 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.

**5.59.2.25 CTFind() [1/3]**

```
static GameObject Crosstales.ExtensionMethods.CTFind (  
    this GameObject go,  
    string name ) [static]
```

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

**Parameters**

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

**Returns**

GameObject with the given name or null.

**5.59.2.26 CTFind() [2/3]**

```
static GameObject Crosstales.ExtensionMethods.CTFind (  
    this MonoBehaviour mb,  
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject

**Parameters**

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

**Returns**

GameObject with the given name or null.

**5.59.2.27 CTFind() [3/3]**

```
static Transform Crosstales.ExtensionMethods.CTFind (  
    this Transform transform,  
    string name ) [static]
```

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

#### Parameters

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

#### Returns

Transform with the given name or null.

### 5.59.2.28 CTFind< T >() [1/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (  
    this GameObject go,  
    string name ) [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.

#### Parameters

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

#### Returns

Component with the given type or null.

### 5.59.2.29 CTFind< T >() [2/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (  
    this MonoBehaviour mb,  
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.

#### Parameters

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

**Returns**

Component with the given type or null.

**5.59.2.30 CTFind< T >() [3/3]**

```
static T Crosstales.ExtensionMethods.CTFind< T > (  
    this Transform transform,  
    string name ) [static]
```

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

**Parameters**

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

**Returns**

Component with the given type or null.

**5.59.2.31 CTFindAll()**

```
static System.Collections.Generic.List<GameObject> Crosstales.ExtensionMethods.CTFindAll (  
    this Component component,  
    string name,  
    int maxDepth = 0 ) [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

**Parameters**

<i>component</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.
<i>maxDepth</i>	Maximal depth of the search (default 0, optional).

**Returns**

List of GameObjects with the given name or empty list.

### 5.59.2.32 CTFindAll< T >()

```
static System.Collections.Generic.List<T> Crosstales.ExtensionMethods.CTFindAll< T > (  
    this Component component,  
    string name ) [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

#### Parameters

<i>component</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

#### Returns

List of GameObjects with the given name or empty list.

#### Type Constraints

***T : Component***

### 5.59.2.33 CTFlatten()

```
static Vector3 Crosstales.ExtensionMethods.CTFlatten (  
    this Vector3 a ) [static]
```

Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.

### 5.59.2.34 CTFlipHorizontal()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipHorizontal (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D horizontally

#### Parameters

<i>texture</i>	Texture to flip.
----------------	------------------

#### Returns

Horizontally flipped Texture2D.

### 5.59.2.35 CTFlipVertical()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipVertical (
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D vertically

#### Parameters

<i>texture</i>	Texture to flip.
----------------	------------------

#### Returns

Vertically flipped Texture2D.

### 5.59.2.36 CTFromBase64()

```
static string Crosstales.ExtensionMethods.CTFromBase64 (
    this string str,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a Base64-string to a string.

#### Parameters

<i>str</i>	Input Base64-string.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

#### Returns

Base64-string value as converted string.

### 5.59.2.37 CTFromBase64ToByteArray()

```
static byte [] Crosstales.ExtensionMethods.CTFromBase64ToByteArray (
    this string str ) [static]
```

Extension method for strings. Converts the value of a Base64-string to a byte-array.

#### Parameters

<i>str</i>	Input Base64-string.
------------	----------------------

**Returns**

Base64-Byte-array from the Base64-string.

**5.59.2.38 CTGetBottom()**

```
static float Crosstales.ExtensionMethods.CTGetBottom (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Bottom-property of a RectTransform.

**Parameters**

<i>transform</i>	RectTransform to get the Bottom-property.
------------------	---

**Returns**

Bottom-property of the RectTransform.

**5.59.2.39 CTGetBounds() [1/2]**

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
    this GameObject go ) [static]
```

Extension method for GameObject. Returns the bounds of a GameObject including the children.

**Parameters**

<i>go</i>	GameObject to calculate the bounds.
-----------	-------------------------------------

**Returns**

Bounds of the GameObject.

**5.59.2.40 CTGetBounds() [2/2]**

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
    this RectTransform transform,
    float uiScaleFactor = 1f ) [static]
```

Extension method for RectTransform. Returns the bounds of a RectTransform including the children.



## Parameters

<i>transform</i>	RectTransform to calculate the bounds.
<i>uiScaleFactor</i>	Scale of the <a href="#">UI</a> (default: 1.0, optional).

## Returns

Bounds of the RectTransform.

**5.59.2.41 CTGetLeft()**

```
static float Crosstales.ExtensionMethods.CTGetLeft (  
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Left-property of a RectTransform.

## Parameters

<i>transform</i>	RectTransform to get the Left-property.
------------------	---

## Returns

Left-property of the RectTransform.

**5.59.2.42 CTGetLocalCorners()** [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetLocalCorners (  
    this RectTransform transform,  
    Canvas canvas,  
    float inset = 0,  
    bool corrected = false ) [static]
```

Extension method for RectTransform. Returns the local corners of a RectTransform.

## Parameters

<i>transform</i>	RectTransform-instance.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

## Returns

Array of the four local corners of the RectTransform.

### 5.59.2.43 CTGetLocalCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetLocalCorners (
    this RectTransform transform,
    Vector3[] fourCornersArray,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.

#### Parameters

<i>transform</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

### 5.59.2.44 CTGetLRTB()

```
static Vector4 Crosstales.ExtensionMethods.CTGetLRTB (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.

#### Parameters

<i>transform</i>	RectTransform to get the Left/Right/Top/Bottom-properties.
------------------	--

#### Returns

Left/Right/Top/Bottom-properties of the RectTransform as Vector4.

### 5.59.2.45 CTGetRight()

```
static float Crosstales.ExtensionMethods.CTGetRight (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Right-property of a RectTransform.

## Parameters

<i>transform</i>	RectTransform to get the Right-property.
------------------	--

## Returns

Right-property of the RectTransform.

**5.59.2.46 CTGetScreenCorners() [1/2]**

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetScreenCorners (
    this RectTransform transform,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.

## Parameters

<i>transform</i>	RectTransform-instance.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

## Returns

Array of the four screen (world) corners of the RectTransform.

**5.59.2.47 CTGetScreenCorners() [2/2]**

```
static void Crosstales.ExtensionMethods.CTGetScreenCorners (
    this RectTransform transform,
    Vector3[] fourCornersArray,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.

## Parameters

<i>transform</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

### 5.59.2.48 CTGetTop()

```
static float Crosstales.ExtensionMethods.CTGetTop (  
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Top-property of a RectTransform.

#### Parameters

<i>transform</i>	RectTransform to get the Top-property.
------------------	--

#### Returns

Top-property of the RectTransform.

### 5.59.2.49 CTHasActiveClip()

```
static bool Crosstales.ExtensionMethods.CTHasActiveClip (  
    this AudioSource source ) [static]
```

Extension method for AudioSource. Determines if an AudioSource has an active clip.

#### Parameters

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

#### Returns

True if the AudioSource has an active clip.

### 5.59.2.50 CTHasInvalidChars()

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

Extension method for strings. Checks if the string has invalid characters.

#### Parameters

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

**Returns**

True if the string has invalid characters.

**5.59.2.51 CHasLineEndings()**

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

Extension method for strings. Checks if the string has line endings.

**Parameters**

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

**Returns**

True if the string has line endings.

**5.59.2.52 CHexToColor()**

```
static Color Crosstales.ExtensionMethods.CHexToColor (
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color.

**Parameters**

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

**Returns**

Hex-string value as Color.

**5.59.2.53 CHexToColor32()**

```
static Color32 Crosstales.ExtensionMethods.CHexToColor32 (
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color32.

**Parameters**

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

**Returns**

Hex-string value as Color32.

**5.59.2.54 CTHexToString()**

```
static string Crosstales.ExtensionMethods.CTHexToString (  
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).

**Parameters**

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

**Returns**

Hex-string value as converted string.

**5.59.2.55 CTIndexOf() [1/2]**

```
static int Crosstales.ExtensionMethods.CTIndexOf (  
    this string str,  
    string toCheck,  
    int startIndex,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the first occurrence of a given string.

**Parameters**

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>startIndex</i>	Start index for the check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

**Returns**

The index of the first occurrence of the given string if the string is integer.

**5.59.2.56 CTIndexOf()** [2/2]

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

Extension method for strings. Returns the index of the first occurrence of a given string.

**Parameters**

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

**Returns**

The index of the first occurrence of the given string if the string is integer.

**5.59.2.57 CTIsAlphanumeric()**

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

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

**Parameters**

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

**Returns**

True if the string is alphanumeric.

**5.59.2.58 CTIsCreditcard()**

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

Extension method for strings. Checks if the string is a creditcard.

**Parameters**

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

**Returns**

True if the string is a creditcard.

**5.59.2.59 CTisEmail()**

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

Extension method for strings. Checks if the string is an email address.

**Parameters**

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

**Returns**

True if the string is an email address.

**5.59.2.60 CTisInteger()**

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

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

**Parameters**

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

**Returns**

True if the string is integer.

**5.59.2.61 CTisIPv4()**

```
static bool Crosstales.ExtensionMethods.CTisIPv4 (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an IPv4 address.



**Parameters**

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

**Returns**

True if the string is an IPv4 address.

**5.59.2.62 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.

**5.59.2.63 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.

### 5.59.2.64 CTisWebsite()

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

Extension method for strings. Checks if the string is a website address.

#### Parameters

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

#### Returns

True if the string is a website address.

### 5.59.2.65 CTLastIndexOf()

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

Extension method for strings. Returns the index of the last occurrence of a given string.

#### Parameters

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

#### Returns

The index of the last occurrence of the given string if the string is integer.

### 5.59.2.66 CTMultiply() [1/3]

```
static Vector2 Crosstales.ExtensionMethods.CTMultiply (
    this Vector2 a,
    Vector2 b ) [static]
```

Allows you to multiply two Vector2s together, something Unity sorely lacks by default.

#### Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

**Returns**

The  $ax*bx$ ,  $ay*by$  result.

**5.59.2.67 CTMultiply() [2/3]**

```
static Vector3 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector3 a,  
    Vector3 b ) [static]
```

Allows you to multiply two Vector3s together, something Unity sorely lacks by default.

**Parameters**

<i>a</i>	First vector
<i>b</i>	Second vector

**Returns**

The  $ax*bx$ ,  $ay*by$ ,  $az*bz$  result.

**5.59.2.68 CTMultiply() [3/3]**

```
static Vector4 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector4 a,  
    Vector4 b ) [static]
```

Allows you to multiply two Vector4s together, something Unity sorely lacks by default.

**Parameters**

<i>a</i>	First vector
<i>b</i>	Second vector

**Returns**

The  $ax*bx$ ,  $ay*by$ ,  $az*bz$ ,  $aw*bw$  result.

**5.59.2.69 CTQuaternion() [1/2]**

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector3 eulerAngle ) [static]
```

Extension method for Vector3. Convert it to a Quaternion.

**Parameters**

<i>eulerAngle</i>	Vector3-instance to convert.
-------------------	------------------------------

**Returns**

Quaternion from euler angles.

**5.59.2.70 CTQuaternion()** [2/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector4 angle ) [static]
```

Extension method for Vector4. Convert it to a Quaternion.

**Parameters**

<i>angle</i>	Vector4-instance to convert.
--------------	------------------------------

**Returns**

Quaternion from Vector4.

**5.59.2.71 CTReadFully()**

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (  
    this System.IO.Stream input ) [static]
```

Extension method for Stream. Reads the full content of a Stream.

**Parameters**

<i>input</i>	Stream-instance to read.
--------------	--------------------------

**Returns**

Byte-array of the Stream content.

**5.59.2.72 CTRemoveNewLines()**

```
static string Crosstales.ExtensionMethods.CTRemoveNewLines (  
    this string str,
```

```
string replacement = "#nl#",  
string newLine = null ) [static]
```

Extension method for strings. Replaces new lines with a replacement string pattern.

#### Parameters

<i>str</i>	String-instance.
<i>replacement</i>	Replacement string pattern (default: "#nl#", optional).
<i>newLine</i>	New line string (default: System.Environment.NewLine, optional).

#### Returns

Replaced string without new lines.

### 5.59.2.73 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.

### 5.59.2.74 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.

**5.59.2.75 CTRotate180()**

```
static Texture2D Crosstales.ExtensionMethods.CTRotate180 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 180 degrees.

**Parameters**

<i>texture</i>	Texture to rotate.
----------------	--------------------

**Returns**

Rotated Texture.

**5.59.2.76 CTRotate270()**

```
static Texture2D Crosstales.ExtensionMethods.CTRotate270 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 270 degrees.

**Parameters**

<i>texture</i>	Texture to rotate.
----------------	--------------------

**Returns**

Rotated Texture.

**5.59.2.77 CTRotate90()**

```
static Texture2D Crosstales.ExtensionMethods.CTRotate90 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 90 degrees.

**Parameters**

<i>texture</i>	Texture to rotate.
----------------	--------------------

**Returns**

Rotated Texture.

**5.59.2.78 CTSetBottom()**

```
static void Crosstales.ExtensionMethods.CTSetBottom (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Bottom-property of a RectTransform.

**Parameters**

<i>transform</i>	RectTransform to set the Bottom-property.
<i>value</i>	Value for the Bottom-property.

**5.59.2.79 CTSetLeft()**

```
static void Crosstales.ExtensionMethods.CTSetLeft (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Left-property of a RectTransform.

**Parameters**

<i>transform</i>	RectTransform to set the Left-property.
<i>value</i>	Value for the Left-property.

**5.59.2.80 CTSetLRTB()**

```
static void Crosstales.ExtensionMethods.CTSetLRTB (
    this RectTransform transform,
    Vector4 lrtb ) [static]
```

Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.



## Parameters

<i>transform</i>	RectTransform to set the Left/Right/Top/Bottom-properties.
<i>lrtb</i>	Left/Right/Top/Bottom-properties as Vector4.

**5.59.2.81 CTSetRight()**

```
static void Crosstales.ExtensionMethods.CTSetRight (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Right-property of a RectTransform.

## Parameters

<i>transform</i>	RectTransform to set the Right-property.
<i>value</i>	Value for the Right-property.

**5.59.2.82 CTSetTop()**

```
static void Crosstales.ExtensionMethods.CTSetTop (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Top-property of a RectTransform.

## Parameters

<i>transform</i>	RectTransform to set the Top-property.
<i>value</i>	Value for the Top-property.

**5.59.2.83 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)

**5.59.2.84 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)

**5.59.2.85 CTStartsWith()**

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

Extension method for strings. Checks if the string starts with another string.

**Parameters**

<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 is integer.

**5.59.2.86 CTToBase64() [1/2]**

```
static string Crosstales.ExtensionMethods.CTToBase64 (
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Base64-string.

**Parameters**

<i>data</i>	Input as byte-array.
-------------	----------------------

**Returns**

Base64-string from the byte-array.

**5.59.2.87 CToBase64()** [2/2]

```
static string Crosstales.ExtensionMethods.CToBase64 (
    this string str,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a Base64-string.

**Parameters**

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

**Returns**

String value as converted Base64-string.

**5.59.2.88 CToByteArray()** [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (
    this float[] array,
    int count = 0 ) [static]
```

Extension method for float-arrays. Converts a float-array to a byte-array.

**Parameters**

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of floats to convert (optional).

**Returns**

Converted byte-array.

**5.59.2.89 CToByteArray()** [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (
    this string str,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a byte-array.

## Parameters

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

## Returns

Byte-array with the string.

**5.59.2.90 CTTToEXR()** [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToEXR (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a EXR byte-array.

## Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

## Returns

Converted Sprite as EXR byte-array.

**5.59.2.91 CTTToEXR()** [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToEXR (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a EXR byte-array.

## Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

## Returns

Converted Texture as EXR byte-array.

### 5.59.2.92 CTToFloatArray()

```
static float [] Crosstales.ExtensionMethods.CTToFloatArray (  
    this byte[] array,  
    int count = 0 ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a float-array.

#### Parameters

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of bytes to convert (optional).

#### Returns

Converted float-array.

### 5.59.2.93 CTToHex()

```
static string Crosstales.ExtensionMethods.CTToHex (  
    this string str,  
    bool addPrefix = false ) [static]
```

Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).

#### Parameters

<i>str</i>	Input string.
<i>addPrefix</i>	Add "0x"-as prefix (default: false, optional).

#### Returns

String value as converted Hex-string.

### 5.59.2.94 CTToHexRGB() [1/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGB (  
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a RGB Hex-string.

#### Parameters

<i>input</i>	Color to convert.
--------------	-------------------

**Returns**

Color value as Hex (format "RRGGBB").

**5.59.2.95 CToHexRGB()** [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGB (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGB Hex-string.

**Parameters**

<i>input</i>	Color to convert.
--------------	-------------------

**Returns**

Color value as Hex (format "RRGGBB").

**5.59.2.96 CToHexRGBA()** [1/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a RGBA Hex-string.

**Parameters**

<i>input</i>	Color to convert.
--------------	-------------------

**Returns**

Color value as Hex (format "RRGGBBAA").

**5.59.2.97 CToHexRGBA()** [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGBA Hex-string.

**Parameters**

<i>input</i>	Color to convert.
--------------	-------------------

**Returns**

Color value as Hex (format "RRGGBBAA").

**5.59.2.98 CToJPG() [1/2]**

```
static byte [] Crosstales.ExtensionMethods.CToJPG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

**Parameters**

<i>sprite</i>	Sprite to convert.
---------------	--------------------

**Returns**

Converted Sprite as JPG byte-array.

**5.59.2.99 CToJPG() [2/2]**

```
static byte [] Crosstales.ExtensionMethods.CToJPG (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a JPG byte-array.

**Parameters**

<i>texture</i>	Texture to convert.
----------------	---------------------

**Returns**

Converted Texture as JPG byte-array.

**5.59.2.100 CToPNG() [1/2]**

```
static byte [] Crosstales.ExtensionMethods.CToPNG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a PNG byte-array.



**Parameters**

<i>sprite</i>	Sprite to convert.
---------------	--------------------

**Returns**

Converted Sprite as PNG byte-array.

**5.59.2.101 CTToPNG() [2/2]**

```
static byte [] Crosstales.ExtensionMethods.CTToPNG (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a PNG byte-array.

**Parameters**

<i>texture</i>	Texture to convert.
----------------	---------------------

**Returns**

Converted Texture as PNG byte-array.

**5.59.2.102 CTToSprite() [1/2]**

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (  
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to Sprite.

**Parameters**

<i>data</i>	byte-array-instance to convert.
-------------	---------------------------------

**Returns**

Converted Sprite.

**5.59.2.103 CTToSprite() [2/2]**

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (  
    this Texture2D texture,  
    float pixelsPerUnit = 100f ) [static]
```

Extension method for Texture. Converts a Texture to a Sprite.

#### Parameters

<i>texture</i>	Texture to convert.
<i>pixelsPerUnit</i>	Pixels per unit for the Sprite (default: 100, optional).

#### Returns

Converted Texture as Sprite.

### 5.59.2.104 CTTToString()

```
static string Crosstales.ExtensionMethods.CTTToString (
    this byte[] data,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a string.

#### Parameters

<i>data</i>	Input string as byte-array.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

#### Returns

Byte-array with the string.

### 5.59.2.105 CTTToString< T >()

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTTToString< 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).

**5.59.2.106 CTToStringArray< T >()**

```
static string [] Crosstales.ExtensionMethods.CTToStringArray< T > (  
    this T[] array ) [static]
```

Extension method for arrays. Generates a string array with all entries (via ToString).

**Parameters**

<i>array</i>	Array-instance to ToString.
--------------	-----------------------------

**Returns**

String array with all entries (via ToString).

**5.59.2.107 CTToTexture()**

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture (  
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Texture.

**Parameters**

<i>data</i>	byte-array-instance to convert.
-------------	---------------------------------

**Returns**

Converted Texture.

**5.59.2.108 CTToTexture2D() [1/2]**

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture2D (  
    this Texture texture ) [static]
```

Extension method for Texture. Convert a Texture to a Texture2D

**Parameters**

<i>texture</i>	Texture to convert.
----------------	---------------------

**Returns**

Converted Texture2D.

**5.59.2.109 CTTToTexture2D()** [2/2]

```
static Texture2D Crosstales.ExtensionMethods.CTTToTexture2D (  
    this WebCamTexture texture ) [static]
```

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

**Parameters**

<i>texture</i>	WebCamTexture to convert.
----------------	---------------------------

**Returns**

Converted Texture2D.

**5.59.2.110 CTTToTGA()** [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToTGA (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a TGA byte-array.

**Parameters**

<i>sprite</i>	Sprite to convert.
---------------	--------------------

**Returns**

Converted Sprite as TGA byte-array.

**5.59.2.111 CTTToTGA()** [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToTGA (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a TGA byte-array.

**Parameters**

<i>texture</i>	Texture to convert.
----------------	---------------------

**Returns**

Converted Texture as TGA byte-array.

**5.59.2.112 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.

**5.59.2.113 CTVector3()** [1/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector3.

**Parameters**

<i>color</i>	Color-instance to convert.
--------------	----------------------------

**Returns**

Vector3 from color.

**5.59.2.114 CTVector3()** [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector3.

**Parameters**

<i>color</i>	Color-instance to convert.
--------------	----------------------------

**Returns**

Vector3 from color.

**5.59.2.115 CTVector3()** [3/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector3.

**Parameters**

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

**Returns**

Vector3 from Quaternion.

**5.59.2.116 CTVector4()** [1/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector4.

**Parameters**

<i>color</i>	Color-instance to convert.
--------------	----------------------------

**Returns**

Vector4 from color.

**5.59.2.117 CTVector4()** [2/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector4.

## Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

## Returns

Vector4 from color.

**5.59.2.118 CTVector4()** [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector4.

## Parameters

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

## Returns

Vector4 from Quaternion.

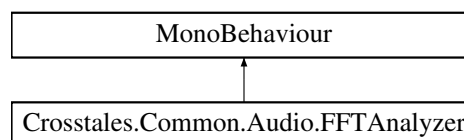
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Extension↔  
Methods.cs

## 5.60 Crosstales.Common.Audio.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Audio.FFTAnalyzer:



### Public Attributes

- float[] **Samples** = new float[256]  
*Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).*
- int **Channel**  
*summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).*
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

### 5.60.1 Detailed Description

FFT analyzer for an audio channel.

### 5.60.2 Member Data Documentation

#### 5.60.2.1 Channel

```
int Crosstales.Common.Audio.FFTAnalyzer.Channel
```

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

#### 5.60.2.2 Samples

```
float [ ] Crosstales.Common.Audio.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Audio/↵ Scripts/FFTAnalyzer.cs

## 5.61 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.



## Static Public Member Functions

- static string [ValidatePath](#) (string path, bool addEndDelimiter=true, bool preserveFile=true)  
*Validates a given path and add missing slash.*
- static string [ValidateFile](#) (string path)  
*Validates a given file.*
- static bool [PathHasInvalidChars](#) (string path)  
*Checks a given path for invalid characters*
- static bool [FileHasInvalidChars](#) (string file)  
*Checks a given file for invalid characters*
- static string[] [GetFilesForName](#) (string path, bool isRecursive=false, params string[] filenames)  
*Find files inside a path.*
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)  
*Find files inside a path.*
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)  
*Find directories inside.*
- static string[] [GetDrives](#) ()  
*Find all logical drives.*
- static void [CopyPath](#) (string sourcePath, string destPath, bool move=false)  
*Copy or move a directory.*
- static void [CopyFile](#) (string sourceFile, string destFile, bool move=false)  
*Copy or move a file.*
- static void [ShowPath](#) (string path)  
*Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms*
- static void [ShowFile](#) (string file)  
*Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms*
- static void [OpenFile](#) (string file)  
*Opens a file with the OS default application. NOTE: only works for standalone platforms*

## Properties

- static string [StreamingAssetsPath](#) [get]  
*Returns the path to the the "Streaming Assets".*

### 5.61.1 Detailed Description

Various helper functions for the file system.

### 5.61.2 Member Function Documentation

#### 5.61.2.1 CopyFile()

```
static void Crosstales.Common.Util.FileHelper.CopyFile (
    string sourceFile,
    string destFile,
    bool move = false ) [static]
```

Copy or move a file.

## Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path
<i>move</i>	Move file instead of copy (default: false, optional)

**5.61.2.2 CopyPath()**

```
static void Crosstales.Common.Util.FileHelper.CopyPath (
    string sourcePath,
    string destPath,
    bool move = false ) [static]
```

Copy or move a directory.

## Parameters

<i>sourcePath</i>	Source directory path
<i>destPath</i>	Destination directory path
<i>move</i>	Move directory instead of copy (default: false, optional)

**5.61.2.3 FileHasInvalidChars()**

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (
    string file ) [static]
```

Checks a given file for invalid characters

## Parameters

<i>file</i>	File to check for invalid characters
-------------	--------------------------------------

## Returns

Returns true if the file contains invalid chars, otherwise it's false.

**5.61.2.4 GetDirectories()**

```
static string [] Crosstales.Common.Util.FileHelper.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.

**5.61.2.5 GetDrives()**

```
static string [] Crosstales.Common.Util.FileHelper.GetDrives ( ) [static]
```

Find all logical drives.

**Returns**

Returns array of the found drives. Zero length array when an error occurred.

**5.61.2.6 GetFiles()**

```
static string [] Crosstales.Common.Util.FileHelper.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.

**5.61.2.7 GetFilesForName()**

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
    string path,
```

```
bool isRecursive = false,  
params string[] filenames ) [static]
```

Find files inside a path.

#### Parameters

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

#### Returns

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

#### 5.61.2.8 OpenFile()

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

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

#### Parameters

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

#### 5.61.2.9 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (  
    string path ) [static]
```

Checks a given path for invalid characters

#### Parameters

<i>path</i>	Path to check for invalid characters
-------------	--------------------------------------

#### Returns

Returns true if the path contains invalid chars, otherwise it's false.

### 5.61.2.10 ShowFile()

```
static void Crosstales.Common.Util.FileHelper.ShowFile (  
    string file ) [static]
```

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

### 5.61.2.11 ShowPath()

```
static void Crosstales.Common.Util.FileHelper.ShowPath (  
    string path ) [static]
```

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

### 5.61.2.12 ValidateFile()

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

Validates a given file.

#### Parameters

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

#### Returns

Valid file path

### 5.61.2.13 ValidatePath()

```
static string Crosstales.Common.Util.FileHelper.ValidatePath (  
    string path,  
    bool addEndDelimiter = true,  
    bool preserveFile = 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)
<i>preserveFile</i>	Preserves a given file in the path (optional, default: true)

#### Returns

Valid path

### 5.61.3 Property Documentation

#### 5.61.3.1 StreamingAssetsPath

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

Returns the path to the the "Streaming Assets".

#### Returns

The path to the the "Streaming Assets".

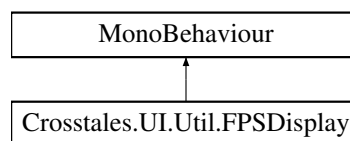
The documentation for this class was generated from the following file:

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

## 5.62 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



### Public Attributes

- Text **FPS**  
*Text component to display the FPS.*
- int **FrameUpdate** = 5  
*Update every set frame (default: 5).*
- KeyCode **Key** = KeyCode.None

#### 5.62.1 Detailed Description

Simple FPS-Counter.

## 5.62.2 Member Data Documentation

### 5.62.2.1 FPS

Text Crosstales.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

### 5.62.2.2 FrameUpdate

int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5

Update every set frame (default: 5).

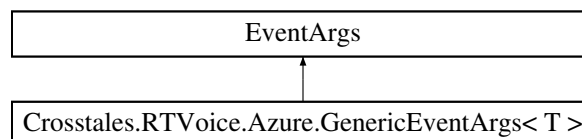
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↵ Util/FPSDisplay.cs

## 5.63 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.*

### 5.63.1 Detailed Description

Generic event args

## Template Parameters

<i>T</i>	Any type T
----------	------------

## 5.63.2 Constructor & Destructor Documentation

### 5.63.2.1 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.
------------------	-----------------

## 5.63.3 Property Documentation

### 5.63.3.1 EventData

```
T Crosstales.RTVoice.Azure.GenericEventArgs< T >.EventData [get]
```

Gets the event data.

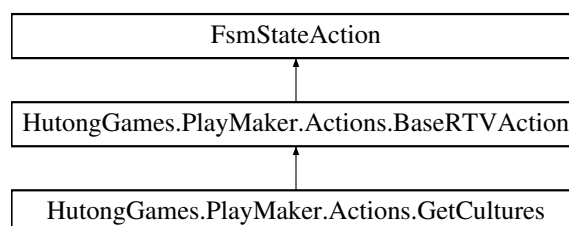
The documentation for this class was generated from the following file:

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

## 5.64 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).*

### 5.64.1 Detailed Description

GetCultures-action for [PlayMaker](#).

### 5.64.2 Member Data Documentation

#### 5.64.2.1 Cultures

`FsmArray HutongGames.PlayMaker.Actions.GetCultures.Cultures`

Found cultures (output array).

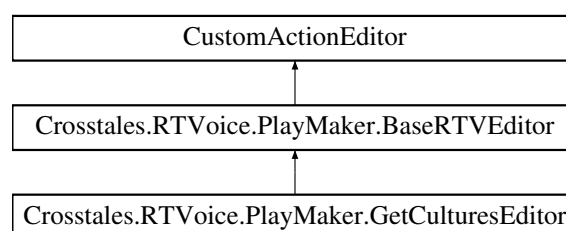
The documentation for this class was generated from the following file:

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

## 5.65 Crosstales.RTVoice.PlayMaker.GetCulturesEditor Class Reference

Custom editor for the GetCultures-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetCulturesEditor:



## Additional Inherited Members

### 5.65.1 Detailed Description

Custom editor for the GetCultures-action.

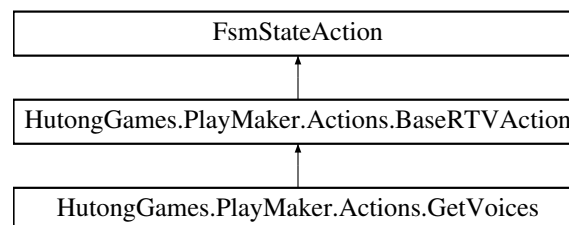
The documentation for this class was generated from the following file:

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

## 5.66 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).*

### 5.66.1 Detailed Description

GetVoices-action for [PlayMaker](#).

### 5.66.2 Member Data Documentation

### 5.66.2.1 Culture

```
FsmString HutongGames.PlayMaker.Actions.GetVoices.Culture
```

Culture of the voices (e.g. 'en', blank for all cultures).

### 5.66.2.2 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).

### 5.66.2.3 Voices

```
FsmArray HutongGames.PlayMaker.Actions.GetVoices.Voices
```

Found voices (output array).

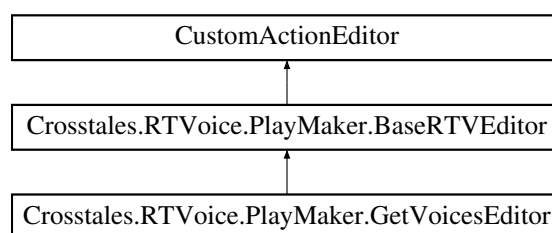
The documentation for this class was generated from the following file:

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

## 5.67 Crosstales.RTVoice.PlayMaker.GetVoicesEditor Class Reference

Custom editor for the GetVoices-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetVoicesEditor:



### Additional Inherited Members

#### 5.67.1 Detailed Description

Custom editor for the GetVoices-action.

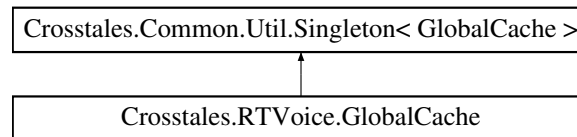
The documentation for this class was generated from the following file:

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

## 5.68 Crosstales.RTVoice.GlobalCache Class Reference

Global cache for wrappers.

Inheritance diagram for Crosstales.RTVoice.GlobalCache:



### Public Member Functions

- AudioClip [GetClip](#) ([Crosstales.RTVoice.Model.Wrapper](#) key)  
*Returns the AudioClip for a given key.*
- void [RemoveClip](#) ([Crosstales.RTVoice.Model.Wrapper](#) key)  
*Removes an AudioClip for a given key.*
- void [AddClip](#) ([Crosstales.RTVoice.Model.Wrapper](#) key, AudioClip data)  
*Adds an AudioClip for a given key.*
- void [ClearClipCache](#) ()  
*Clears the clips cache.*
- void [ClearCache](#) ()  
*Clears the complete cache.*
- void [ClearAndDeleteCache](#) ()  
*Clears and deletes the complete cache.*
- void [SaveCache](#) ()  
*Saves the complete cache.*
- void [LoadCache](#) ()  
*Loads the complete cache.*

### Static Public Member Functions

- static void [ResetObject](#) ()  
*Resets this object.*

### Public Attributes

- readonly System.Collections.Generic.Dictionary< [Crosstales.RTVoice.Model.Wrapper](#), AudioClip > **Clips** = new System.Collections.Generic.Dictionary<[Crosstales.RTVoice.Model.Wrapper](#), AudioClip>()
- int [CurrentClipCacheSize](#) => Clips.Sum(pair => pair.Value.samples \* 2 \* 4)  
*Current size of the clip cache in Bytes.*

### Protected Member Functions

- override void **OnApplicationQuit** ()

## Properties

- int [ClipCacheSize](#) [get, set]  
*Size of the clip cache in Bytes.*
- bool [PersistCache](#) [get, set]  
*Automatically loads and saves the cache.*

## Additional Inherited Members

### 5.68.1 Detailed Description

Global cache for wrappers.

### 5.68.2 Member Function Documentation

#### 5.68.2.1 AddClip()

```
void Crosstales.RTVoice.GlobalCache.AddClip (
    Crosstales.RTVoice.Model.Wrapper key,
    AudioClip data )
```

Adds an AudioClip for a given key.

##### Parameters

<i>key</i>	Key for the AudioClip.
<i>data</i>	AudioClip for the key.

#### 5.68.2.2 ClearAndDeleteCache()

```
void Crosstales.RTVoice.GlobalCache.ClearAndDeleteCache ( )
```

Clears and deletes the complete cache.

#### 5.68.2.3 ClearCache()

```
void Crosstales.RTVoice.GlobalCache.ClearCache ( )
```

Clears the complete cache.

#### 5.68.2.4 ClearClipCache()

```
void Crosstales.RTVoice.GlobalCache.ClearClipCache ( )
```

Clears the clips cache.

#### 5.68.2.5 GetClip()

```
AudioClip Crosstales.RTVoice.GlobalCache.GetClip (
    Crosstales.RTVoice.Model.Wrapper key )
```

Returns the AudioClip for a given key.

##### Parameters

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

##### Returns

AudioClip for the given key.

#### 5.68.2.6 LoadCache()

```
void Crosstales.RTVoice.GlobalCache.LoadCache ( )
```

Loads the complete cache.

#### 5.68.2.7 RemoveClip()

```
void Crosstales.RTVoice.GlobalCache.RemoveClip (
    Crosstales.RTVoice.Model.Wrapper key )
```

Removes an AudioClip for a given key.

##### Parameters

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

### 5.68.2.8 ResetObject()

```
static void Crosstales.RTVoice.GlobalCache.ResetObject ( ) [static]
```

Resets this object.

### 5.68.2.9 SaveCache()

```
void Crosstales.RTVoice.GlobalCache.SaveCache ( )
```

Saves the complete cache.

## 5.68.3 Member Data Documentation

### 5.68.3.1 CurrentClipCacheSize

```
int Crosstales.RTVoice.GlobalCache.CurrentClipCacheSize => Clips.Sum(pair => pair.Value.↔  
samples * 2 * 4)
```

Current size of the clip cache in Bytes.

## 5.68.4 Property Documentation

### 5.68.4.1 ClipCacheSize

```
int Crosstales.RTVoice.GlobalCache.ClipCacheSize [get], [set]
```

Size of the clip cache in Bytes.

### 5.68.4.2 PersistCache

```
bool Crosstales.RTVoice.GlobalCache.PersistCache [get], [set]
```

Automatically loads and saves the cache.

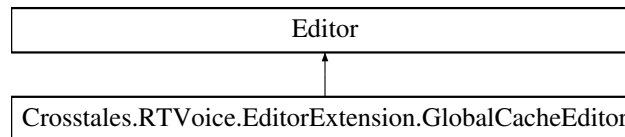
The documentation for this class was generated from the following file:

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

## 5.69 Crosstales.RTVoice.EditorExtension.GlobalCacheEditor Class Reference

Custom editor for the 'GlobalCache'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.GlobalCacheEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

#### 5.69.1 Detailed Description

Custom editor for the 'GlobalCache'-class.

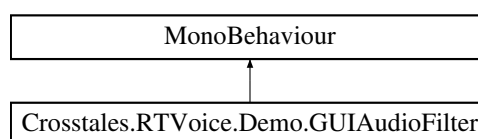
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↔  
Extension/GlobalCacheEditor.cs

## 5.70 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

Simple GUI for audio filters.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIAudioFilter:



### Public Member Functions

- void **ResetFilters** ()
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)



## Public Attributes

- AudioSource **Source**
- AudioReverbFilter **ReverbFilter**
- AudioChorusFilter **ChorusFilter**
- AudioEchoFilter **EchoFilter**
- AudioDistortionFilter **DistortionFilter**
- AudioLowPassFilter **LowPassFilter**
- AudioHighPassFilter **HighPassFilter**
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

### 5.70.1 Detailed Description

[Simple](#) GUI for audio filters.

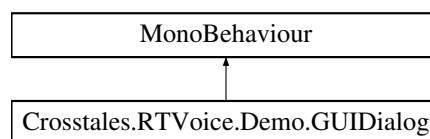
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↔  
AudioFilter.cs

## 5.71 Crosstales.RTVoice.Demo.GUIDialog Class Reference

[Simple](#) GUI for runtime dialogs with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIDialog:



## Public Member Functions

- void **StartDialog** ()
- void **Silence** ()
- void **ChangeRateA** (float value)
- void **ChangeRateB** (float value)
- void **ChangePitchA** (float value)
- void **ChangePitchB** (float value)
- void **ChangeVolumeA** (float value)
- void **ChangeVolumeB** (float value)
- void **GenderAChanged** (int index)
- void **GenderBChanged** (int index)

## Public Attributes

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

### 5.71.1 Detailed Description

[Simple](#) GUI for runtime dialogs with all available OS voices.

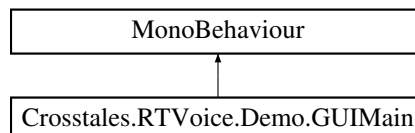
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↔  
Dialog.cs

## 5.72 Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:



## Public Member Functions

- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

## Public Attributes

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

### 5.72.1 Detailed Description

Main GUI component for all demo scenes.

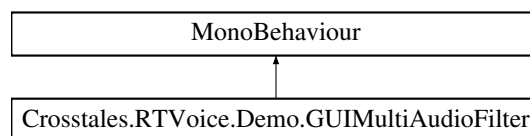
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↔ Main.cs

## 5.73 Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference

[Simple](#) GUI for audio filters on multiple objects.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMultiAudioFilter:



### Public Member Functions

- void **ResetFilters** ()
- void **ClearFilters** ()
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

### Public Attributes

- System.Collections.Generic.List< AudioSource > **Sources** = new System.Collections.Generic.↔ List<AudioSource>()
- System.Collections.Generic.List< AudioReverbFilter > **ReverbFilters** = new System.Collections.Generic.↔ List<AudioReverbFilter>()
- System.Collections.Generic.List< AudioChorusFilter > **ChorusFilters** = new System.Collections.Generic.↔ List<AudioChorusFilter>()
- System.Collections.Generic.List< AudioEchoFilter > **EchoFilters** = new System.Collections.Generic.↔ List<AudioEchoFilter>()
- System.Collections.Generic.List< AudioDistortionFilter > **DistortionFilters** = new System.Collections.↔ Generic.List<AudioDistortionFilter>()

- `System.Collections.Generic.List< AudioLowPassFilter > LowPassFilters = new System.Collections.Generic.List<AudioLowPassFilter>()`
- `System.Collections.Generic.List< AudioHighPassFilter > HighPassFilters = new System.Collections.Generic.List<AudioHighPassFilter>()`
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

### 5.73.1 Detailed Description

[Simple](#) GUI for audio filters on multiple objects.

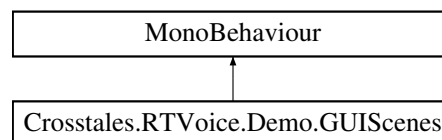
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↔MultiAudioFilter.cs`

## 5.74 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`

### 5.74.1 Detailed Description

Main GUI scene manager for all demo scenes.

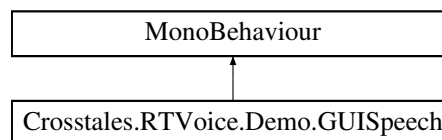
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↔ Scenes.cs

## 5.75 Crosstales.RTVoice.Demo.GUISpeech Class Reference

Simple GUI for runtime TTS with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUISpeech:



### Public Member Functions

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

### Public Attributes

- bool **StartAsNative**
- [GUIMultiAudioFilter](#) **AudioFilter**
- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)
- InputField **Input**
- InputField **Culture**
- Text **Cultures**
- Text **Voices**

### Static Public Attributes

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

### 5.75.1 Detailed Description

Simple GUI for runtime TTS with all available OS voices.

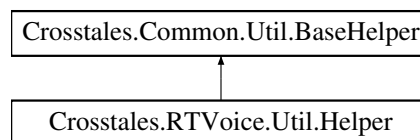
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUI↔  
Speech.cs

## 5.76 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.RTVoice.Util.Helper:



### Static Public Member Functions

- static [Crosstales.RTVoice.Model.Enum.Gender StringToGender](#) (string gender)  
*Converts a string to a Gender.*
- static [Crosstales.RTVoice.Model.Enum.Gender AppleVoiceNameToGender](#) (string voiceName)  
*Converts an Apple voice name to a Gender.*
- static [Crosstales.RTVoice.Model.Enum.Gender WSAVoiceNameToGender](#) (string voiceName)  
*Converts an WSA voice name to a Gender.*
- static [Crosstales.RTVoice.Model.Enum.Gender AndroidVoiceNameToGender](#) (string voiceName)  
*Converts an Android voice name to a Gender.*
- static string [CleanText](#) (string text, bool removeTags=true, bool clearSpaces=true, bool clearLine↔  
Endings=true)  
*Cleans a given text to contain only letters or digits.*
- static string [MarkSpokenText](#) (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false,  
string markPrefix="<color=green><b>", string markPostfix="</b></color>")  
*Marks the current word or all spoken words from a given text array.*

### Static Public Attributes

- static readonly System.Collections.Generic.Dictionary< int, string > **LocaleCodes** = new System.↔  
Collections.Generic.Dictionary<int, string>(161)
- static bool [hasBuiltInTTS](#) => [isWindowsBasedPlatform](#) || [isAppleBasedPlatform](#) || [isAndroidPlatform](#) ||  
[isLinuxPlatform](#)  
*Checks if the current platform has built-in TTS.*

## Properties

- static [Crosstales.RTVoice.Model.Enum.ProviderType CurrentProviderType](#) [get]  
*The current provider type.*

## Additional Inherited Members

### 5.76.1 Detailed Description

Various helper functions.

### 5.76.2 Member Function Documentation

#### 5.76.2.1 AndroidVoiceNameToGender()

```
static Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Util.Helper.AndroidVoiceName↵↵  
ToGender (   
            string voiceName ) [static]
```

Converts an Android voice name to a Gender.

##### Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

##### Returns

Gender from the given Android voice name.

#### 5.76.2.2 AppleVoiceNameToGender()

```
static Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Util.Helper.AppleVoiceNameTo↵↵  
Gender (   
            string voiceName ) [static]
```

Converts an Apple voice name to a Gender.

##### Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

**Returns**

Gender from the given Apple voice name.

**5.76.2.3 CleanText()**

```
static string Crosstales.RTVoice.Util.Helper.CleanText (
    string text,
    bool removeTags = true,
    bool clearSpaces = true,
    bool clearLineEndings = true ) [static]
```

Cleans a given text to contain only letters or digits.

**Parameters**

<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.

**5.76.2.4 MarkSpokenText()**

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

Marks the current word or all spoken words from a given text array.

**Parameters**

<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.

**5.76.2.5 StringToGender()**

```
static Crosstales.RTVoice.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.

**5.76.2.6 WSAVoiceNameToGender()**

```
static Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Util.Helper.WSAVoiceNameTo↵
Gender (
    string voiceName ) [static]
```

Converts an WSA voice name to a Gender.

**Parameters**

<i>voiceName</i>	Voice name.
------------------	-------------

**Returns**

Gender from the given WSA voice name.

**5.76.3 Member Data Documentation****5.76.3.1 hasBuiltInTTS**

```
bool Crosstales.RTVoice.Util.Helper.hasBuiltInTTS => isWindowsBasedPlatform || isAppleBasedPlatform
|| isAndroidPlatform || isLinuxPlatform [static]
```

Checks if the current platform has built-in TTS.

### Returns

True if the current platform has built-in TTS.

## 5.76.4 Property Documentation

### 5.76.4.1 CurrentProviderType

`Crosstales.RTVoice.Model.Enum.ProviderType` `Crosstales.RTVoice.Util.Helper.CurrentProviderType`  
[static], [get]

The current provider type.

### Returns

Current provider type.

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

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

## 5.77 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.*

### 5.77.1 Detailed Description

Inputs Options for the TTS Service.

### 5.77.2 Constructor & Destructor Documentation

#### 5.77.2.1 InputOptions()

```
Crosstales.RTVoice.Azure.Synthesize.InputOptions.InputOptions ( )
```

Initializes a new instance of the Input class.

### 5.77.3 Property Documentation

#### 5.77.3.1 AuthorizationToken

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.AuthorizationToken [get], [set]
```

Authorization Token.

#### 5.77.3.2 Headers

```
System.Collections.Generic.IEnumerable<System.Collections.Generic.KeyValuePair<string, string>  
> Crosstales.RTVoice.Azure.Synthesize.InputOptions.Headers [get]
```

Gets or sets the headers.

#### 5.77.3.3 Locale

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.Locale [get], [set]
```

Gets or sets the locale.

### 5.77.3.4 OutputFormat

`AudioOutputFormat` Crosstales.RTVoice.Azure.Synthesize.InputOptions.OutputFormat [get], [set]

Gets or sets the audio output format.

### 5.77.3.5 RequestUri

`System.Uri` Crosstales.RTVoice.Azure.Synthesize.InputOptions.RequestUri [get], [set]

Gets or sets the request URI.

### 5.77.3.6 Text

`string` Crosstales.RTVoice.Azure.Synthesize.InputOptions.Text [get], [set]

Gets or sets the text.

### 5.77.3.7 VoiceName

`string` Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceName [get], [set]

Gets or sets the name of the voice.

### 5.77.3.8 VoiceType

`Model.Enum.Gender` Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceType [get], [set]

Gets or sets the type of the voice; male/female.

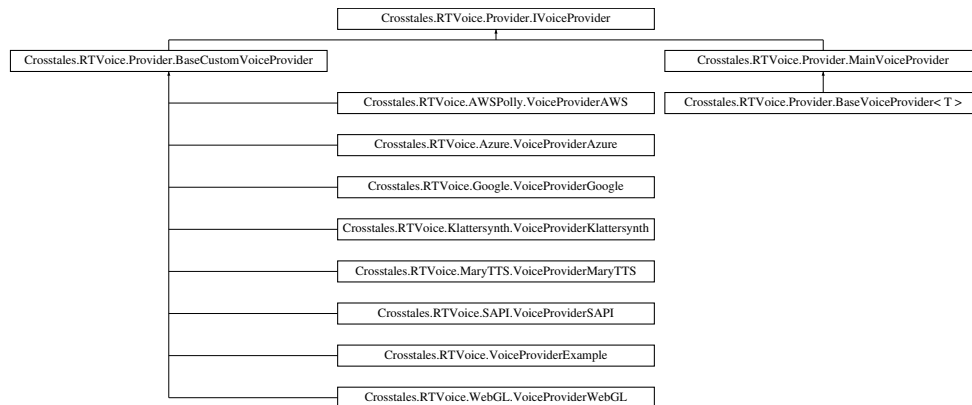
The documentation for this class was generated from the following file:

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

## 5.78 Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference

Interface for all voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.IVoiceProvider:



### Public Member Functions

- void [Silence](#) ()  
*Silence all active TTS-providers.*
- void [Silence](#) (string uid)  
*Silence the current TTS-provider (native mode).*
- IEnumerator [SpeakNative](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- IEnumerator [Speak](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*
- IEnumerator [Generate](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- IEnumerator [SpeakWithClip](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper, AudioClip clip)  
*The provider speaks a text with a given AudioClip.*
- void [Load](#) (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- void [SpeakNativeInEditor](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*
- void [GenerateInEditor](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*Generates an audio file with the current provider (Editor only).*

### Properties

- string [AudioFileExtension](#) [get]  
*Returns the extension of the generated audio files.*
- AudioType [AudioFileType](#) [get]  
*Returns the type of the generated audio files.*
- string [DefaultVoiceName](#) [get]  
*Returns the default voice name of the current TTS-provider.*
- System.Collections.Generic.List< [Crosstales.RTVoice.Model.Voice](#) > [Voices](#) [get]

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

- int [MaxTextLength](#) [get]  
*Maximal length of the speech text (in characters).*
- bool [isWorkingInEditor](#) [get]  
*Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).*
- bool [isWorkingInPlaymode](#) [get]  
*Indicates if this provider is working with 'Play'-mode inside the Unity Editor.*
- bool [isSpeakNativeSupported](#) [get]  
*Indicates if this provider is supporting SpeakNative.*
- bool [isSpeakSupported](#) [get]  
*Indicates if this provider is supporting Speak.*
- bool [isPlatformSupported](#) [get]  
*Indicates if this provider is supporting the current platform.*
- bool [isSSMLSupported](#) [get]  
*Indicates if this provider is supporting SSML.*
- bool [isOnlineService](#) [get]  
*Indicates if this provider is an online service like [MaryTTS](#) or AWS Polly.*
- bool [hasCoRoutines](#) [get]  
*Indicates if this provider uses co-routines.*
- bool [isIL2CPPSupported](#) [get]  
*Indicates if this provider is supporting IL2CPP.*
- bool [hasVoicesInEditor](#) [get]  
*Indicates if this provider returns voices in the Editor mode.*
- System.Collections.Generic.List< string > [Cultures](#) [get]  
*Get all available cultures from the current provider (ISO 639-1).*
- int [MaxSimultaneousSpeeches](#) [get]  
*Maximal number of simultaneous speeches (0 = unlimited).*

## 5.78.1 Detailed Description

Interface for all voice providers.

## 5.78.2 Member Function Documentation

### 5.78.2.1 Generate()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Generate (
    Crosstales.RTVoice.Model.Wrapper wrapper )
```

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

#### Parameters

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

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

### 5.78.2.2 GenerateInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.GenerateInEditor (
    Crosstales.RTVoice.Model Wrapper wrapper )
```

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

#### Parameters

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

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

### 5.78.2.3 Load()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Load (
    bool forceReload = false )
```

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

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

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

### 5.78.2.4 Silence() [1/2]

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Silence ( )
```

Silence all active TTS-providers.

Implemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), and [Crosstales.RTVoice.Provider.MainVoiceProvider](#).

### 5.78.2.5 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.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), and [Crosstales.RTVoice.Provider.MainVoiceProvider](#).

### 5.78.2.6 Speak()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Speak (
    Crosstales.RTVoice.Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice.

#### Parameters

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

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

### 5.78.2.7 SpeakNative()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNative (
    Crosstales.RTVoice.Model.Wrapper wrapper )
```

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

#### Parameters

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

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



### 5.78.2.8 SpeakNativeInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNativeInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper )
```

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

#### Parameters

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

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

### 5.78.2.9 SpeakWithClip()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakWithClip (
    Crosstales.RTVoice.Model.Wrapper wrapper,
    AudioClip clip )
```

The provider speaks a text with a given AudioClip.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
<i>clip</i>	AudioClip with the speech audio.

Implemented in [Crosstales.RTVoice.Provider.MainVoiceProvider](#), and [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

## 5.78.3 Property Documentation

### 5.78.3.1 AudioFileExtension

```
string Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileExtension [get]
```

Returns the extension of the generated audio files.

#### Returns

Extension of the generated audio files.

### 5.78.3.2 AudioFileType

```
AudioType Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileType [get]
```

Returns the type of the generated audio files.

#### Returns

Type of the generated audio files.

### 5.78.3.3 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.

### 5.78.3.4 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.

### 5.78.3.5 hasCoRoutines

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.hasCoRoutines [get]
```

Indicates if this provider uses co-routines.

#### Returns

True if this provider uses co-routines.

### 5.78.3.6 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.

### 5.78.3.7 isIL2CPPSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isIL2CPPSupported [get]
```

Indicates if this provider is supporting IL2CPP.

#### Returns

True if this provider supports IL2CPP.

### 5.78.3.8 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.

### 5.78.3.9 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.

### 5.78.3.10 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakNativeSupported [get]
```

Indicates if this provider is supporting SpeakNative.

#### Returns

True if this provider supports SpeakNative.

### 5.78.3.11 isSpeakSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakSupported [get]
```

Indicates if this provider is supporting Speak.

#### Returns

True if this provider supports Speak.

### 5.78.3.12 isSSMLSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSSMLSupported [get]
```

Indicates if this provider is supporting SSML.

#### Returns

True if this provider supports SSML.

### 5.78.3.13 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.

#### 5.78.3.14 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.

#### 5.78.3.15 MaxSimultaneousSpeeches

```
int Crosstales.RTVoice.Provider.IVoiceProvider.MaxSimultaneousSpeeches [get]
```

Maximal number of simultaneous speeches (0 = unlimited).

##### Returns

The maximal number of simultaneous speeches.

#### 5.78.3.16 MaxTextLength

```
int Crosstales.RTVoice.Provider.IVoiceProvider.MaxTextLength [get]
```

Maximal length of the speech text (in characters).

##### Returns

The maximal length of the speech text.

#### 5.78.3.17 Voices

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Provider.IVoiceProvider.Voices [get]
```

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

##### Returns

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

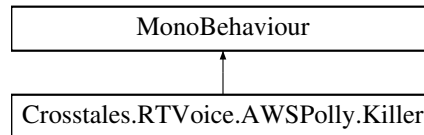
The documentation for this interface was generated from the following file:

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

## 5.79 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**

#### 5.79.1 Detailed Description

Kills AWS Polly at the end of the scene.

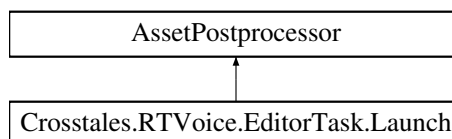
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd Party/AWSPolly/Demo/Scripts/Killer.cs`

## 5.80 Crosstales.RTVoice.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.RTVoice.EditorTask.Launch:



### Static Public Member Functions

- static void **OnPostprocessAllAssets** (`string[]` importedAssets, `string[]` deletedAssets, `string[]` movedAssets, `string[]` movedFromAssetPaths)

#### 5.80.1 Detailed Description

Show the configuration window on the first launch.

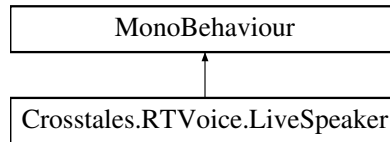
The documentation for this class was generated from the following file:

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

## 5.81 Crosstales.RTVoice.LiveSpeaker Class Reference

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

Inheritance diagram for Crosstales.RTVoice.LiveSpeaker:



### Public Member Functions

- void [SpeakNativeLive](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*Speaks a text with a given wrapper -> native mode.*
- void [SpeakNativeLive](#) (string args)  
*Speaks a text with a given array of arguments (native mode).*
- void [SpeakNativeLive](#) (string[] args)  
*Speaks a text with a given array of arguments (native mode).*
- void [SpeakLive](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*Speaks a text with a given wrapper.*
- void [SpeakLive](#) (string args)  
*Speaks a text with a given array of arguments.*
- void [SpeakLive](#) (string[] args)  
*Speaks a text with a given array of arguments.*
- void [SilenceLive](#) ()  
*Silence all active TTS-voices.*

### 5.81.1 Detailed Description

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

### 5.81.2 Member Function Documentation

#### 5.81.2.1 SilenceLive()

```
void Crosstales.RTVoice.LiveSpeaker.SilenceLive ( )
```

Silence all active TTS-voices.

#### 5.81.2.2 SpeakLive() [1/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakLive (
    Crosstales.RTVoice.Model.Wrapper wrapper )
```

Speaks a text with a given wrapper.

## Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

**5.81.2.3 SpeakLive() [2/3]**

```
void Crosstales.RTVoice.LiveSpeaker.SpeakLive (  
    string args )
```

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

## Parameters

<i>args</i>	Argument string delimited by ';': 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).
-------------	---

**5.81.2.4 SpeakLive() [3/3]**

```
void Crosstales.RTVoice.LiveSpeaker.SpeakLive (  
    string[] args )
```

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

## Parameters

<i>args</i>	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = pitch (optional), 5 = volume (optional).
-------------	---

**5.81.2.5 SpeakNativeLive() [1/3]**

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNativeLive (  
    Crosstales.RTVoice.Model.Wrapper wrapper )
```

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

## Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------



### 5.81.2.6 SpeakNativeLive() [2/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNativeLive (
    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).
-------------	---

### 5.81.2.7 SpeakNativeLive() [3/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNativeLive (
    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).
-------------	---

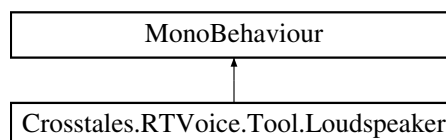
The documentation for this class was generated from the following file:

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

## 5.82 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

[Loudspeaker](#) for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



### Public Member Functions

- void **OnDisable** ()

## Properties

- AudioSource [Source](#) [get, set]  
*Origin AudioSource.*
- bool [SilenceSource](#) [get, set]  
*Silence the origin.*

### 5.82.1 Detailed Description

[Loudspeaker](#) for an AudioSource.

### 5.82.2 Property Documentation

#### 5.82.2.1 SilenceSource

```
bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource [get], [set]
```

Silence the origin.

#### 5.82.2.2 Source

```
AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source [get], [set]
```

Origin AudioSource.

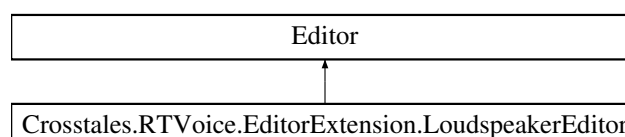
The documentation for this class was generated from the following file:

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

## 5.83 Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference

Custom editor for the '[Loudspeaker](#)'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.LoudspeakerEditor:



## Public Member Functions

- override void **OnInspectorGUI** ()

### 5.83.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Loudspeaker/↔ Scripts/Editor/LoudspeakerEditor.cs

## 5.84 Crosstales.RTVoice.EditorIntegration.LoudspeakerGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.84.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Loudspeaker/↔ Scripts/Editor/LoudspeakerGameObject.cs

## 5.85 Crosstales.RTVoice.EditorIntegration.LoudspeakerMenu Class Reference

Editor component for the "Tools"-menu.

### 5.85.1 Detailed Description

Editor component for the "Tools"-menu.

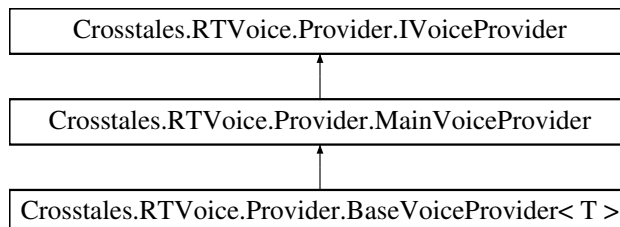
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Loudspeaker/↔ Scripts/Editor/LoudspeakerMenu.cs

## 5.86 Crosstales.RTVoice.Provider.MainVoiceProvider Class Reference

Main class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.MainVoiceProvider:



### Public Member Functions

- virtual void **Silence** ()  
*Silence all active TTS-providers.*
- virtual void **Silence** (string uid)  
*Silence the current TTS-provider (native mode).*
- abstract IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- abstract IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- abstract IEnumerator **Generate** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- virtual IEnumerator **SpeakWithClip** (Crosstales.RTVoice.Model.Wrapper wrapper, AudioClip clip)  
*The provider speaks a text with a given AudioClip.*
- abstract void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- abstract void **GenerateInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*

### Public Attributes

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

### Protected Member Functions

- void **startProcess** (Crosstales.Common.Util.CTProcess process, int timeout=0, bool eventOutputData=false, bool eventErrorData=false, bool redirectOutputData=true, bool redirectErrorData=true) protected static void startProcess(System.Diagnostics.Process process)

### Protected Attributes

- System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > **cachedVoices** = new System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice>()
- readonly System.Collections.Generic.Dictionary< string, System.Diagnostics.Process > **processes**
- bool **silence**

## Static Protected Attributes

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

## Properties

- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract bool **isWorkingInPlaymode** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- abstract bool **isL2CPPSupported** [get]
- abstract bool **hasVoicesInEditor** [get]
- System.Collections.Generic.List< string > **Cultures** [get]
- abstract int **MaxSimultaneousSpeeches** [get]

## Events

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

### 5.86.1 Detailed Description

Main class for voice providers.

## 5.86.2 Member Function Documentation

### 5.86.2.1 Generate()

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

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

#### Parameters

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

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

### 5.86.2.2 GenerateInEditor()

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

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

#### Parameters

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

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

### 5.86.2.3 Load()

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

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

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

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

#### 5.86.2.4 Silence() [1/2]

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

Silence all active TTS-providers.

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

#### 5.86.2.5 Silence() [2/2]

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

Silence the current TTS-provider (native mode).

##### Parameters

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

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

#### 5.86.2.6 Speak()

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

The current provider speaks a text with a given voice.

##### Parameters

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

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

#### 5.86.2.7 SpeakNative()

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

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

## Parameters

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

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

### 5.86.2.8 SpeakWithClip()

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

The provider speaks a text with a given AudioClip.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
<i>clip</i>	AudioClip with the speech audio.

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

## 5.86.3 Member Data Documentation

### 5.86.3.1 processes

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

## Initial value:

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

## 5.86.4 Event Documentation

### 5.86.4.1 OnErrorInfo

```
ErrorInfo Crosstales.RTVoice.Provider.MainVoiceProvider.OnErrorInfo
```

An event triggered whenever an error occurs.



#### 5.86.4.2 OnSpeakAudioGenerationComplete

SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakAudioGenerationComplete

An event triggered whenever a speak audio generation is completed.

#### 5.86.4.3 OnSpeakAudioGenerationStart

SpeakAudioGenerationStart Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakAudioGenerationStart

An event triggered whenever a speak audio generation is started.

#### 5.86.4.4 OnSpeakComplete

SpeakComplete Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakComplete

An event triggered whenever a speak is completed.

#### 5.86.4.5 OnSpeakCurrentPhoneme

SpeakCurrentPhoneme Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakCurrentPhoneme

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

#### 5.86.4.6 OnSpeakCurrentViseme

SpeakCurrentViseme Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakCurrentViseme

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

#### 5.86.4.7 OnSpeakCurrentWord

SpeakCurrentWord Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakCurrentWord

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

#### 5.86.4.8 OnSpeakCurrentWordString

SpeakCurrentWordString Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakCurrentWordString

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

#### 5.86.4.9 OnSpeakStart

SpeakStart Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakStart

An event triggered whenever a speak is started.

#### 5.86.4.10 OnVoicesReady

VoicesReady Crosstales.RTVoice.Provider.MainVoiceProvider.OnVoicesReady

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

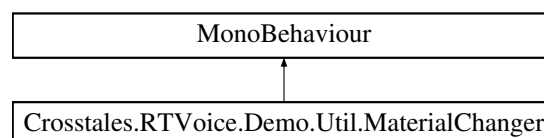
The documentation for this class was generated from the following file:

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

## 5.87 Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference

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

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



### Public Attributes

- AudioSource **Source**
- Material **ActiveMaterial**

### 5.87.1 Detailed Description

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

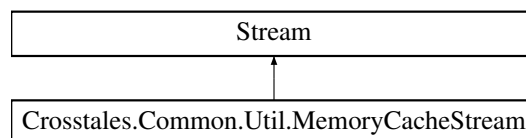
The documentation for this class was generated from the following file:

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

## 5.88 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



### Public Member Functions

- [MemoryCacheStream](#) (int cacheSize=64 \*[Crosstales.Common.Util.BaseConstants.FACTOR\\_KB](#), int max↵↵ CacheSize=64 \*[Crosstales.Common.Util.BaseConstants.FACTOR\\_MB](#))  
*Constructor with a specified cache size.*
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[] buffer, int offset, int count)
- override void **Write** (byte[] buffer, int offset, int count)

### Public Attributes

- override bool [CanRead](#) => true  
*Gets a flag flag that indicates if the stream is readable (always true).*
- override bool [CanSeek](#) => true  
*Gets a flag flag that indicates if the stream is seekable (always true).*
- override bool [CanWrite](#) => true  
*Gets a flag flag that indicates if the stream is seekable (always true).*
- override long [Length](#) => length  
*Gets the current stream length.*

### Properties

- override long [Position](#) [get, set]  
*Gets or sets the current stream position.*

## 5.88.1 Detailed Description

Memory cache stream.

## 5.88.2 Constructor & Destructor Documentation

### 5.88.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
    int cacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_KB,
    int maxCacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_MB )
```

Constructor with a specified cache size.

#### Parameters

<i>cacheSize</i>	Cache size of the stream in bytes.
<i>maxCacheSize</i>	Maximum cache size of the stream in bytes.

## 5.88.3 Member Data Documentation

### 5.88.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

### 5.88.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

### 5.88.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

### 5.88.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

## 5.88.4 Property Documentation

### 5.88.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position [get], [set]
```

Gets or sets the current stream position.

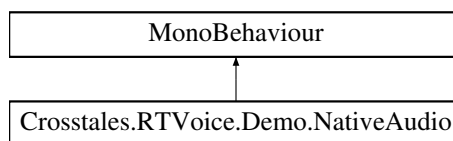
The documentation for this class was generated from the following file:

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

## 5.89 Crosstales.RTVoice.Demo.NativeAudio Class Reference

[Simple](#) example with native audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.NativeAudio:



### Public Member Functions

- void **StartTTS** ()
- void **Silence** ()

### Public Attributes

- string **SpeechText** = "This is an example with native audio for exact timing (e.g. animations)."
- bool **PlayOnStart**
- float **Delay** = 1f

### 5.89.1 Detailed Description

[Simple](#) example with native audio for exact timing.

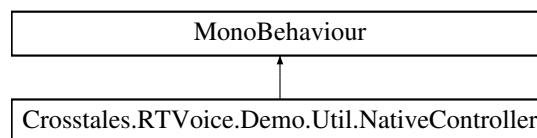
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Native↵  
Audio.cs

## 5.90 Crosstales.RTVoice.Demo.Util.NativeController Class Reference

Enables or disable game objects for native mode.

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



### Public Attributes

- bool [Active](#) = true  
*Enable or disable the 'Objects' for native mode (default: true).*
- GameObject[] **Objects**

### 5.90.1 Detailed Description

Enables or disable game objects for native mode.

### 5.90.2 Member Data Documentation

#### 5.90.2.1 Active

```
bool Crosstales.RTVoice.Demo.Util.NativeController.Active = true
```

Enable or disable the 'Objects' for native mode (default: true).

summary> Selected objects for the controller.

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

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

## 5.91 Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

### Static Public Member Functions

- static bool [OpenURL](#) (string url)  
*Opens the given URL with the file explorer or browser.*
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)  
*HTTPS-certification callback.*
- 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 bool [IsValidURL](#) (string url)  
*Checks if the URL is valid.*
- static string [GetIP](#) (string host)  
*Returns the IP of a given host name.*

### Static Protected Attributes

- const string **file\_prefix** = "file://"
- const string **content\_prefix** = "content://"

### Properties

- static bool [isInternetAvailable](#) [get]  
*Checks if an Internet connection is available.*

#### 5.91.1 Detailed Description

Base for various helper functions for networking.

#### 5.91.2 Member Function Documentation

##### 5.91.2.1 CleanUrl()

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

Cleans a given URL.

## Parameters

<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

### 5.91.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.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.

### 5.91.2.3 isValidURL()

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

Checks if the URL is valid.

## Parameters

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

## Returns

True if the URL is valid.



#### 5.91.2.4 OpenURL()

```
static bool Crosstales.Common.Util.NetworkHelper.OpenURL (
    string url ) [static]
```

Opens the given URL with the file explorer or browser.

##### Parameters

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

##### Returns

True if the URL was valid.

#### 5.91.2.5 RemoteCertificateValidationCallback()

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

HTTPS-certification callback.

#### 5.91.2.6 ValidURLFromFilePath()

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

Validates a given file.

##### Parameters

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

##### Returns

Valid file path

### 5.91.3 Property Documentation

### 5.91.3.1 isInternetAvailable

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

Checks if an Internet connection is available.

#### Returns

True if an Internet connection is available.

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

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

## 5.92 Crosstales.Common.EditorTask.NYCheck Class Reference

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

### 5.92.1 Detailed Description

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

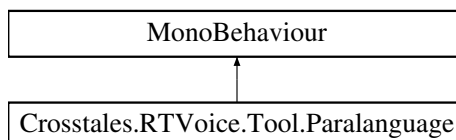
The documentation for this class was generated from the following file:

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

## 5.93 Crosstales.RTVoice.Tool.Paralanguage Class Reference

Para-language simulator with audio files.

Inheritance diagram for Crosstales.RTVoice.Tool.Paralanguage:



### Public Member Functions

- void [Speak](#) ()  
*Speak the text.*
- void [Silence](#) ()  
*Silence the speech.*

## Public Attributes

- [ParalanguageStartEvent](#) **OnStarted**
- [ParalanguageCompleteEvent](#) **OnCompleted**

## Properties

- string [Text](#) [get, set]  
*Text to speak.*
- [Crosstales.RTVoice.Model.VoiceAlias](#) [Voices](#) [get, set]  
*Voices for the speech.*
- [Crosstales.RTVoice.Model.Enum.SpeakMode](#) [Mode](#) [get, set]  
*Speak mode.*
- [AudioClip\[\]](#) [Clips](#) [get, set]  
*Audio clips to play.*
- float [Rate](#) [get, set]  
*Speech rate of the speaker in percent (range: 0-3).*
- float [Pitch](#) [get, set]  
*Speech pitch of the speaker in percent (range: 0-2).*
- float [Volume](#) [get, set]  
*Volume of the speaker in percent (range: 0-1).*
- bool [PlayOnStart](#) [get, set]  
*Enable speaking of the text on start.*
- float [Delay](#) [get, set]  
*Delay until the speech for this text starts.*

## Events

- [ParalanguageStart](#) [OnParalanguageStart](#)  
*An event triggered whenever a [Paralanguage](#) 'Speak' is started.*
- [ParalanguageComplete](#) [OnParalanguageComplete](#)  
*An event triggered whenever a [Paralanguage](#) 'Speak' is completed.*

### 5.93.1 Detailed Description

Para-language simulator with audio files.

### 5.93.2 Member Function Documentation

#### 5.93.2.1 Silence()

```
void Crosstales.RTVoice.Tool.Paralanguage.Silence ( )
```

Silence the speech.

### 5.93.2.2 Speak()

```
void Crosstales.RTVoice.Tool.Paralanguage.Speak ( )
```

Speak the text.

## 5.93.3 Property Documentation

### 5.93.3.1 Clips

```
AudioClip [ ] Crosstales.RTVoice.Tool.Paralanguage.Clips [get], [set]
```

Audio clips to play.

### 5.93.3.2 Delay

```
float Crosstales.RTVoice.Tool.Paralanguage.Delay [get], [set]
```

Delay until the speech for this text starts.

### 5.93.3.3 Mode

```
Crosstales.RTVoice.Model.Enum.SpeakMode Crosstales.RTVoice.Tool.Paralanguage.Mode [get], [set]
```

Speak mode.

### 5.93.3.4 Pitch

```
float Crosstales.RTVoice.Tool.Paralanguage.Pitch [get], [set]
```

Speech pitch of the speaker in percent (range: 0-2).

### 5.93.3.5 PlayOnStart

```
bool Crosstales.RTVoice.Tool.Paralanguage.PlayOnStart [get], [set]
```

Enable speaking of the text on start.

### 5.93.3.6 Rate

```
float Crosstales.RTVoice.Tool.Paralanguage.Rate [get], [set]
```

Speech rate of the speaker in percent (range: 0-3).

### 5.93.3.7 Text

```
string Crosstales.RTVoice.Tool.Paralanguage.Text [get], [set]
```

Text to speak.

### 5.93.3.8 Voices

```
Crosstales.RTVoice.Model.VoiceAlias Crosstales.RTVoice.Tool.Paralanguage.Voices [get], [set]
```

Voices for the speech.

### 5.93.3.9 Volume

```
float Crosstales.RTVoice.Tool.Paralanguage.Volume [get], [set]
```

Volume of the speaker in percent (range: 0-1).

## 5.93.4 Event Documentation

### 5.93.4.1 OnParalanguageComplete

```
ParalanguageComplete Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageComplete
```

An event triggered whenever a [Paralanguage](#) 'Speak' is completed.

### 5.93.4.2 OnParalanguageStart

ParalanguageStart Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageStart

An event triggered whenever a [Paralanguage](#) 'Speak' is started.

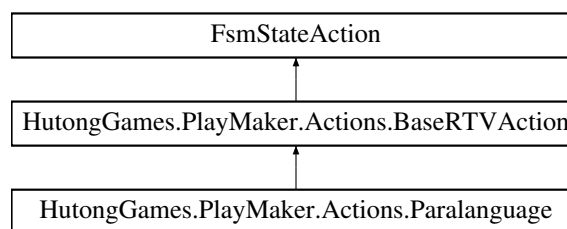
The documentation for this class was generated from the following file:

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

## 5.94 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).*

### 5.94.1 Detailed Description

Paralanguage-action for [PlayMaker](#).

### 5.94.2 Member Data Documentation

### 5.94.2.1 Obj

`Crosstales.RTVoice.Tool.Paralanguage` `HutongGames.PlayMaker.Actions.Paralanguage.Obj`

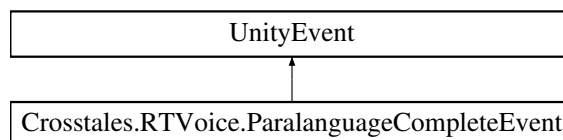
Add a [Paralanguage](#) (default: first object in scene).

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

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

## 5.95 Crosstales.RTVoice.ParalanguageCompleteEvent Class Reference

Inheritance diagram for `Crosstales.RTVoice.ParalanguageCompleteEvent`:



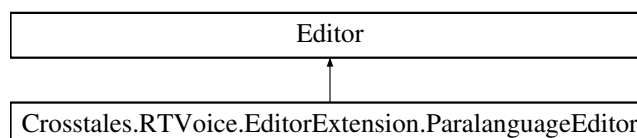
The documentation for this class was generated from the following file:

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

## 5.96 Crosstales.RTVoice.EditorExtension.ParalanguageEditor Class Reference

Custom editor for the 'Paralanguage'-class.

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



### Public Member Functions

- override void **OnInspectorGUI** ()

### 5.96.1 Detailed Description

Custom editor for the 'Paralanguage'-class.

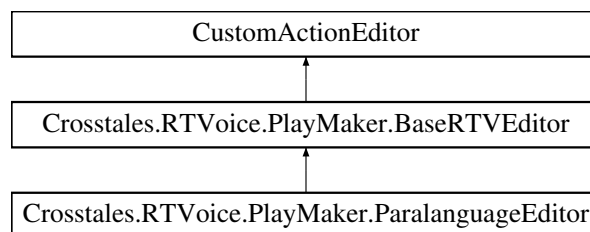
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Paralanguage/↔ Scripts/Editor/ParalanguageEditor.cs

## 5.97 Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference

Custom editor for the Paralanguage-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.ParalanguageEditor:



### Additional Inherited Members

#### 5.97.1 Detailed Description

Custom editor for the Paralanguage-action.

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

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

## 5.98 Crosstales.RTVoice.EditorIntegration.ParalanguageGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.98.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Paralanguage/↔ Scripts/Editor/ParalanguageGameObject.cs



## 5.99 Crosstales.RTVoice.EditorIntegration.ParalanguageMenu Class Reference

Editor component for the "Tools"-menu.

### 5.99.1 Detailed Description

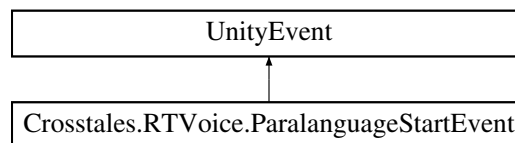
Editor component for the "Tools"-menu.

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Paralanguage/↔ Scripts/Editor/ParalanguageMenu.cs

## 5.100 Crosstales.RTVoice.ParalanguageStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ParalanguageStartEvent:



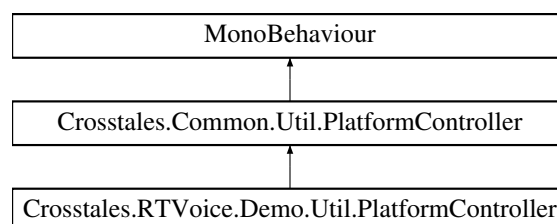
The documentation for this class was generated from the following file:

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

## 5.101 Crosstales.RTVoice.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

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



## Additional Inherited Members

### 5.101.1 Detailed Description

Enables or disable game objects for a given platform.

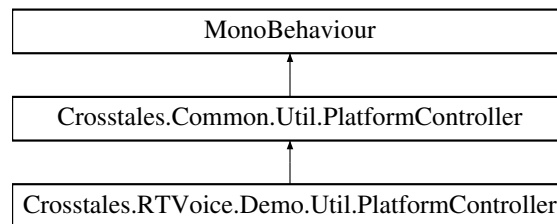
The documentation for this class was generated from the following file:

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

## 5.102 Crosstales.Common.Util.PlatformController Class Reference

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

Inheritance diagram for Crosstales.Common.Util.PlatformController:



## Public Attributes

- System.Collections.Generic.List< [Crosstales.Common.Model.Enum.Platform](#) > **Platforms**  
*Selected platforms for the controller.*
- bool **Active** = true  
*summary> Selected objects for the controller.*
- GameObject[] **Objects**  
*summary> Selected scripts for the controller.*
- MonoBehaviour[] **Scripts**

## Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

## Protected Attributes

- [Crosstales.Common.Model.Enum.Platform](#) **currentPlatform**

### 5.102.1 Detailed Description

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

### 5.102.2 Member Data Documentation

#### 5.102.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

#### 5.102.2.2 Objects

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

summary>Selected scripts for the controller.

#### 5.102.2.3 Platforms

```
System.Collections.Generic.List<Crosstales.Common.Model.Enum.Platform> Crosstales.Common.Util.PlatformController.Platforms
```

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

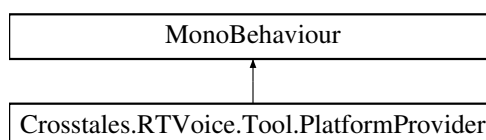
The documentation for this class was generated from the following file:

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

## 5.103 Crosstales.RTVoice.Tool.PlatformProvider Class Reference

Allows to configure voice providers per platform.

Inheritance diagram for Crosstales.RTVoice.Tool.PlatformProvider:



## Public Attributes

- [PlatformProviderTuple\[\]](#) **Configuration**
- [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#) **DefaultVoiceProvider**
- bool **SetAsChild** = true
- bool **UseDefault**

### 5.103.1 Detailed Description

Allows to configure voice providers per platform.

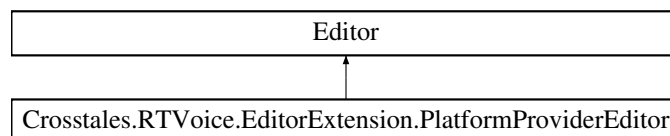
The documentation for this class was generated from the following file:

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

## 5.104 Crosstales.RTVoice.EditorExtension.PlatformProviderEditor Class Reference

Custom editor for the 'PlatformProvider'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.PlatformProviderEditor:



## Public Member Functions

- override void **OnInspectorGUI** ()

## Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("PlatformProvider") != null

### 5.104.1 Detailed Description

Custom editor for the 'PlatformProvider'-class.

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

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

## 5.105 Crosstales.RTVoice.EditorIntegration.PlatformProviderGameObject Class Reference


### Object Class Reference

Editor component for the "Hierarchy"-menu.

#### 5.105.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- [C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/PlatformProvider/Scripts/Editor/PlatformProviderGameObject.cs](#) 


## 5.106 Crosstales.RTVoice.EditorIntegration.PlatformProviderMenu Class Reference

Editor component for the "Tools"-menu.

#### 5.106.1 Detailed Description

Editor component for the "Tools"-menu.

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


- [C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/PlatformProvider/Scripts/Editor/PlatformProviderMenu.cs](#) 

## 5.107 Crosstales.RTVoice.Tool.PlatformProviderTuple Class Reference

### Public Attributes

- [Crosstales.Common.Model.Enum.Platform](#) **Platform**
- [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#) **CustomVoiceProvider**

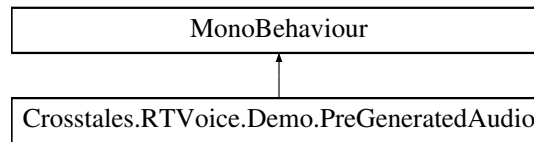
The documentation for this class was generated from the following file:

- [C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/PlatformProvider/Scripts/PlatformProvider.cs](#) 

## 5.108 Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference

[Simple](#) example with pre-generated audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.PreGeneratedAudio:



### Public Member Functions

- void **Play** ()
- void **Silence** ()
- void **Stop** ()

### Public Attributes

- string **SpeechText** = "This is an example with pre-generated audio for exact timing (e.g. animations)."
- bool **PlayOnStart**

### 5.108.1 Detailed Description

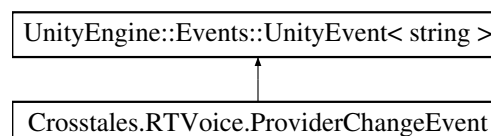
[Simple](#) example with pre-generated audio for exact timing.

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

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

## 5.109 Crosstales.RTVoice.ProviderChangeEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ProviderChangeEvent:



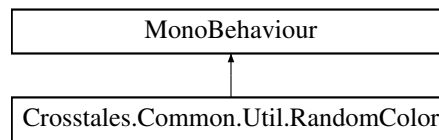
The documentation for this class was generated from the following file:

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

## 5.110 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



### Public Attributes

- bool [UseInterval](#) = true  
*Use intervals to change the color (default: true).*
- Vector2 [ChangeInterval](#) = new Vector2(5, 10)  
*summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).*
- Vector2 [HueRange](#) = new Vector2(0f, 1f)  
*summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).*
- Vector2 [SaturationRange](#) = new Vector2(1f, 1f)  
*summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).*
- Vector2 [ValueRange](#) = new Vector2(1f, 1f)  
*summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).*
- Vector2 [AlphaRange](#) = new Vector2(1f, 1f)  
*summary>Use gray scale colors (default: false).*
- bool [GrayScale](#)  
*summary>Modify the color of a material instead of the Renderer (default: not set, optional).*
- Material [Material](#)  
*summary>Set the object to a random color at Start (default: false).*
- bool **RandomColorAtStart**

### 5.110.1 Detailed Description

Random color changer.

### 5.110.2 Member Data Documentation

#### 5.110.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

*summary>Use gray scale colors (default: false).*

### 5.110.2.2 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).

### 5.110.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

### 5.110.2.4 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).

### 5.110.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

### 5.110.2.6 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).

### 5.110.2.7 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).



### 5.110.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

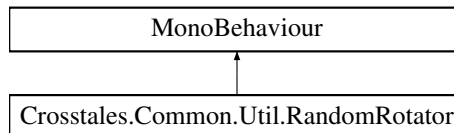
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Random/↔ Scripts/RandomColor.cs

## 5.111 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



### Public Attributes

- bool **UseInterval** = true  
*Use intervals to change the rotation (default: true).*
- Vector2 **ChangeInterval** = new Vector2(10, 20)  
*summary>Minimum rotation speed per axis (default: 5 for all axis).*
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)  
*summary>Maximum rotation speed per axis (default: 15 for all axis).*
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)  
*summary>Set the object to a random rotation at Start (default: false).*
- bool **RandomRotationAtStart**  
*summary>Random change interval per axis (default: true).*
- bool **RandomChangeIntervalPerAxis** = true  
*summary>Random direction per axis (default: true).*
- bool **RandomDirectionPerAxis** = true

### 5.111.1 Detailed Description

Random rotation changer.

### 5.111.2 Member Data Documentation

### 5.111.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

### 5.111.2.2 RandomChangeIntervalPerAxis

```
bool Crosstales.Common.Util.RandomRotator.RandomChangeIntervalPerAxis = true
```

summary>Random direction per axis (default: true).

### 5.111.2.3 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

### 5.111.2.4 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

### 5.111.2.5 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

### 5.111.2.6 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

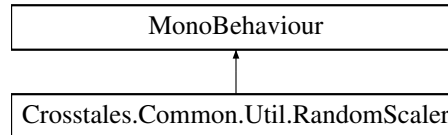
The documentation for this class was generated from the following file:

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

## 5.112 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



### Public Attributes

- bool **UseInterval** = true  
*Use intervals to change the scale (default: true).*
- Vector2 **ChangeInterval** = new Vector2(10, 20)  
*summary> Minimum scale per axis (default: 0.1 for all axis).*
- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)  
*summary> Maximum scale per axis (default: 0.1 for all axis).*
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)  
*summary> Uniform scaling for all axis (x-axis values will be used, default: true).*
- bool **Uniform** = true  
*summary> Set the object to a random scale at Start (default: false).*
- bool **RandomScaleAtStart**

### 5.112.1 Detailed Description

Random scale changer.

### 5.112.2 Member Data Documentation

#### 5.112.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

*summary> Minimum scale per axis (default: 0.1 for all axis).*

#### 5.112.2.2 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).*

### 5.112.2.3 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).

### 5.112.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

### 5.112.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Random/↵ Scripts/RandomScaler.cs

## 5.113 com.crosstales.RTVoice.RTVoiceAndroidBridge Class Reference

### Public Member Functions

- [RTVoiceAndroidBridge](#) (Object appContext)

### Static Public Member Functions

- static boolean **isSSMLSupported** ()
- static boolean [isWorking](#) ()
- static boolean [isInitialized](#) ()
- static void [Shutdown](#) ()
- static void [SpeakNative](#) (String speechText, float rate, float pitch, float inpVolume, String voiceName)
- static void [StopNative](#) ()
- static String [Speak](#) (String speechText, float rate, float pitch, String voiceName, String outputFile)
- static String[] [GetVoices](#) ()
- static String[] [GetEngines](#) ()
- static void [SetupEngine](#) (String engine)

### 5.113.1 Detailed Description

RTVoiceAndroidBridge.java Version 2022.1.0

Acts as a handler for all TTS functions called by RT-Voice on Android.

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### 5.113.2 Constructor & Destructor Documentation

#### 5.113.2.1 RTVoiceAndroidBridge()

```
com.crosstales.RTVoice.RTVoiceAndroidBridge.RTVoiceAndroidBridge (
    Object appContext )
```

Constructor for the [RTVoiceAndroidBridge](#) class. The *appContext* must contain the application context so we can initialize the TTS engine.

##### Parameters

<i>appContext</i>	Application context of the Unity application
-------------------	--

### 5.113.3 Member Function Documentation

#### 5.113.3.1 GetEngines()

```
static String [] com.crosstales.RTVoice.RTVoiceAndroidBridge.GetEngines ( ) [static]
```

Returns the available TTS engines.

##### Returns

String[] with the available TTS engines

### 5.113.3.2 GetVoices()

```
static String [] com.crosstales.RTVoice.RTVoiceAndroidBridge.GetVoices ( ) [static]
```

Checks if the TTS engine is initialized:

- if SDK  $\geq$  M: Looks for installed voices on the Android device and use their names to generate a for RTVoice readable list.
- if SDK  $<$  M: Looks for installed locales on the Android device, check each if they have an available voice to them and use their names and languages to generate a for RTVoice readable list.

It returns a String array when the tasks are done, not immediately.

#### Returns

String[] with the available voices/locales

### 5.113.3.3 isInitialized()

```
static boolean com.crosstales.RTVoice.RTVoiceAndroidBridge.isInitialized ( ) [static]
```

Checks if the engine has been instantiated by calling the boolean "initialized".

Returns immediately

#### Returns

the boolean signifying if the engine has been instantiated or not

### 5.113.3.4 isWorking()

```
static boolean com.crosstales.RTVoice.RTVoiceAndroidBridge.isWorking ( ) [static]
```

Checks if the TTS engine is currently busy by calling the boolean "working".

Returns immediately

#### Returns

the boolean signifying if the engine is busy or not

### 5.113.3.5 SetupEngine()

```
static void com.crosstales.RTVoice.RTVoiceAndroidBridge.SetupEngine (
    String engine ) [static]
```

Set a specific TTS engine.

## Parameters

<i>engine</i>	TTS engine to be used
---------------	-----------------------

## Returns

String[] with the available TTS engines

### 5.113.3.6 Shutdown()

```
static void com.crosstales.RTVoice.RTVoiceAndroidBridge.Shutdown ( ) [static]
```

If the TTS engine is instantiated, shut it down and set boolean "initialized" to false. Log the result.

Logs after the TTS engine has been shut down or immediately, if the TTS engine is not instantiated.

### 5.113.3.7 Speak()

```
static String com.crosstales.RTVoice.RTVoiceAndroidBridge.Speak (
    String speechText,
    float rate,
    float pitch,
    String voiceName,
    String outputFile ) [static]
```

Generates audio and starts the private task "generateAudio".

This method generates multiple logs in Log.d regarding its current state.

## Parameters

<i>speechText</i>	the text that is supposed to be read.
<i>rate</i>	the rate at which the text is supposed to be read.
<i>pitch</i>	the pitch that gets applied to the Locale/Voice reading the text.
<i>voiceName</i>	the name of the Locale/Voice that is supposed to read the text.
<i>outputFile</i>	the target path

## Returns

String with the .wav-File path

### 5.113.3.8 SpeakNative()

```
static void com.crosstales.RTVoice.RTVoiceAndroidBridge.SpeakNative (
    String speechText,
```

```
float rate,
float pitch,
float inpVolume,
String voiceName ) [static]
```

Starts the private task "speakNative".

This method generates multiple logs in Log.d regarding its current state.

#### Parameters

<i>speechText</i>	the text that is supposed to be read.
<i>rate</i>	the rate at which the text is supposed to be read.
<i>pitch</i>	the pitch that gets applied to the Locale/Voice reading the text.
<i>inpVolume</i>	the volume that gets applied to the Locale/Voice reading the text.
<i>voiceName</i>	the name of the Locale/Voice reading the text.

#### 5.113.3.9 StopNative()

```
static void com.crosstales.RTVoice.RTVoiceAndroidBridge.StopNative ( ) [static]
```

Checks if the TTS engine is busy. If it's busy, stop the engine.

This method generates a log in Log.d on call and on exit.

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Libraries/Android/RTVoiceAndroidBridge.java

## 5.114 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.114.1 Detailed Description

Editor component for the "Hierarchy"-menu.

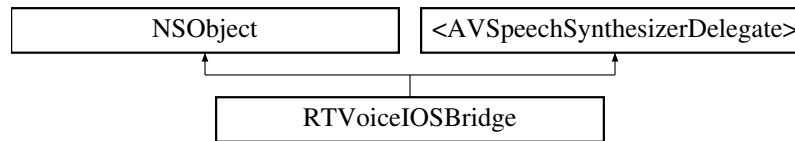
The documentation for this class was generated from the following file:

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



## 5.115 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



### Class Methods

- (void) + [setVoices](#)
- (void) + [speak:text:rate:pitch:volume:](#)
- (void) + [stop](#)

### 5.115.1 Method Documentation

#### 5.115.1.1 setVoices

```
+ (void) setVoices
```

Collects and sends all voices to RT-Voice.

#### 5.115.1.2 speak:text:rate:pitch:volume:

```
+ (void) speak:
    (NSString *) id
    text:(NSString *) text
    rate:(float) rate
    pitch:(float) pitch
    volume:(float) volume
```

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

#### Parameters

<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

### 5.115.1.3 stop

+ (void) stop

Stops speaking

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RT↔VoicelOSBridge.h
- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RT↔VoicelOSBridge.mm

## 5.116 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

### 5.116.1 Detailed Description

Editor component for the "Tools"-menu.

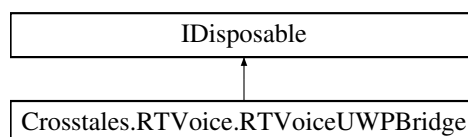
The documentation for this class was generated from the following file:

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

## 5.117 Crosstales.RTVoice.RTVoiceUWPBridge Class Reference

WSA (UWP) TTS bridge.

Inheritance diagram for Crosstales.RTVoice.RTVoiceUWPBridge:



### Public Member Functions

- async void [SynthesizeToFile](#) (string text, string path, string fileName, string voice)  
*Use the TTS engine to write the voice clip into a pre-defined Folder.*
- async void [SynthesizeToMemory](#) (string text, string voice)  
*Use the TTS engine to write the voice clip into a pre-defined Folder.*
- void **Dispose** ()

## Properties

- bool `isBusy` [get, set]  
*Indicates if the TTS-Engine is currently busy.*
- static string `TargetFolder` [get]  
*Returns the target folder of the last Speak call. If there hasn't been a Speak call so far, returns `ApplicationData.LocalFolder`.*
- byte[] `AudioData` [get]  
*Returns the audio data of the last Speak call.*
- string[] `Voices` [get]  
*Returns the available voices.*

### 5.117.1 Detailed Description

WSA (UWP) TTS bridge.

### 5.117.2 Member Function Documentation

#### 5.117.2.1 SynthesizeToFile()

```
async void Crosstales.RTVoice.RTVoiceUWPBridge.SynthesizeToFile (
    string text,
    string path,
    string fileName,
    string voice )
```

Use the TTS engine to write the voice clip into a pre-defined Folder.

##### Parameters

<i>text</i>	Spoken text
<i>path</i>	Target folder
<i>fileName</i>	File name
<i>voice</i>	Desired voice

#### 5.117.2.2 SynthesizeToMemory()

```
async void Crosstales.RTVoice.RTVoiceUWPBridge.SynthesizeToMemory (
    string text,
    string voice )
```

Use the TTS engine to write the voice clip into a pre-defined Folder.

## Parameters

<i>text</i>	Spoken text
<i>path</i>	Target folder
<i>fileName</i>	File name
<i>voice</i>	Desired voice

## 5.117.3 Property Documentation

### 5.117.3.1 AudioData

```
byte [] Crosstales.RTVoice.RTVoiceUWPBridge.AudioData [get]
```

Returns the audio data of the last Speak call.

## Returns

The audio data of the last Speak call.

### 5.117.3.2 isBusy

```
bool Crosstales.RTVoice.RTVoiceUWPBridge.isBusy [get], [set]
```

Indicates if the TTS-Engine is currently busy.

## Returns

True if the TTS-Engine is currently busy.

### 5.117.3.3 TargetFolder

```
string Crosstales.RTVoice.RTVoiceUWPBridge.TargetFolder [static], [get]
```

Returns the target folder of the last Speak call. If there hasn't been a Speak call so far, returns `ApplicationData.Current.LocalFolder`.

## Returns

The target folder of the last Speak call.

### 5.117.3.4 Voices

```
string [ ] Crosstales.RTVoice.RTVoiceUWPBridge.Voices [get]
```

Returns the available voices.

#### Returns

Available voices as string-array. Format: DisplayName;Language</string>

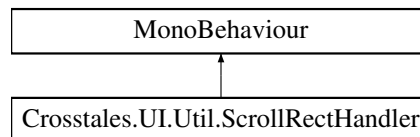
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Native/RT↔VoiceUWPBridge.cs

## 5.118 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



### Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

### 5.118.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

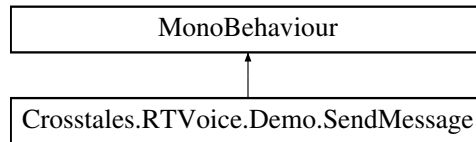
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↔Util/ScrollRectHandler.cs

## 5.119 Crosstales.RTVoice.Demo.SendMessage Class Reference

[Simple](#) "SendMessage" example.

Inheritance diagram for Crosstales.RTVoice.Demo.SendMessage:



### Public Member Functions

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

### Public Attributes

- string **TextA** = "RT-Voice works great with PlayMaker, SALSA, Localized Dialogs/Cutscenes, Dialogue System for Unity and THE Dialogue Engine - that's awesome!"
- string **TextB** = "Absolutely true! RT-Voice is fantastic."
- float **DelayTextB** = 12.2f
- bool **PlayOnStart**

### 5.119.1 Detailed Description

[Simple](#) "SendMessage" example.

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

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

## 5.120 Crosstales.RTVoice.Model.Sequence Class Reference

[Model](#) for a sequence.

### Public Member Functions

- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

## Properties

- string [Text](#) [get, set]  
*Text to speak.*
- [VoiceAlias Voices](#) [get, set]  
*Voices for the speech.*
- [Crosstales.RTVoice.Model.Enum.SpeakMode Mode](#) [get, set]  
*Speak mode.*
- AudioSource [Source](#) [get, set]  
*AudioSource for the output.*
- float [Rate](#) [get, set]  
*Speech rate of the speaker in percent (1 = 100%, range: 0.01-3).*
- float [Pitch](#) [get, set]  
*Speech pitch of the speaker in percent (1 = 100%, range: 0-2).*
- float [Volume](#) [get, set]  
*Volume of the speaker in percent (1 = 100%, range: 0-1).*
- bool [Initialized](#) [get, set]

### 5.120.1 Detailed Description

[Model](#) for a sequence.

### 5.120.2 Property Documentation

#### 5.120.2.1 Mode

[Crosstales.RTVoice.Model.Enum.SpeakMode](#) [Crosstales.RTVoice.Model.Sequence.Mode](#) [get], [set]

Speak mode.

#### 5.120.2.2 Pitch

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

Speech pitch of the speaker in percent (1 = 100%, range: 0-2).

#### 5.120.2.3 Rate

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

Speech rate of the speaker in percent (1 = 100%, range: 0.01-3).

#### 5.120.2.4 Source

```
AudioSource Crosstales.RTVoice.Model.Sequence.Source [get], [set]
```

AudioSource for the output.

#### 5.120.2.5 Text

```
string Crosstales.RTVoice.Model.Sequence.Text [get], [set]
```

Text to speak.

#### 5.120.2.6 Voices

```
VoiceAlias Crosstales.RTVoice.Model.Sequence.Voices [get], [set]
```

Voices for the speech.

#### 5.120.2.7 Volume

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

Volume of the speaker in percent (1 = 100%, range: 0-1).

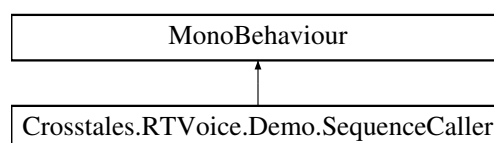
The documentation for this class was generated from the following file:

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

## 5.121 Crosstales.RTVoice.Demo.SequenceCaller Class Reference

[Simple](#) Sequence caller example.

Inheritance diagram for Crosstales.RTVoice.Demo.SequenceCaller:





## Public Attributes

- `GameObject` **receiver**
- `int` **NumberOfSequences**
- `float` **SequenceDelay** = 1f

### 5.121.1 Detailed Description

[Simple](#) Sequence caller example.

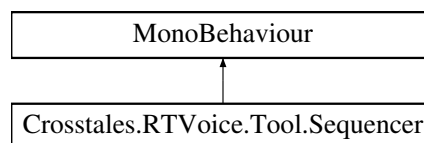
The documentation for this class was generated from the following file:

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

## 5.122 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer for dialogues.

Inheritance diagram for `Crosstales.RTVoice.Tool.Sequencer`:



## Public Member Functions

- `void` [PlaySequence](#) (`int` index=0)  
*Plays a Sequence with a given index.*
- `void` [PlayNextSequence](#) ()  
*Plays the next Sequence in the array.*
- `void` [PlayAllSequences](#) ()  
*Plays all Sequences.*
- `void` [StopAllSequences](#) ()  
*Stops and silences all active Sequences.*

## Public Attributes

- `Crosstales.RTVoice.Model.Sequence[]` [Sequences](#)  
*All available sequences.*
- `float` [Delay](#)  
*Delay in seconds before the [Sequencer](#) starts processing (default: 0).*
- `bool` [PlayOnStart](#)  
*Enable the [Sequencer](#) on start (default: false).*
- `Crosstales.RTVoice.Model.Sequence` [CurrentSequence](#) => [Sequences](#)[`currentIndex`]  
*Returns the current Sequence.*

### 5.122.1 Detailed Description

Simple sequencer for dialogues.

### 5.122.2 Member Function Documentation

#### 5.122.2.1 PlayAllSequences()

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

Plays all Sequences.

#### 5.122.2.2 PlayNextSequence()

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

Plays the next Sequence in the array.

#### 5.122.2.3 PlaySequence()

```
void Crosstales.RTVoice.Tool.Sequencer.PlaySequence (
    int index = 0 )
```

Plays a Sequence with a given index.

##### Parameters

<i>index</i>	Index of the Sequence (default: 0, optional).
--------------	---

#### 5.122.2.4 StopAllSequences()

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

Stops and silences all active Sequences.

### 5.122.3 Member Data Documentation

### 5.122.3.1 CurrentSequence

`Crosstales.RTVoice.Model.Sequence` `Crosstales.RTVoice.Tool.Sequencer.CurrentSequence => Sequences[current←Index]`

Returns the current Sequence.

#### Returns

The current Sequence.

### 5.122.3.2 Delay

`float` `Crosstales.RTVoice.Tool.Sequencer.Delay`

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

### 5.122.3.3 PlayOnStart

`bool` `Crosstales.RTVoice.Tool.Sequencer.PlayOnStart`

Enable the [Sequencer](#) on start (default: false).

### 5.122.3.4 Sequences

`Crosstales.RTVoice.Model.Sequence` `[]` `Crosstales.RTVoice.Tool.Sequencer.Sequences`

All available sequences.

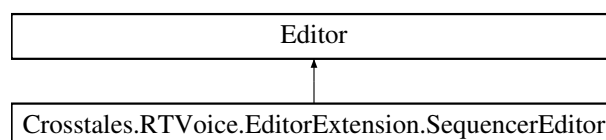
The documentation for this class was generated from the following file:

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

## 5.123 Crosstales.RTVoice.EditorExtension.SequencerEditor Class Reference

Custom editor for the 'Sequencer'-class.

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



## Public Member Functions

- override void **OnInspectorGUI** ()

### 5.123.1 Detailed Description

Custom editor for the 'Sequencer'-class.

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Sequencer/↔  
Scripts/Editor/SequencerEditor.cs

## 5.124 Crosstales.RTVoice.EditorIntegration.SequencerGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.124.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Sequencer/↔  
Scripts/Editor/SequencerGameObject.cs

## 5.125 Crosstales.RTVoice.EditorIntegration.SequencerMenu Class Reference

Editor component for the "Tools"-menu.

### 5.125.1 Detailed Description

Editor component for the "Tools"-menu.

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

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Sequencer/↔  
Scripts/Editor/SequencerMenu.cs

## 5.126 Crosstales.RTVoice.Util.SetupProject Class Reference

Setup the project to use RT-Voice.

### 5.126.1 Detailed Description

Setup the project to use RT-Voice.

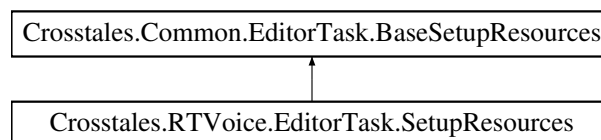
The documentation for this class was generated from the following file:

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

## 5.127 Crosstales.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.RTVoice.EditorTask.SetupResources:



### Static Public Member Functions

- static void **Setup** ()

### Additional Inherited Members

#### 5.127.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

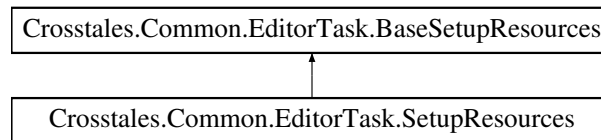
The documentation for this class was generated from the following file:

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

## 5.128 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



### Static Public Member Functions

- static void **Setup** ()

### Additional Inherited Members

#### 5.128.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

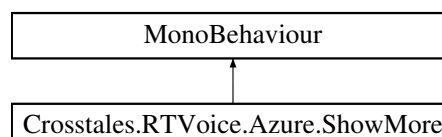
The documentation for this class was generated from the following file:

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

## 5.129 Crosstales.RTVoice.Azure.ShowMore Class Reference

Shows the details for [Azure](#).

Inheritance diagram for Crosstales.RTVoice.Azure.ShowMore:



### Public Member Functions

- void **Show** ()

### 5.129.1 Detailed Description

Shows the details for [Azure](#).

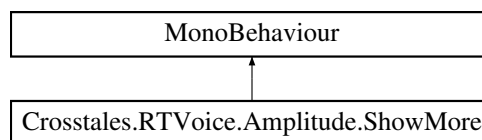
The documentation for this class was generated from the following file:

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

## 5.130 Crosstales.RTVoice.Amplitude.ShowMore Class Reference

Shows the details for [Amplitude](#).

Inheritance diagram for Crosstales.RTVoice.Amplitude.ShowMore:



### Public Member Functions

- void **Show** ()

### 5.130.1 Detailed Description

Shows the details for [Amplitude](#).

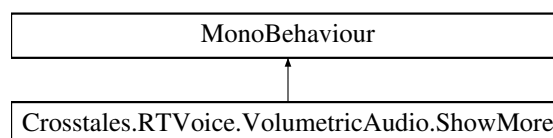
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Amplitude/↔ Scripts/ShowMore.cs

## 5.131 Crosstales.RTVoice.VolumetricAudio.ShowMore Class Reference

Shows the details for Volumetric Audio.

Inheritance diagram for Crosstales.RTVoice.VolumetricAudio.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.131.1 Detailed Description

Shows the details for Volumetric Audio.

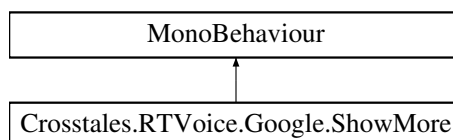
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Volumetric Audio/Scripts/ShowMore.cs

## 5.132 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** ()

### 5.132.1 Detailed Description

Shows the details for [Google](#) Cloud Speech.

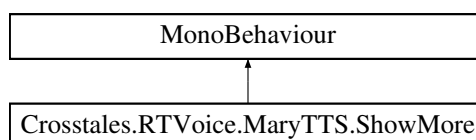
The documentation for this class was generated from the following file:

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

## 5.133 Crosstales.RTVoice.MaryTTS.ShowMore Class Reference

Shows the details for [MaryTTS](#).

Inheritance diagram for Crosstales.RTVoice.MaryTTS.ShowMore:





## Public Member Functions

- void **Show** ()

### 5.133.1 Detailed Description

Shows the details for [MaryTTS](#).

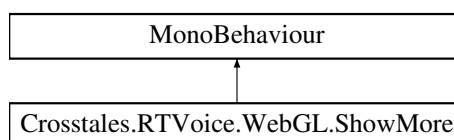
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/Extras/MaryTTS/↔  
Demo/Scripts/ShowMore.cs

## 5.134 Crosstailes.RTVoice.WebGL.ShowMore Class Reference

Shows the details for [WebGL](#) Speech Synthesis.

Inheritance diagram for Crosstailes.RTVoice.WebGL.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.134.1 Detailed Description

Shows the details for [WebGL](#) Speech Synthesis.

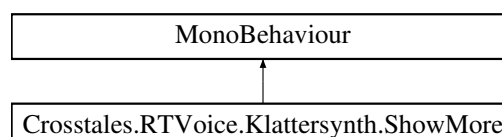
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/3rd party/WebG↔  
L Speech Synthesis/Demo/Scripts/ShowMore.cs

## 5.135 Crosstailes.RTVoice.Klattersynth.ShowMore Class Reference

Shows the details for [Klattersynth](#).

Inheritance diagram for Crosstailes.RTVoice.Klattersynth.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.135.1 Detailed Description

Shows the details for [Klattersynth](#).

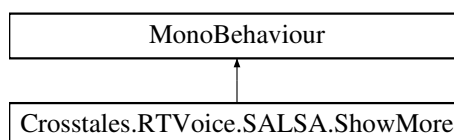
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/↔ Demo/Scripts/ShowMore.cs

## 5.136 Crosstales.RTVoice.SALSA.ShowMore Class Reference

Shows the details for [SALSA](#).

Inheritance diagram for Crosstales.RTVoice.SALSA.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.136.1 Detailed Description

Shows the details for [SALSA](#).

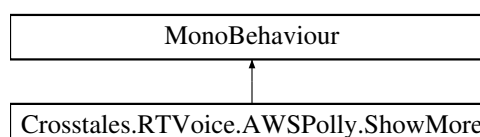
The documentation for this class was generated from the following file:

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

## 5.137 Crosstales.RTVoice.AWSPolly.ShowMore Class Reference

Shows the details for AWS Polly.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.137.1 Detailed Description

Shows the details for AWS Polly.

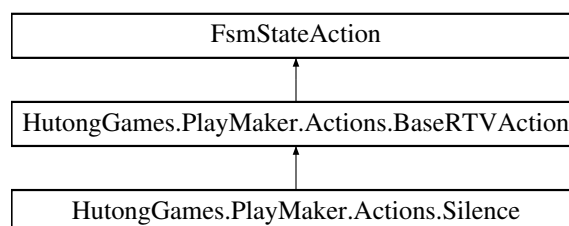
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Demo/Scripts/ShowMore.cs

## 5.138 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



## Public Member Functions

- override void **OnEnter** ()

## Additional Inherited Members

### 5.138.1 Detailed Description

Silence-action for [PlayMaker](#).

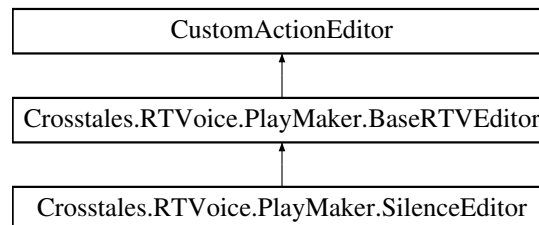
The documentation for this class was generated from the following file:

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

## 5.139 Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SilenceEditor:



### Additional Inherited Members

#### 5.139.1 Detailed Description

Custom editor for the Silence-action.

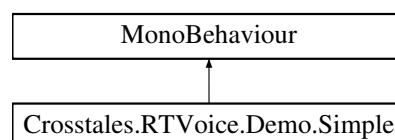
The documentation for this class was generated from the following file:

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

## 5.140 Crosstales.RTVoice.Demo.Simple Class Reference

[Simple](#) TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:



### Public Member Functions

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

## Public Attributes

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

### 5.140.1 Detailed Description

[Simple](#) TTS example.

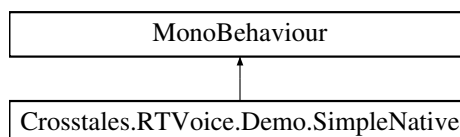
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Simple.[↵](#)  
cs

## 5.141 Crosstales.RTVoice.Demo.SimpleNative Class Reference

[Simple](#) native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



## Public Member Functions

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

## Public Attributes

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

### 5.141.1 Detailed Description

[Simple](#) native TTS example.

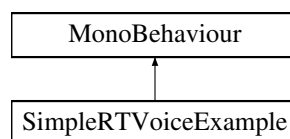
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/SimpleNative.cs

## 5.142 SimpleRTVoiceExample Class Reference

Simple example to demonstrate the basic usage of RT-Voice.

Inheritance diagram for SimpleRTVoiceExample:



## Public Member Functions

- void **Speak** ()

## Public Attributes

- string **Text** = "Hello world, I am RT-Voice!"
- string **Culture** = "en"
- bool **SpeakWhenReady**

### 5.142.1 Detailed Description

Simple example to demonstrate the basic usage of RT-Voice.

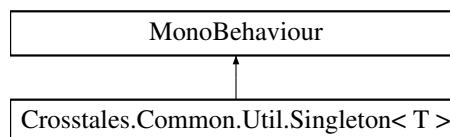
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Simple↵  
RTVoiceExample.cs

## 5.143 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



### Static Public Member Functions

- static void [CreateInstance](#) (bool searchExistingGameObject=true, bool deleteExistingInstance=false)  
*Creates an instance of this object.*
- static void [DeleteInstance](#) ()  
*Deletes the instance of this object.*

### Static Public Attributes

- static string [PrefabPath](#)  
*Fully qualified prefab path.*
- static string [GameObjectName](#) = typeof(T).Name  
*Name of the gameobject in the scene.*

### Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

### Static Protected Attributes

- static T **instance**

## Properties

- static T [Instance](#) [get, protected set]  
*Returns the singleton instance of this class.*
- bool [DontDestroy](#) [get, set]  
*Don't destroy gameobject during scene switches.*

### 5.143.1 Detailed Description

Base-class for all singletons.

#### Type Constraints

*T*: [Singleton](#)< *T*>

### 5.143.2 Member Function Documentation

#### 5.143.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (
    bool searchExistingGameObject = true,
    bool deleteExistingInstance = false ) [static]
```

Creates an instance of this object.

#### Parameters

<i>searchExistingGameObject</i>	Search for existing GameObjects of this object (default: true, optional)
<i>deleteExistingInstance</i>	Delete existing instance of this object (default: false, optional)

#### 5.143.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]
```

Deletes the instance of this object.

### 5.143.3 Member Data Documentation



### 5.143.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name [static]
```

Name of the gameobject in the scene.

### 5.143.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

## 5.143.4 Property Documentation

### 5.143.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

### 5.143.4.2 Instance

```
T Crosstales.Common.Util.Singleton< T >.Instance [static], [get], [protected set]
```

Returns the singleton instance of this class.

Returns

[Singleton](#) instance of this class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.↵  
cs

## 5.144 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

## Properties

- static bool **isQuitting** = false [get, set]

### 5.144.1 Detailed Description

Helper-class for singletons.

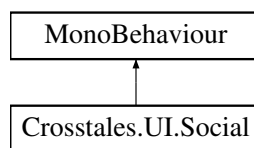
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstailes/Common/Scripts/Util/Singleton.↔  
cs

## 5.145 Crosstailes.UI.Social Class Reference

[Crosstailes](#) social media links.

Inheritance diagram for Crosstailes.UI.Social:



## Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

### 5.145.1 Detailed Description

[Crosstailes](#) social media links.

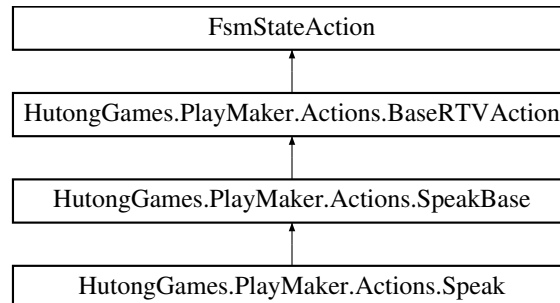
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstailes/Common/Extras/UI/Scripts/Social.↔  
cs

## 5.146 HutongGames.PlayMaker.Actions.Speak Class Reference

Speak-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Speak:



### Public Member Functions

- override void **OnEnter** ()

### Public Attributes

- FsmString **Text** = "Hello world!"  
*Text to speak.*
- FsmString **RTVoiceNameWindows** = "David"  
*Name of the RT-Voice under Windows.*
- FsmString **RTVoiceNameMac** = "Alex"  
*Name of the RT-Voice under macOS.*
- FsmString **RTVoiceNameAndroid** = "en"  
*Name of the RT-Voice under Android.*
- FsmString **RTVoiceNameIOS** = "Daniel"  
*Name of the RT-Voice under iOS.*
- FsmString **RTVoiceNameWSA** = "David"  
*Name of the RT-Voice under WSA.*
- FsmString **RTVoiceNameCustom** = string.Empty  
*Name of the RT-Voice in a custom provider.*
- FsmString **Culture** = "en"  
*Fallback culture (e.g. 'en', optional).*

### Additional Inherited Members

#### 5.146.1 Detailed Description

Speak-action for [PlayMaker](#).

#### 5.146.2 Member Data Documentation

### 5.146.2.1 Culture

```
FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"
```

Fallback culture (e.g. 'en', optional).

### 5.146.2.2 RTVoiceNameAndroid

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = "en"
```

Name of the RT-Voice under Android.

### 5.146.2.3 RTVoiceNameCustom

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameCustom = string.Empty
```

Name of the RT-Voice in a custom provider.

### 5.146.2.4 RTVoiceNameIOS

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"
```

Name of the RT-Voice under iOS.

### 5.146.2.5 RTVoiceNameMac

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"
```

Name of the RT-Voice under macOS.

### 5.146.2.6 RTVoiceNameWindows

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "David"
```

Name of the RT-Voice under Windows.

### 5.146.2.7 RTVoiceNameWSA

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "David"
```

Name of the RT-Voice under WSA.

### 5.146.2.8 Text

```
FsmString HutongGames.PlayMaker.Actions.Speak.Text = "Hello world!"
```

Text to speak.

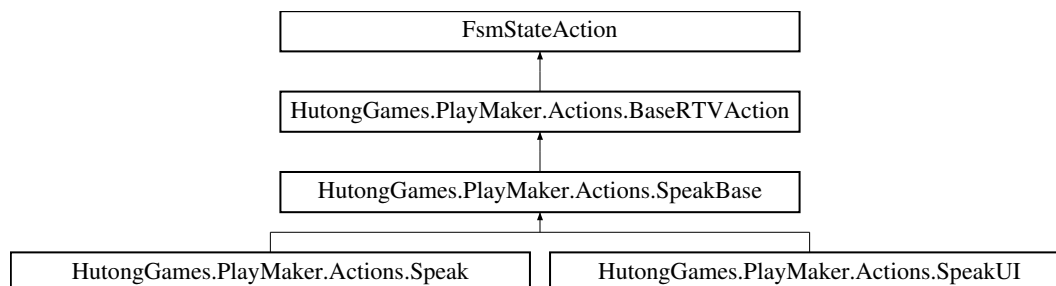
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Speak.cs

## 5.147 HutongGames.PlayMaker.Actions.SpeakBase Class Reference

Base for Speak-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakBase:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

### Public Attributes

- [Crosstales.RTVoice.Model.Enum.SpeakMode Mode](#)  
*Speak mode (default: 'Speak').*
- FsmGameObject [AudioSource](#)  
*AudioSource for the output (optional).*
- FsmFloat [Rate](#) = 1  
*Speech rate of the speaker in percent (1 = 100%, default: 1, optional).*
- FsmFloat [Pitch](#) = 1f  
*Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).*
- FsmFloat [Volume](#) = 1  
*Volume of the speaker in percent (1 = 100%, default: 1, optional).*

## Protected Member Functions

- void **subscribeEvents** ()
- void **unsubscribeEvents** ()

## Protected Attributes

- string **uid**

### 5.147.1 Detailed Description

Base for Speak-actions in [PlayMaker](#).

### 5.147.2 Member Data Documentation

#### 5.147.2.1 AudioSource

`FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource`

AudioSource for the output (optional).

#### 5.147.2.2 Mode

`Crosstales.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode`

[Speak](#) mode (default: '[Speak](#)').

#### 5.147.2.3 Pitch

`FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f`

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

#### 5.147.2.4 Rate

`FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1`

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

### 5.147.2.5 Volume

```
FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1
```

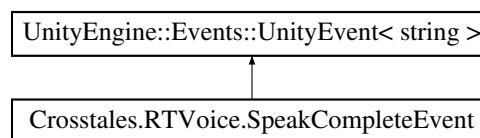
Volume of the speaker in percent (1 = 100%, default: 1, optional).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeakBase.cs

## 5.148 Crosstales.RTVoice.SpeakCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeakCompleteEvent:



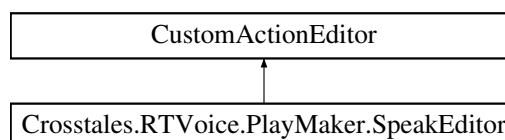
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

## 5.149 Crosstales.RTVoice.PlayMaker.SpeakEditor Class Reference

Custom editor for the Speak-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakEditor:



### Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

### 5.149.1 Detailed Description

Custom editor for the Speak-action.

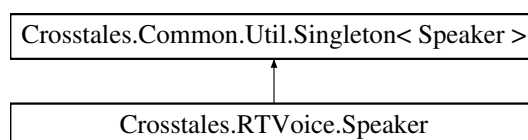
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Editor/SpeakEditor.cs

## 5.150 Crosstales.RTVoice.Speaker Class Reference

Main component of RT-Voice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



### Public Member Functions

- float [ApproximateSpeechLength](#) (string text, float rate=1f, float wordsPerMinute=175f, float timeFactor=0.9f)  
*Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!*
- bool [isVoiceForGenderAvailable](#) ([Crosstales.RTVoice.Model.Enum.Gender](#) gender, string culture="")  
*Is a voice available for a given gender and optional culture from the current TTS-system?*
- bool [isVoiceForGenderAvailable](#) ([Crosstales.RTVoice.Model.Enum.Gender](#) gender, SystemLanguage language)  
*Is a voice available for a given gender and language from the current TTS-system?*
- System.Collections.Generic.List< [Crosstales.RTVoice.Model.Voice](#) > [VoicesForGender](#) ([Crosstales.RTVoice.Model.Enum.Gender](#) gender, string culture="", bool isFuzzy=false)  
*Get all available voices for a given gender and optional culture from the current TTS-system.*
- System.Collections.Generic.List< [Crosstales.RTVoice.Model.Voice](#) > [VoicesForGender](#) ([Crosstales.RTVoice.Model.Enum.Gender](#) gender, SystemLanguage language, bool isFuzzy=false)  
*Get all available voices for a given gender and language from the current TTS-system.*
- [Crosstales.RTVoice.Model.Voice](#) [VoiceForGender](#) ([Crosstales.RTVoice.Model.Enum.Gender](#) gender, string culture="", int index=0, string fallbackCulture="en", bool isFuzzy=false)  
*Get a voice from for a given gender, optional culture and optional index from the current TTS-system.*
- [Crosstales.RTVoice.Model.Voice](#) [VoiceForGender](#) ([Crosstales.RTVoice.Model.Enum.Gender](#) gender, SystemLanguage language, int index=0, bool isFuzzy=false)  
*Get a voice from for a given gender, language and index from the current TTS-system.*
- bool [isVoiceForCultureAvailable](#) (string culture)  
*Is a voice available for a given culture from the current TTS-system?*
- bool [isVoiceForLanguageAvailable](#) (SystemLanguage language)  
*Is a voice available for a given language from the current TTS-system?*
- System.Collections.Generic.List< [Crosstales.RTVoice.Model.Voice](#) > [VoicesForCulture](#) (string culture, bool isFuzzy=false)  
*Get all available voices for a given culture from the current TTS-system.*



- `System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > VoicesForLanguage` (`System↔ Language language, bool isFuzzy=false`)  
*Get all available voices for a given language from the current TTS-system.*
- `Crosstales.RTVoice.Model.Voice VoiceForCulture` (`string culture, int index=0, string fallbackCulture="en", bool isFuzzy=false`)  
*Get a voice from for a given culture and optional index from the current TTS-system.*
- `Crosstales.RTVoice.Model.Voice VoiceForLanguage` (`SystemLanguage language, int index=0, bool is↔ Fuzzy=false`)  
*Get a voice from for a given language and optional index from the current TTS-system.*
- `bool isVoiceForNameAvailable` (`string _name, bool isExact=false`)  
*Is a voice available for a given name from the current TTS-system?*
- `Crosstales.RTVoice.Model.Voice VoiceForName` (`string _name, bool isExact=false`)  
*Get a voice for a given name from the current TTS-system.*
- `void SpeakNativeWithUID` (`Crosstales.RTVoice.Model.Wrapper wrapper`)  
*Speaks a text with a given voice (native mode).*
- `string SpeakNative` (`string text, Crosstales.RTVoice.Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true`)  
*Speaks a text with a given voice (native mode).*
- `string SpeakNative` (`Crosstales.RTVoice.Model.Wrapper wrapper`)  
*Speaks a text with a given wrapper (native mode).*
- `void SpeakWithUID` (`Crosstales.RTVoice.Model.Wrapper wrapper`)  
*Speaks a text with a given voice.*
- `string Speak` (`string text, AudioSource source=null, Crosstales.RTVoice.Model.Voice voice=null, bool speak↔ Immediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="", bool forceSSML=true`)  
*Speaks a text with a given voice.*
- `string Speak` (`Crosstales.RTVoice.Model.Wrapper wrapper`)  
*Speaks a text with a given wrapper.*
- `void SpeakMarkedWordsWithUID` (`Crosstales.RTVoice.Model.Wrapper wrapper`)  
*Speaks and marks a text with a given wrapper.*
- `void SpeakMarkedWordsWithUID` (`string uid, string text, AudioSource source, Crosstales.RTVoice.Model.Voice voice=null, float rate=1f, float pitch=1f, bool forceSSML=true`)  
*Speaks and marks a text with a given voice and tracks the word position.*
- `string Generate` (`Crosstales.RTVoice.Model.Wrapper wrapper`)  
*Generates an audio file from a given wrapper.*
- `string Generate` (`string text, string outputFile, Crosstales.RTVoice.Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true`)  
*Generates an audio file from a text with a given voice.*
- `void Silence` (`string uid=null`)  
*Silence all active TTS-voices (optional with a UID).*
- `void Pause` (`string uid=null`)  
*Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- `void UnPause` (`string uid=null`)  
*Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- `void PauseOrUnPause` (`string uid=null`)  
*Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- `void Mute` (`string uid=null`)  
*Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- `void UnMute` (`string uid=null`)  
*Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- `void MuteOrUnMute` (`string uid=null`)  
*Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- `void ReloadProvider` ()

- void [DeleteAudioFiles](#) ()  
*Reloads the provider.*
- void [SetVoices](#) (string voices)  
*Deletes all generated audio files.*
- void [WordSpoken](#) (string word)  
*Sets all voices from iOS.*
- void [SetState](#) (string state)  
*The current spoken word from iOS.*
- void [SetState](#) (string state)  
*Sets the state from iOS.*

## Static Public Member Functions

- static void [ResetObject](#) ()  
*Resets this object.*

## Public Attributes

- bool [isSpeaking](#) => [SpeechCount](#) > 0  
*Checks if RT-Voice is speaking on this system.*
- bool [isBusy](#) => [BusyCount](#) > 0  
*Checks if RT-Voice is busy on this system.*
- bool [isPlatformSupported](#) => [voiceProvider?.isPlatformSupported](#) == true  
*Indicates if this TTS-system is supporting the current platform.*
- [VoicesReadyEvent](#) **OnReady**
- [SpeakStartEvent](#) **OnSpeakStarted**
- [SpeakCompleteEvent](#) **OnSpeakCompleted**
- [ProviderChangeEvent](#) **OnProviderChanged**
- [ErrorEvent](#) **OnError**

## Protected Member Functions

- override void **Awake** ()
- override void **OnDestroy** ()
- override void **OnApplicationQuit** ()

## Properties

- [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider CustomProvider](#) [get, set]  
*Custom provider for RT-Voice.*
- bool [CustomMode](#) [get, set]  
*Enables or disables the custom provider.*
- bool [ESpeakMode](#) [get, set]  
*Enable or disable eSpeak for standalone platforms.*
- string [ESpeakApplication](#) [get, set]  
*eSpeak application name/path.*
- string [ESpeakDataPath](#) [get, set]  
*eSpeak application data path.*
- [Crosstales.RTVoice.Model.Enum.ESpeakModifiers ESpeakModifier](#) [get, set]

- Active modifier for all eSpeak voices.*

  - string [AndroidEngine](#) [get, set]

*Active speech engine under Android. Note: the default [Google Engine](#) is "com.google.android.tts"*
- bool [WindowsForce32bit](#) [get, set]

*Force 32bit under Windows standalone*
- bool [AutoClearTags](#) [get, set]

*Automatically clear tags from speeches depending on the capabilities of the current TTS-system.*
- bool [Caching](#) [get, set]

*Enable or disable the caching of generated speeches.*
- bool [SilenceOnDisable](#) [get, set]

*Silence any speeches if this component gets disabled.*
- bool [SilenceOnFocusLost](#) [get, set]

*Silence any speeches if the application loses the focus.*
- bool [HandleFocus](#) [get, set]

*Starts and stops the [Speaker](#) depending on the focus and running state.*
- int? [SpeechCount](#) [get]

*Number of active speeches.*
- int? [BusyCount](#) [get]

*Number of active calls.*
- bool [areVoicesReady](#) [get]

*Are all voices ready to speak?*
- bool [isTTSAvailable](#) [get]

*Checks if TTS is available on this system.*
- bool [enforcedStandaloneTTS](#) [get]

*Is standalone TTS enforced?*
- bool [isPaused](#) [get]

*Is RT-Voice paused?*
- bool [isMuted](#) [get]

*Is RT-Voice muted?*
- string [AudioFileExtension](#) [get]

*Returns the extension of the generated audio files.*
- string [DefaultVoiceName](#) [get]

*Returns the default voice name of the current TTS-provider.*
- System.Collections.Generic.List< [Crosstales.RTVoice.Model.Voice](#) > [Voices](#) [get]

*Get all available voices from the current TTS-system.*
- bool [isWorkingInEditor](#) [get]

*Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).*
- bool [isWorkingInPlaymode](#) [get]

*Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.*
- int [MaxTextLength](#) [get]

*Maximal length of the speech text (in characters) for the current TTS-system.*
- bool [isSpeakNativeSupported](#) [get]

*Indicates if this TTS-system is supporting SpeakNative.*
- bool [isSpeakSupported](#) [get]

*Indicates if this TTS-system is supporting Speak.*
- bool [isSSMLSupported](#) [get]

*Indicates if this TTS-system is supporting SSML.*
- bool [isOnlineService](#) [get]

*Indicates if this TTS-system is an online service like [MaryTTS](#) or AWS Polly.*
- bool [hasCoRoutines](#) [get]

*Indicates if this TTS-system uses co-routines.*

- bool [isIL2CPPSupported](#) [get]  
*Indicates if this TTS-system is supporting IL2CPP.*
- bool [hasVoicesInEditor](#) [get]  
*Indicates if this provider returns voices in the Editor mode.*
- int [MaxSimultaneousSpeeches](#) [get]  
*Maximal number of simultaneous speeches (0 = unlimited).*
- System.Collections.Generic.List< string > [Cultures](#) [get]  
*Get all available cultures from the current TTS-system (ISO 639-1).*
- System.Collections.Generic.List< SystemLanguage > [Languages](#) [get]  
*Get all available languages from the current TTS-system.*
- System.Collections.Generic.List< string > [Engines](#) [get]  
*Get all available speech engines (works only for Android).*

## Events

- VoicesReady [OnVoicesReady](#)  
*An event triggered whenever the voices of a provider are ready.*
- SpeakStart [OnSpeakStart](#)  
*An event triggered whenever a speak is started.*
- SpeakComplete [OnSpeakComplete](#)  
*An event triggered whenever a speak is completed.*
- SpeakCurrentWord [OnSpeakCurrentWord](#)  
*An event triggered whenever a new word is spoken (native, Windows and iOS only).*
- SpeakCurrentWordString [OnSpeakCurrentWordString](#)  
*An event triggered whenever a new word is spoken (native, Windows and iOS only).*
- SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)  
*An event triggered whenever a new phoneme is spoken (native, Windows only).*
- SpeakCurrentViseme [OnSpeakCurrentViseme](#)  
*An event triggered whenever a new viseme is spoken (native, Windows only).*
- SpeakAudioGenerationStart [OnSpeakAudioGenerationStart](#)  
*An event triggered whenever a speak audio generation is started.*
- SpeakAudioGenerationComplete [OnSpeakAudioGenerationComplete](#)  
*An event triggered whenever a speak audio generation is completed.*
- ProviderChange [OnProviderChange](#)  
*An event triggered whenever a provider changes (e.g. Windows to [MaryTTS](#)).*
- ErrorInfo [OnErrorInfo](#)  
*An event triggered whenever an error occurs.*

## Additional Inherited Members

### 5.150.1 Detailed Description

Main component of RT-Voice.

### 5.150.2 Member Function Documentation

### 5.150.2.1 ApproximateSpeechLength()

```
float Crosstales.RTVoice.Speaker.ApproximateSpeechLength (
    string text,
    float rate = 1f,
    float wordsPerMinute = 175f,
    float timeFactor = 0.9f )
```

Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!

#### Parameters

<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.

### 5.150.2.2 DeleteAudioFiles()

```
void Crosstales.RTVoice.Speaker.DeleteAudioFiles ( )
```

Deletes all generated audio files.

### 5.150.2.3 Generate() [1/2]

```
string Crosstales.RTVoice.Speaker.Generate (
    Crosstales.RTVoice.Model.Wrapper wrapper )
```

Generates an audio file from a given wrapper.

#### Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

#### Returns

UID of the generator.

### 5.150.2.4 Generate() [2/2]

```
string Crosstales.RTVoice.Speaker.Generate (
    string text,
    string outputFile,
    Crosstales.RTVoice.Model.Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    bool forceSSML = true )
```

Generates an audio file from a text with a given voice.

#### Parameters

<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: 0.01-3, 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: 0.01-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

#### Returns

UID of the generator.

### 5.150.2.5 isVoiceForCultureAvailable()

```
bool Crosstales.RTVoice.Speaker.isVoiceForCultureAvailable (
    string culture )
```

Is a voice available for a given culture from the current TTS-system?

#### Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
----------------	----------------------------------

#### Returns

True if a voice is available for a given culture.

### 5.150.2.6 isVoiceForGenderAvailable() [1/2]

```
bool Crosstales.RTVoice.Speaker.isVoiceForGenderAvailable (
    Crosstales.RTVoice.Model.Enum.Gender gender,
    string culture = "" )
```

Is a voice available for a given gender and optional culture from the current TTS-system?

#### Parameters

<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.

### 5.150.2.7 isVoiceForGenderAvailable() [2/2]

```
bool Crosstales.RTVoice.Speaker.isVoiceForGenderAvailable (
    Crosstales.RTVoice.Model.Enum.Gender gender,
    SystemLanguage language )
```

Is a voice available for a given gender and language from the current TTS-system?

#### Parameters

<i>gender</i>	Gender of the voice
<i>language</i>	Language of the voice

#### Returns

True if a voice is available for a given gender and language.

### 5.150.2.8 isVoiceForLanguageAvailable()

```
bool Crosstales.RTVoice.Speaker.isVoiceForLanguageAvailable (
    SystemLanguage language )
```

Is a voice available for a given language from the current TTS-system?

#### Parameters

<i>language</i>	Language of the voice
-----------------	-----------------------

#### Returns

True if a voice is available for a given language.

### 5.150.2.9 isVoiceForNameAvailable()

```
bool Crosstales.RTVoice.Speaker.isVoiceForNameAvailable (
    string _name,
    bool isExact = false )
```

Is a voice available for a given name from the current TTS-system?

#### Parameters

<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.

### 5.150.2.10 Mute()

```
void Crosstales.RTVoice.Speaker.Mute (
    string uid = null )
```

Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

### 5.150.2.11 MuteOrUnmute()

```
void Crosstales.RTVoice.Speaker.MuteOrUnmute (
    string uid = null )
```

Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

### 5.150.2.12 Pause()

```
void Crosstales.RTVoice.Speaker.Pause (
```



```
string uid = null )
```

Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

### 5.150.2.13 PauseOrUnPause()

```
void Crosstales.RTVoice.Speaker.PauseOrUnPause (
    string uid = null )
```

Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

### 5.150.2.14 ReloadProvider()

```
void Crosstales.RTVoice.Speaker.ReloadProvider ( )
```

Reloads the provider.

### 5.150.2.15 ResetObject()

```
static void Crosstales.RTVoice.Speaker.ResetObject ( ) [static]
```

Resets this object.

### 5.150.2.16 SetState()

```
void Crosstales.RTVoice.Speaker.SetState (
    string state )
```

Sets the state from iOS.

## Parameters

<i>voices</i>	State from iOS.
---------------	-----------------

**5.150.2.17 SetVoices()**

```
void Crosstales.RTVoice.Speaker.SetVoices (
    string voices )
```

Sets all voices from iOS.

## Parameters

<i>voices</i>	All voices from iOS.
---------------	----------------------

**5.150.2.18 Silence()**

```
void Crosstales.RTVoice.Speaker.Silence (
    string uid = null )
```

Silence all active TTS-voices (optional with a UID).

## Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

**5.150.2.19 Speak()** [1/2]

```
string Crosstales.RTVoice.Speaker.Speak (
    Crosstales.RTVoice.Model.Wrapper wrapper )
```

Speaks a text with a given wrapper.

## Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

## Returns

UID of the speaker.

**5.150.2.20 Speak()** [2/2]

```
string Crosstales.RTVoice.Speaker.Speak (
    string text,
    AudioSource source = null,
    Crosstales.RTVoice.Model.Voice voice = null,
    bool speakImmediately = true,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    string outputFile = "",
    bool forceSSML = true )
```

Speaks a text with a given voice.

**Parameters**

<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: 0.01-3, 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: 0.01-1, 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.

**5.150.2.21 SpeakMarkedWordsWithUID()** [1/2]

```
void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (
    Crosstales.RTVoice.Model Wrapper wrapper )
```

Speaks and marks a text with a given wrapper.

**Parameters**

<i>wrapper</i>	Speak wrapper.
----------------	----------------

**5.150.2.22 SpeakMarkedWordsWithUID()** [2/2]

```
void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (
    string uid,
```

```
string text,  
AudioSource source,  
Crosstales.RTVoice.Model.Voice voice = null,  
float rate = 1f,  
float pitch = 1f,  
bool forceSSML = true )
```

Speaks and marks a text with a given voice and tracks the word position.

#### Parameters

<i>uid</i>	UID of the speaker
<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output.
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0.01-3, 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).

#### 5.150.2.23 SpeakNative() [1/2]

```
string Crosstales.RTVoice.Speaker.SpeakNative (  
    Crosstales.RTVoice.Model Wrapper wrapper )
```

Speaks a text with a given wrapper (native mode).

#### Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

#### Returns

UID of the speaker.

#### 5.150.2.24 SpeakNative() [2/2]

```
string Crosstales.RTVoice.Speaker.SpeakNative (  
    string text,  
    Crosstales.RTVoice.Model.Voice voice = null,  
    float rate = 1f,  
    float pitch = 1f,  
    float volume = 1f,  
    bool forceSSML = true )
```

Speaks a text with a given voice (native mode).

## Parameters

<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: 0.01-3, 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: 0.01-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

## Returns

UID of the speaker.

**5.150.2.25 SpeakNativeWithUID()**

```
void Crosstales.RTVoice.Speaker.SpeakNativeWithUID (
    Crosstales.RTVoice.Model.Wrapper wrapper )
```

Speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

**5.150.2.26 SpeakWithUID()**

```
void Crosstales.RTVoice.Speaker.SpeakWithUID (
    Crosstales.RTVoice.Model.Wrapper wrapper )
```

Speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

**5.150.2.27 UnMute()**

```
void Crosstales.RTVoice.Speaker.UnMute (
    string uid = null )
```

Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

## Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

**5.150.2.28 UnPause()**

```
void Crosstales.RTVoice.Speaker.UnPause (
    string uid = null )
```

Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

## Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

**5.150.2.29 VoiceForCulture()**

```
Crosstales.RTVoice.Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (
    string culture,
    int index = 0,
    string fallbackCulture = "en",
    bool isFuzzy = false )
```

Get a voice from for a given culture and optional index from the current TTS-system.

## Parameters

<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 (default "en", 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.

**5.150.2.30 VoiceForGender()** [1/2]

```
Crosstales.RTVoice.Model.Voice Crosstales.RTVoice.Speaker.VoiceForGender (
    Crosstales.RTVoice.Model.Enum.Gender gender,
    string culture = "",
```

```
int index = 0,  
string fallbackCulture = "en",  
bool isFuzzy = false )
```

Get a voice from for a given gender, optional culture and optional index from the current TTS-system.

#### Parameters

<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 (default "en", 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 gender, culture and index.

### 5.150.2.31 VoiceForGender() [2/2]

```
Crosstales.RTVoice.Model.Voice Crosstales.RTVoice.Speaker.VoiceForGender (  
    Crosstales.RTVoice.Model.Enum.Gender gender,  
    SystemLanguage language,  
    int index = 0,  
    bool isFuzzy = false )
```

Get a voice from for a given gender, language and index from the current TTS-system.

#### Parameters

<i>gender</i>	Gender of the voice
<i>language</i>	Language of the voice
<i>index</i>	Index of the voice (default: 0, optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or language (default: false, optional)

#### Returns

Voice for the given gender, language and index.

### 5.150.2.32 VoiceForLanguage()

```
Crosstales.RTVoice.Model.Voice Crosstales.RTVoice.Speaker.VoiceForLanguage (  
    SystemLanguage language,  
    int index = 0,  
    bool isFuzzy = false )
```

Get a voice from for a given language and optional index from the current TTS-system.

## Parameters

<i>language</i>	language of the voice
<i>index</i>	Index of the voice (default: 0, optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the language (default: false, optional)

## Returns

Voice for the given language and index.

**5.150.2.33 VoiceForName()**

```
Crosstales.RTVoice.Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (
    string _name,
    bool isExact = false )
```

Get a voice for a given name from the current TTS-system.

## Parameters

<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.

**5.150.2.34 VoicesForCulture()**

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Speaker.↔
VoicesForCulture (
    string culture,
    bool isFuzzy = false )
```

Get all available voices for a given culture from the current TTS-system.

## Parameters

<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.

**5.150.2.35 VoicesForGender() [1/2]**

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Speaker.↔  
VoicesForGender (   
    Crosstales.RTVoice.Model.Enum.Gender gender,  
    string culture = "",  
    bool isFuzzy = false )
```

Get all available voices for a given gender and optional culture from the current TTS-system.

**Parameters**

<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.

**5.150.2.36 VoicesForGender() [2/2]**

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Speaker.↔  
VoicesForGender (   
    Crosstales.RTVoice.Model.Enum.Gender gender,  
    SystemLanguage language,  
    bool isFuzzy = false )
```

Get all available voices for a given gender and language from the current TTS-system.

**Parameters**

<i>gender</i>	Gender of the voice
<i>language</i>	Language of the voice
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or language (default: false, optional)

**Returns**

All available voices (alphabetically ordered by 'Name') for a given gender and language as a list.

### 5.150.2.37 VoicesForLanguage()

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Speaker.↵  
VoicesForLanguage (   
    SystemLanguage language,   
    bool isFuzzy = false )
```

Get all available voices for a given language from the current TTS-system.

#### Parameters

<i>language</i>	Language of the voice
<i>isFuzzy</i>	Always returns voices if there is no match with the language (default: false, optional)

#### Returns

All available voices (alphabetically ordered by 'Name') for a given language as a list.

### 5.150.2.38 WordSpoken()

```
void Crosstales.RTVoice.Speaker.WordSpoken (   
    string word )
```

The current spoken word from iOS.

#### Parameters

<i>voices</i>	Current spoken word from iOS.
---------------	-------------------------------

## 5.150.3 Member Data Documentation

### 5.150.3.1 isBusy

```
bool Crosstales.RTVoice.Speaker.isBusy => BusyCount > 0
```

Checks if RT-Voice is busy on this system.

#### Returns

True if RT-Voice is busy on this system.

### 5.150.3.2 isPlatformSupported

```
bool Crosstales.RTVoice.Speaker.isPlatformSupported => voiceProvider?.isPlatformSupported == true
```

Indicates if this TTS-system is supporting the current platform.

#### Returns

True if this TTS-system supports current platform.

### 5.150.3.3 isSpeaking

```
bool Crosstales.RTVoice.Speaker.isSpeaking => SpeechCount > 0
```

Checks if RT-Voice is speaking on this system.

#### Returns

True if RT-Voice is speaking on this system.

## 5.150.4 Property Documentation

### 5.150.4.1 AndroidEngine

```
string Crosstales.RTVoice.Speaker.AndroidEngine [get], [set]
```

Active speech engine under Android. Note: the default [Google](#) Engine is "com.google.android.tts"

### 5.150.4.2 areVoicesReady

```
bool Crosstales.RTVoice.Speaker.areVoicesReady [get]
```

Are all voices ready to speak?

#### 5.150.4.3 AudioFileExtension

```
string Crosstales.RTVoice.Speaker.AudioFileExtension [get]
```

Returns the extension of the generated audio files.

##### Returns

Extension of the generated audio files.

#### 5.150.4.4 AutoClearTags

```
bool Crosstales.RTVoice.Speaker.AutoClearTags [get], [set]
```

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

#### 5.150.4.5 BusyCount

```
int? Crosstales.RTVoice.Speaker.BusyCount [get]
```

Number of active calls.

#### 5.150.4.6 Caching

```
bool Crosstales.RTVoice.Speaker.Caching [get], [set]
```

Enable or disable the caching of generated speeches.

#### 5.150.4.7 Cultures

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Cultures [get]
```

Get all available cultures from the current TTS-system (ISO 639-1).

##### Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

#### 5.150.4.8 CustomMode

```
bool Crosstales.RTVoice.Speaker.CustomMode [get], [set]
```

Enables or disables the custom provider.

#### 5.150.4.9 CustomProvider

```
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomProvider  
[get], [set]
```

Custom provider for RT-Voice.

#### 5.150.4.10 DefaultVoiceName

```
string Crosstales.RTVoice.Speaker.DefaultVoiceName [get]
```

Returns the default voice name of the current TTS-provider.

##### Returns

Default voice name of the current TTS-provider.

#### 5.150.4.11 enforcedStandaloneTTS

```
bool Crosstales.RTVoice.Speaker.enforcedStandaloneTTS [get]
```

Is standalone TTS enforced?

#### 5.150.4.12 Engines

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Engines [get]
```

Get all available speech engines (works only for Android).

##### Returns

All available speech engines as a list.

#### 5.150.4.13 ESpeakApplication

```
string Crosstailes.RTVoice.Speaker.ESpeakApplication [get], [set]
```

eSpeak application name/path.

#### 5.150.4.14 ESpeakDataPath

```
string Crosstailes.RTVoice.Speaker.ESpeakDataPath [get], [set]
```

eSpeak application data path.

#### 5.150.4.15 ESpeakMode

```
bool Crosstailes.RTVoice.Speaker.ESpeakMode [get], [set]
```

Enable or disable eSpeak for standalone platforms.

#### 5.150.4.16 ESpeakModifier

```
Crosstailes.RTVoice.Model.Enum.ESpeakModifiers Crosstailes.RTVoice.Speaker.ESpeakModifier [get],  
[set]
```

Active modifier for all eSpeak voices.

#### 5.150.4.17 HandleFocus

```
bool Crosstailes.RTVoice.Speaker.HandleFocus [get], [set]
```

Starts and stops the [Speaker](#) depending on the focus and running state.

#### 5.150.4.18 hasCoRoutines

```
bool Crosstailes.RTVoice.Speaker.hasCoRoutines [get]
```

Indicates if this TTS-system uses co-routines.

##### Returns

True if this TTS-system uses co-routines.

#### 5.150.4.19 hasVoicesInEditor

```
bool Crosstales.RTVoice.Speaker.hasVoicesInEditor [get]
```

Indicates if this provider returns voices in the Editor mode.

##### Returns

True if this provider returns voices in the Editor mode.

#### 5.150.4.20 isIL2CPPSupported

```
bool Crosstales.RTVoice.Speaker.isIL2CPPSupported [get]
```

Indicates if this TTS-system is supporting IL2CPP.

##### Returns

True if this TTS-system supports IL2CPP.

#### 5.150.4.21 isMuted

```
bool Crosstales.RTVoice.Speaker.isMuted [get]
```

Is RT-Voice muted?

#### 5.150.4.22 isOnlineService

```
bool Crosstales.RTVoice.Speaker.isOnlineService [get]
```

Indicates if this TTS-system is an online service like [MaryTTS](#) or AWS Polly.

##### Returns

True if this TTS-system is an online service.

#### 5.150.4.23 isPaused

```
bool Crosstales.RTVoice.Speaker.isPaused [get]
```

Is RT-Voice paused?

#### 5.150.4.24 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakNativeSupported [get]
```

Indicates if this TTS-system is supporting SpeakNative.

##### Returns

True if this TTS-system supports SpeakNative.

#### 5.150.4.25 isSpeakSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakSupported [get]
```

Indicates if this TTS-system is supporting Speak.

##### Returns

True if this TTS-system supports Speak.

#### 5.150.4.26 isSSMLSupported

```
bool Crosstales.RTVoice.Speaker.isSSMLSupported [get]
```

Indicates if this TTS-system is supporting SSML.

##### Returns

True if this TTS-system supports SSML.

#### 5.150.4.27 isTTSAvailable

```
bool Crosstales.RTVoice.Speaker.isTTSAvailable [get]
```

Checks if TTS is available on this system.

##### Returns

True if TTS is available on this system.



#### 5.150.4.28 isWorkingInEditor

```
bool Crosstales.RTVoice.Speaker.isWorkingInEditor [get]
```

Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).

##### Returns

True if this TTS-system is working directly inside the Unity Editor.

#### 5.150.4.29 isWorkingInPlaymode

```
bool Crosstales.RTVoice.Speaker.isWorkingInPlaymode [get]
```

Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.

##### Returns

True if this TTS-system is working with 'Play'-mode inside the Unity Editor.

#### 5.150.4.30 Languages

```
System.Collections.Generic.List<SystemLanguage> Crosstales.RTVoice.Speaker.Languages [get]
```

Get all available languages from the current TTS-system.

##### Returns

All available languages as a list.

#### 5.150.4.31 MaxSimultaneousSpeeches

```
int Crosstales.RTVoice.Speaker.MaxSimultaneousSpeeches [get]
```

Maximal number of simultaneous speeches (0 = unlimited).

##### Returns

The maximal number of simultaneous speeches.

#### 5.150.4.32 MaxTextLength

```
int Crosstales.RTVoice.Speaker.MaxTextLength [get]
```

Maximal length of the speech text (in characters) for the current TTS-system.

##### Returns

The maximal length of the speech text.

#### 5.150.4.33 SilenceOnDisable

```
bool Crosstales.RTVoice.Speaker.SilenceOnDisable [get], [set]
```

Silence any speeches if this component gets disabled.

#### 5.150.4.34 SilenceOnFocusLost

```
bool Crosstales.RTVoice.Speaker.SilenceOnFocusLost [get], [set]
```

Silence any speeches if the application loses the focus.

#### 5.150.4.35 SpeechCount

```
int? Crosstales.RTVoice.Speaker.SpeechCount [get]
```

Number of active speeches.

#### 5.150.4.36 Voices

```
System.Collections.Generic.List<Crosstales.RTVoice.Model.Voice> Crosstales.RTVoice.Speaker.Voices [get]
```

Get all available voices from the current TTS-system.

##### Returns

All available voices (alphabetically ordered by 'Name') as a list.

#### 5.150.4.37 WindowsForce32bit

`bool Crosstales.RTVoice.Speaker.WindowsForce32bit [get], [set]`

Force 32bit under Windows standalone

### 5.150.5 Event Documentation

#### 5.150.5.1 OnErrorInfo

`ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo`

An event triggered whenever an error occurs.

#### 5.150.5.2 OnProviderChange

`ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange`

An event triggered whenever a provider changes (e.g. Windows to [MaryTTS](#)).

#### 5.150.5.3 OnSpeakAudioGenerationComplete

`SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete`

An event triggered whenever a speak audio generation is completed.

#### 5.150.5.4 OnSpeakAudioGenerationStart

`SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart`

An event triggered whenever a speak audio generation is started.

#### 5.150.5.5 OnSpeakComplete

`SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete`

An event triggered whenever a speak is completed.

### 5.150.5.6 OnSpeakCurrentPhoneme

`SpeakCurrentPhoneme` `Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme`

An event triggered whenever a new phoneme is spoken (native, Windows only).

### 5.150.5.7 OnSpeakCurrentViseme

`SpeakCurrentViseme` `Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme`

An event triggered whenever a new viseme is spoken (native, Windows only).

### 5.150.5.8 OnSpeakCurrentWord

`SpeakCurrentWord` `Crosstales.RTVoice.Speaker.OnSpeakCurrentWord`

An event triggered whenever a new word is spoken (native, Windows and iOS only).

### 5.150.5.9 OnSpeakCurrentWordString

`SpeakCurrentWordString` `Crosstales.RTVoice.Speaker.OnSpeakCurrentWordString`

An event triggered whenever a new word is spoken (native, Windows and iOS only).

### 5.150.5.10 OnSpeakStart

`SpeakStart` `Crosstales.RTVoice.Speaker.OnSpeakStart`

An event triggered whenever a speak is started.

### 5.150.5.11 OnVoicesReady

`VoicesReady` `Crosstales.RTVoice.Speaker.OnVoicesReady`

An event triggered whenever the voices of a provider are ready.

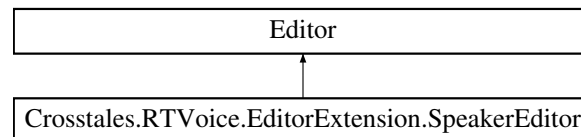
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Speaker.cs`

## 5.151 Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference

Custom editor for the '[Speaker](#)'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeakerEditor:



### Public Member Functions

- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

### 5.151.1 Detailed Description

Custom editor for the '[Speaker](#)'-class.

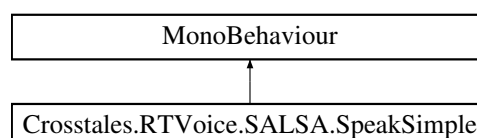
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↔  
Extension/SpeakerEditor.cs

## 5.152 Crosstales.RTVoice.SALSA.SpeakSimple Class Reference

Speaks a given text with RT-Voice and [SALSA](#).

Inheritance diagram for Crosstales.RTVoice.SALSA.SpeakSimple:



### Public Member Functions

- void **Silence** ()
- void **Talk** ()

## Public Attributes

- AudioSource **Source**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

### 5.152.1 Detailed Description

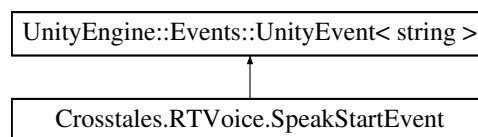
Speaks a given text with RT-Voice and [SALSA](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SALSA/Scripts/SpeakSimple.cs

## 5.153 Crosstales.RTVoice.SpeakStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeakStartEvent:



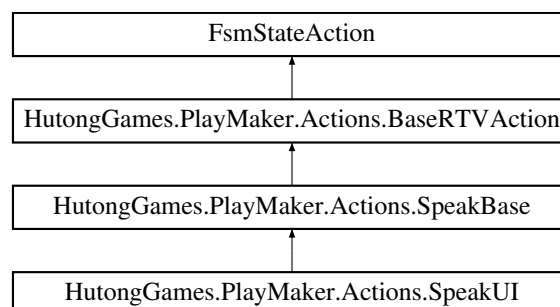
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

## 5.154 HutongGames.PlayMaker.Actions.SpeakUI Class Reference

Speak-action for UI-components in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakUI:



## Public Member Functions

- override void **OnEnter** ()

## Public Attributes

- InputField **Text**  
*Text to speak.*
- InputField **RTVoiceName**  
*Name of the RT-Voice.*
- FsmString **Culture** = "en"  
*Fallback culture (e.g. 'en', optional).*

## Additional Inherited Members

### 5.154.1 Detailed Description

Speak-action for UI-components in [PlayMaker](#).

### 5.154.2 Member Data Documentation

#### 5.154.2.1 Culture

```
FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"
```

Fallback culture (e.g. 'en', optional).

#### 5.154.2.2 RTVoiceName

```
InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName
```

Name of the RT-Voice.

#### 5.154.2.3 Text

```
InputField HutongGames.PlayMaker.Actions.SpeakUI.Text
```

Text to speak.

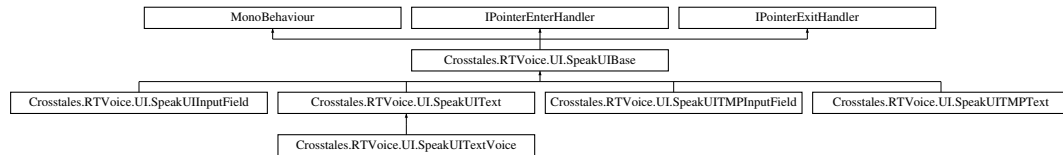
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeakUI.cs

## 5.155 Crosstales.RTVoice.UI.SpeakUIBase Class Reference

Base-class for all speakable [UI](#) elements.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUIBase:



### Public Member Functions

- virtual void **OnPointerEnter** (PointerEventData eventData)
- virtual void **OnPointerExit** (PointerEventData eventData)

### Protected Member Functions

- virtual void **Start** ()
- virtual string **speak** (string text)
- virtual void **onSpeakStart** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- virtual void **onSpeakComplete** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

### Protected Attributes

- float **elapsedTime**
- string **uid**
- bool **isInside**
- bool **spoken**
- bool **isSpeaking**

### Properties

- [Crosstales.RTVoice.Model.VoiceAlias](#) **Voices** [get, set]  
*Voices for the speech.*
- [Crosstales.RTVoice.Model.Enum.SpeakMode](#) **Mode** [get, set]  
*Speak mode.*
- float **Delay** [get, set]  
*Delay in seconds before the speech starts.*
- bool **SpeakIfChanged** [get, set]  
*Always speak the text if the content changed.*
- bool **SpeakOnlyOnce** [get, set]  
*Speak the text only once the user hovered over the component.*
- bool **SilenceOnExit** [get, set]  
*Silence the speech once exit.*
- AudioSource **Source** [get, set]  
*AudioSource for the output (optional).*
- float **Rate** [get, set]  
*Speech rate of the speaker in percent (range: 0-3).*
- float **Pitch** [get, set]  
*Speech pitch of the speaker in percent (range: 0-2).*
- float **Volume** [get, set]  
*Volume of the speaker in percent (range: 0-1).*



### 5.155.1 Detailed Description

Base-class for all speakable [UI](#) elements.

### 5.155.2 Property Documentation

#### 5.155.2.1 Delay

```
float Crosstales.RTVoice.UI.SpeakUIBase.Delay [get], [set]
```

Delay in seconds before the speech starts.

#### 5.155.2.2 Mode

```
Crosstales.RTVoice.Model.Enum.SpeakMode Crosstales.RTVoice.UI.SpeakUIBase.Mode [get], [set]
```

Speak mode.

#### 5.155.2.3 Pitch

```
float Crosstales.RTVoice.UI.SpeakUIBase.Pitch [get], [set]
```

Speech pitch of the speaker in percent (range: 0-2).

#### 5.155.2.4 Rate

```
float Crosstales.RTVoice.UI.SpeakUIBase.Rate [get], [set]
```

Speech rate of the speaker in percent (range: 0-3).

#### 5.155.2.5 SilenceOnExit

```
bool Crosstales.RTVoice.UI.SpeakUIBase.SilenceOnExit [get], [set]
```

Silence the speech once exit.

### 5.155.2.6 Source

`AudioSource Crosstales.RTVoice.UI.SpeakUIBase.Source [get], [set]`

AudioSource for the output (optional).

### 5.155.2.7 SpeakIfChanged

`bool Crosstales.RTVoice.UI.SpeakUIBase.SpeakIfChanged [get], [set]`

Always speak the text if the content changed.

### 5.155.2.8 SpeakOnlyOnce

`bool Crosstales.RTVoice.UI.SpeakUIBase.SpeakOnlyOnce [get], [set]`

Speak the text only once the user hovered over the component.

### 5.155.2.9 Voices

`Crosstales.RTVoice.Model.VoiceAlias Crosstales.RTVoice.UI.SpeakUIBase.Voices [get], [set]`

Voices for the speech.

### 5.155.2.10 Volume

`float Crosstales.RTVoice.UI.SpeakUIBase.Volume [get], [set]`

Volume of the speaker in percent (range: 0-1).

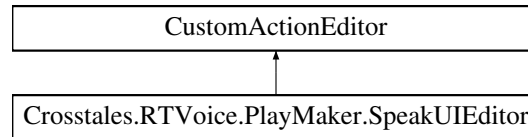
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/SpeakUIBase.cs`

## 5.156 Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference

Custom editor for the SpeakUI-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakUIEditor:



### Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

#### 5.156.1 Detailed Description

Custom editor for the SpeakUI-action.

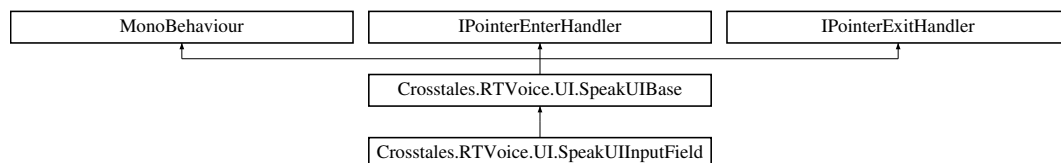
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Editor/SpeakUIEditor.cs

## 5.157 Crosstales.RTVoice.UI.SpeakUIInputField Class Reference

Speaks an InputField.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUIInputField:



### Public Member Functions

- override void **OnPointerExit** (PointerEventData eventData)

### Public Attributes

- bool **ChangeColor** = true
- Color **TextColor** = Color.green
- bool **ClearTags** = true
- InputField **InputComponent**

## Protected Member Functions

- override void **Start** ()
- override void **onSpeakComplete** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

## Additional Inherited Members

### 5.157.1 Detailed Description

Speaks an InputField.

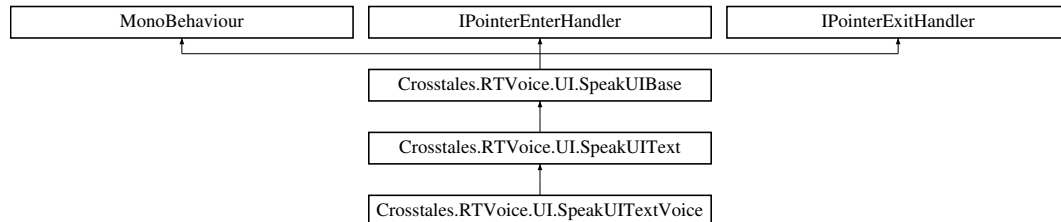
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/SpeakUIText.cs

## 5.158 Crosstales.RTVoice.UI.SpeakUIText Class Reference

Speaks a Text.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUIText:



## Public Member Functions

- override void **OnPointerExit** (PointerEventData eventData)

## Public Attributes

- bool **ChangeColor** = true
- Color **TextColor** = Color.green
- bool **ClearTags** = true
- Text **TextComponent**

## Protected Member Functions

- override void **Start** ()
- override void **onSpeakComplete** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

## Additional Inherited Members

### 5.158.1 Detailed Description

Speaks a Text.

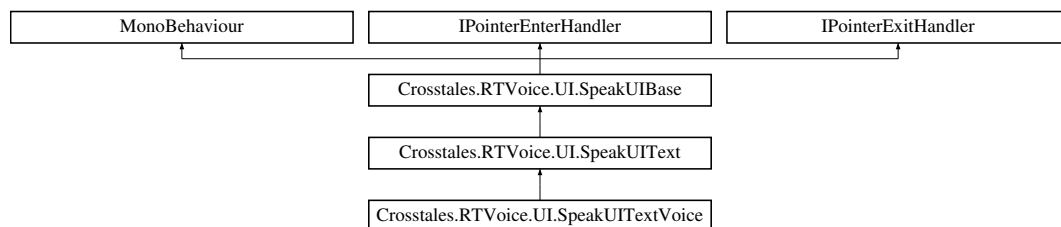
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/SpeakUIText.cs

## 5.159 Crosstales.RTVoice.UI.SpeakUITextVoice Class Reference

Speaks the name of a voice with the actual voice.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUITextVoice:



## Protected Member Functions

- override string **speak** (string text)

## Additional Inherited Members

### 5.159.1 Detailed Description

Speaks the name of a voice with the actual voice.

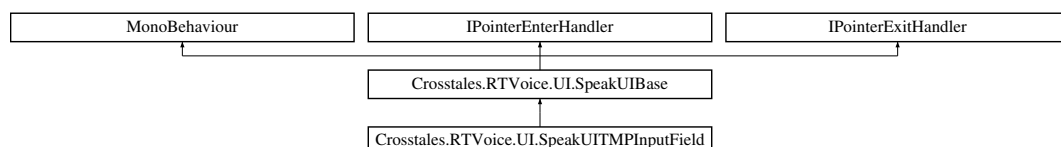
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/SpeakUITextVoice.cs

## 5.160 Crosstales.RTVoice.UI.SpeakUITMPInputField Class Reference

Speaks a TextMesh Pro input field.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUITMPInputField:



## Classes

- class [CTHelperEditor](#)

## Public Member Functions

- override void **OnPointerExit** (PointerEventData eventData)

## Public Attributes

- bool **ChangeColor** = true
- Color **TextColor** = Color.green
- bool **ClearTags** = true
- TMPro.TMP\_InputField **InputComponent**

## Protected Member Functions

- override void **Start** ()
- override void **onSpeakComplete** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

## Additional Inherited Members

### 5.160.1 Detailed Description

Speaks a TextMesh Pro input field.

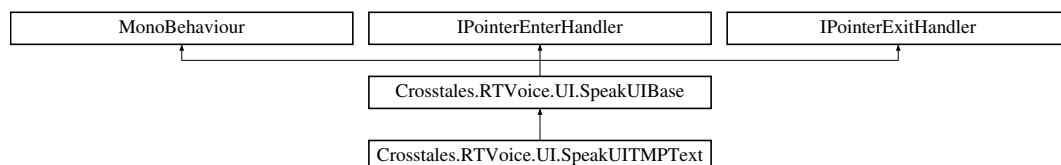
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/SpeakUITMPInputField.cs

## 5.161 Crosstales.RTVoice.UI.SpeakUITMPText Class Reference

Speaks a TextMesh Pro text.

Inheritance diagram for Crosstales.RTVoice.UI.SpeakUITMPText:



## Classes

- class [CTHelperEditor](#)

## Public Member Functions

- override void **OnPointerExit** (PointerEventData eventData)

## Public Attributes

- bool **ChangeColor** = true
- Color **TextColor** = Color.green
- bool **ClearTags** = true
- TMPro.TextMeshPro **TextComponent**

## Protected Member Functions

- override void **Start** ()
- override void **onSpeakComplete** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

## Additional Inherited Members

### 5.161.1 Detailed Description

Speaks a TextMesh Pro text.

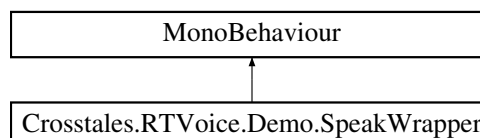
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/UI/Scripts/Speak↔UITMPText.cs

## 5.162 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Wrapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:



## Public Member Functions

- void **Speak** ()

## Public Attributes

- [Crosstales.RTVoice.Model.Voice](#) **SpeakerVoice**
- `InputField` **Input**
- `Text` **Label**
- `AudioSource` **Audio**

### 5.162.1 Detailed Description

Wrapper for the dynamic speakers.

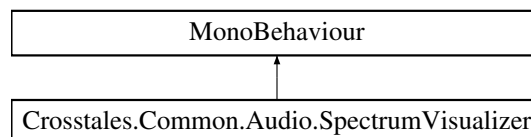
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Speak↔ Wrapper.cs`

## 5.163 Crosstales.Common.Audio.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for `Crosstales.Common.Audio.SpectrumVisualizer`:



## Public Attributes

- [FFTAnalyzer](#) **Analyzer**  
*FFT-analyzer with the spectrum data.*
- `GameObject` [VisualPrefab](#)  
*summary> Width per prefab.*
- `float` **Width** = 0.075f  
*summary> Gain-power for the frequency.*
- `float` **Gain** = 70f  
*summary> Frequency band from left-to-right (default: true).*
- `bool` **LeftToRight** = true  
*summary> Opacity of the material of the prefab (default: 1).*
- `float` **Opacity** = 1f

### 5.163.1 Detailed Description

Simple spectrum visualizer.



## 5.163.2 Member Data Documentation

### 5.163.2.1 Analyzer

`FFTAnalyzer` `Crosstales.Common.Audio.SpectrumVisualizer.Analyzer`

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

### 5.163.2.2 Gain

`float` `Crosstales.Common.Audio.SpectrumVisualizer.Gain` = 70f

summary>Frequency band from left-to-right (default: true).

### 5.163.2.3 LeftToRight

`bool` `Crosstales.Common.Audio.SpectrumVisualizer.LeftToRight` = true

summary>Opacity of the material of the prefab (default: 1).

### 5.163.2.4 VisualPrefab

`GameObject` `Crosstales.Common.Audio.SpectrumVisualizer.VisualPrefab`

summary>Width per prefab.

### 5.163.2.5 Width

`float` `Crosstales.Common.Audio.SpectrumVisualizer.Width` = 0.075f

summary>Gain-power for the frequency.

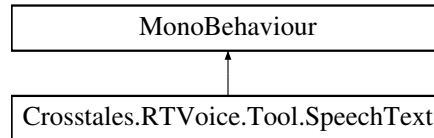
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Audio/↵  
Scripts/SpectrumVisualizer.cs

## 5.164 Crosstales.RTVoice.Tool.SpeechText Class Reference

Allows to speak and store generated audio.

Inheritance diagram for Crosstales.RTVoice.Tool.SpeechText:



### Public Member Functions

- void [Speak](#) ()  
*Speak the text.*
- void [Silence](#) ()  
*Silence the speech.*

### Public Attributes

- [SpeechTextStartEvent](#) **OnStarted**
- [SpeechTextStartEvent](#) **OnCompleted**

### Properties

- string [Text](#) [get, set]  
*Text to speak.*
- [Crosstales.RTVoice.Model.VoiceAlias](#) **Voices** [get, set]  
*Voices for the speech.*
- [Crosstales.RTVoice.Model.Enum.SpeakMode](#) **Mode** [get, set]  
*Speak mode.*
- AudioSource [Source](#) [get, set]  
*AudioSource for the output (optional).*
- float [Rate](#) [get, set]  
*Speech rate of the speaker in percent (range: 0-3).*
- float [Pitch](#) [get, set]  
*Speech pitch of the speaker in percent (range: 0-2).*
- float [Volume](#) [get, set]  
*Volume of the speaker in percent (range: 0-1).*
- bool [PlayOnStart](#) [get, set]  
*Enable speaking of the text on start.*
- float [Delay](#) [get, set]  
*Delay until the speech for this text starts.*
- bool [GenerateAudioFile](#) [get, set]  
*Generate audio file on/off.*
- string [FileName](#) [get, set]  
*File name (incl. path) for the generated audio.*
- bool [FileInsideAssets](#) [get, set]  
*Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.*

## Events

- SpeechTextStart [OnSpeechTextStart](#)  
*An event triggered whenever a [SpeechText](#) 'Speak' is started.*
- SpeechTextComplete [OnSpeechTextComplete](#)  
*An event triggered whenever a [SpeechText](#) 'Speak' is completed.*

### 5.164.1 Detailed Description

Allows to speak and store generated audio.

### 5.164.2 Member Function Documentation

#### 5.164.2.1 Silence()

```
void Crosstales.RTVoice.Tool.SpeechText.Silence ( )
```

Silence the speech.

#### 5.164.2.2 Speak()

```
void Crosstales.RTVoice.Tool.SpeechText.Speak ( )
```

Speak the text.

### 5.164.3 Property Documentation

#### 5.164.3.1 Delay

```
float Crosstales.RTVoice.Tool.SpeechText.Delay [get], [set]
```

Delay until the speech for this text starts.

### 5.164.3.2 FileInsideAssets

```
bool Crosstales.RTVoice.Tool.SpeechText.FileInsideAssets [get], [set]
```

Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

### 5.164.3.3 FileName

```
string Crosstales.RTVoice.Tool.SpeechText.FileName [get], [set]
```

File name (incl. path) for the generated audio.

### 5.164.3.4 GenerateAudioFile

```
bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile [get], [set]
```

Generate audio file on/off.

### 5.164.3.5 Mode

```
Crosstales.RTVoice.Model.Enum.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode [get], [set]
```

Speak mode.

### 5.164.3.6 Pitch

```
float Crosstales.RTVoice.Tool.SpeechText.Pitch [get], [set]
```

Speech pitch of the speaker in percent (range: 0-2).

### 5.164.3.7 PlayOnStart

```
bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart [get], [set]
```

Enable speaking of the text on start.

### 5.164.3.8 Rate

```
float Crosstales.RTVoice.Tool.SpeechText.Rate [get], [set]
```

Speech rate of the speaker in percent (range: 0-3).

### 5.164.3.9 Source

```
AudioSource Crosstales.RTVoice.Tool.SpeechText.Source [get], [set]
```

AudioSource for the output (optional).

### 5.164.3.10 Text

```
string Crosstales.RTVoice.Tool.SpeechText.Text [get], [set]
```

Text to speak.

### 5.164.3.11 Voices

```
Crosstales.RTVoice.Model.VoiceAlias Crosstales.RTVoice.Tool.SpeechText.Voices [get], [set]
```

Voices for the speech.

### 5.164.3.12 Volume

```
float Crosstales.RTVoice.Tool.SpeechText.Volume [get], [set]
```

Volume of the speaker in percent (range: 0-1).

## 5.164.4 Event Documentation

### 5.164.4.1 OnSpeechTextComplete

```
SpeechTextComplete Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextComplete
```

An event triggered whenever a [SpeechText](#) 'Speak' is completed.

### 5.164.4.2 OnSpeechTextStart

SpeechTextStart Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextStart

An event triggered whenever a [SpeechText](#) 'Speak' is started.

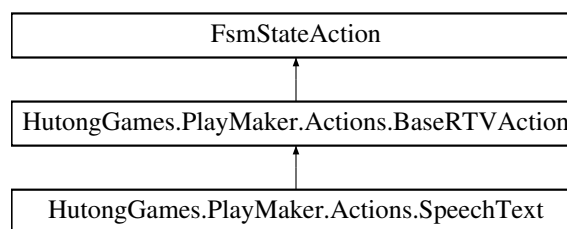
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SpeechText/↔ Scripts/SpeechText.cs

## 5.165 HutongGames.PlayMaker.Actions.SpeechText Class Reference

SpeechText-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeechText:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

### Public Attributes

- [Crosstales.RTVoice.Tool.SpeechText](#) Obj  
Add a [SpeechText](#) (default: first object in scene).

### 5.165.1 Detailed Description

SpeechText-action for [PlayMaker](#).

### 5.165.2 Member Data Documentation

### 5.165.2.1 Obj

`Crosstales.RTVoice.Tool.SpeechText` `HutongGames.PlayMaker.Actions.SpeechText.Obj`

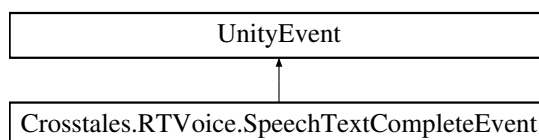
Add a `SpeechText` (default: first object in scene).

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeechText.cs`

## 5.166 Crosstales.RTVoice.SpeechTextCompleteEvent Class Reference

Inheritance diagram for `Crosstales.RTVoice.SpeechTextCompleteEvent`:



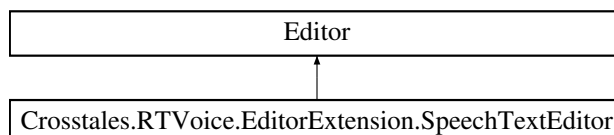
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs`

## 5.167 Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExtension.SpeechTextEditor`:



### Public Member Functions

- override void **OnInspectorGUI** ()

### 5.167.1 Detailed Description

Custom editor for the 'SpeechText'-class.

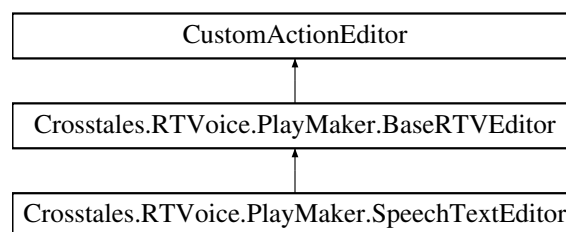
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SpeechText/↔ Scripts/Editor/SpeechTextEditor.cs

## 5.168 Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference

Custom editor for the SpeechText-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeechTextEditor:



### Additional Inherited Members

### 5.168.1 Detailed Description

Custom editor for the SpeechText-action.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Play↔ Maker/Scripts/Editor/SpeechTextEditor.cs

## 5.169 Crosstales.RTVoice.EditorIntegration.SpeechTextGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.169.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SpeechText/↔ Scripts/Editor/SpeechTextGameObject.cs



## 5.170 Crosstales.RTVoice.EditorIntegration.SpeechTextMenu Class Reference

Editor component for the "Tools"-menu.

### 5.170.1 Detailed Description

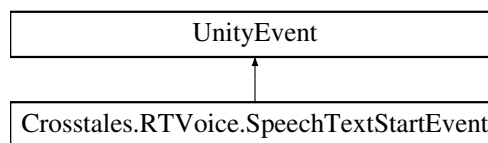
Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SpeechText/↔ Scripts/Editor/SpeechTextMenu.cs

## 5.171 Crosstales.RTVoice.SpeechTextStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeechTextStartEvent:



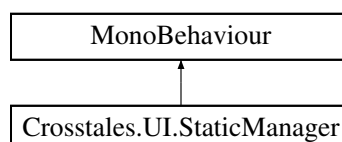
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

## 5.172 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



### Public Member Functions

- void **OpenAssetstore** ()

### 5.172.1 Detailed Description

Static Button Manager.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstailes/Common/Extras/UI/Scripts/StaticManager.cs

## 5.173 Crosstailes.RTVoice.Azure.Synthesize Class Reference

Sample synthesize request

### Classes

- class [InputOptions](#)  
*Inputs Options for the TTS Service.*

### Public Member Functions

- [Synthesize](#) ()  
*Initializes a new instance of the [Synthesize](#) class.*
- async System.Threading.Tasks.Task< System.IO.Stream > [Speak](#) (System.Threading.CancellationToken cancellationToken, [InputOptions](#) inputOptions)  
*Sends the specified text to be spoken to the TTS service and saves the response audio to a file.*

### 5.173.1 Detailed Description

Sample synthesize request

### 5.173.2 Constructor & Destructor Documentation

#### 5.173.2.1 Synthesize()

```
Crosstailes.RTVoice.Azure.Synthesize.Synthesize ( )
```

Initializes a new instance of the [Synthesize](#) class.

### 5.173.3 Member Function Documentation

#### 5.173.3.1 Speak()

```
async System.Threading.Tasks.Task<System.IO.Stream> Crosstailes.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

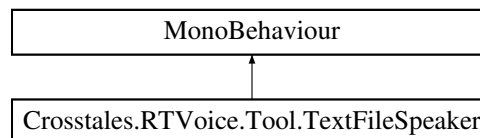
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/TTSClient.cs

## 5.174 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



### Public Member Functions

- void **SpeakAll** ()  
*Speaks all texts until StopAll is called.*
- void **StopAll** ()  
*Stops speaking all texts.*
- void **Next** ()  
*Speaks the next text (main use for UI).*
- void **Next** (bool random)  
*Speaks the next text.*
- void **Previous** ()  
*Speaks the previous text (main use for UI).*
- void **Previous** (bool random)  
*Speaks the previous text.*
- void **Speak** ()  
*Speaks a text (main use for UI).*
- string **SpeakText** (int index=-1, bool random=false)  
*Speaks a text with an optional index.*
- void **Silence** ()  
*Silence the speech.*
- void **Reload** ()  
*Reloads all text files (e.g. when new text files were added during runtime).*

## Public Attributes

- [TextFileSpeakerStartEvent](#) **OnStarted**
- [TextFileSpeakerCompleteEvent](#) **OnCompleted**

## Properties

- `TextAsset[]` [TextFiles](#) [get, set]  
*Text files to speak.*
- `Crosstales.RTVoice.Model.VoiceAlias` [Voices](#) [get, set]  
*Voices for the speech.*
- `Crosstales.RTVoice.Model.Enum.SpeakMode` [Mode](#) [get, set]  
*Speak mode.*
- `AudioSource` [Source](#) [get, set]  
*AudioSource for the output (optional).*
- `float` [Rate](#) [get, set]  
*Speech rate of the speaker in percent (range: 0-3).*
- `float` [Pitch](#) [get, set]  
*Speech pitch of the speaker in percent (range: 0-2).*
- `float` [Volume](#) [get, set]  
*Volume of the speaker in percent (range: 0-1).*
- `bool` [PlayOnStart](#) [get, set]  
*Enable speaking of the text on start.*
- `bool` [PlayAllOnStart](#) [get, set]  
*Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "StopAll"-method*
- `bool` [SpeakRandom](#) [get, set]  
*Speaks the text files in random order.*
- `float` [Delay](#) [get, set]  
*Delay in seconds until the speech for this text starts.*

## Events

- `TextFileSpeakerStart` [OnTextFileSpeakerStart](#)  
*An event triggered whenever a [TextFileSpeaker](#) 'Speak' is started.*
- `TextFileSpeakerComplete` [OnTextFileSpeakerComplete](#)  
*An event triggered whenever a [TextFileSpeaker](#) 'Speak' is completed.*

### 5.174.1 Detailed Description

Allows to speak text files.

### 5.174.2 Member Function Documentation

### 5.174.2.1 Next() [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ( )
```

Speaks the next text (main use for [UI](#)).

### 5.174.2.2 Next() [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next (
    bool random )
```

Speaks the next text.

#### Parameters

<i>random</i>	Speak a random text
---------------	---------------------

### 5.174.2.3 Previous() [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ( )
```

Speaks the previous text (main use for [UI](#)).

### 5.174.2.4 Previous() [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous (
    bool random )
```

Speaks the previous text.

#### Parameters

<i>random</i>	Speak a random text
---------------	---------------------

### 5.174.2.5 Reload()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Reload ( )
```

Reloads all text files (e.g. when new text files were added during runtime).

#### 5.174.2.6 Silence()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ( )
```

Silence the speech.

#### 5.174.2.7 Speak()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ( )
```

Speaks a text (main use for [UI](#)).

#### 5.174.2.8 SpeakAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakAll ( )
```

Speaks all texts until StopAll is called.

#### 5.174.2.9 SpeakText()

```
string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (
    int index = -1,
    bool random = false )
```

Speaks a text with an optional index.

##### Parameters

<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.

#### 5.174.2.10 StopAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.StopAll ( )
```

Stops speaking all texts.

### 5.174.3 Property Documentation

#### 5.174.3.1 Delay

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay [get], [set]
```

Delay in seconds until the speech for this text starts.

#### 5.174.3.2 Mode

```
Crosstales.RTVoice.Model.Enum.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode [get],  
[set]
```

Speak mode.

#### 5.174.3.3 Pitch

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch [get], [set]
```

Speech pitch of the speaker in percent (range: 0-2).

#### 5.174.3.4 PlayAllOnStart

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayAllOnStart [get], [set]
```

Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "Stop↵ All"-method

#### 5.174.3.5 PlayOnStart

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart [get], [set]
```

Enable speaking of the text on start.

### 5.174.3.6 Rate

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate [get], [set]
```

Speech rate of the speaker in percent (range: 0-3).

### 5.174.3.7 Source

```
AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source [get], [set]
```

AudioSource for the output (optional).

### 5.174.3.8 SpeakRandom

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakRandom [get], [set]
```

Speaks the text files in random order.

### 5.174.3.9 TextFiles

```
TextAsset [ ] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles [get], [set]
```

Text files to speak.

### 5.174.3.10 Voices

```
Crosstales.RTVoice.Model.VoiceAlias Crosstales.RTVoice.Tool.TextFileSpeaker.Voices [get],  
[set]
```

Voices for the speech.

### 5.174.3.11 Volume

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume [get], [set]
```

Volume of the speaker in percent (range: 0-1).



## 5.174.4 Event Documentation

### 5.174.4.1 OnTextFileSpeakerComplete

TextFileSpeakerComplete Crosstales.RTVoice.Tool.TextFileSpeaker.OnTextFileSpeakerComplete

An event triggered whenever a [TextFileSpeaker](#) 'Speak' is completed.

### 5.174.4.2 OnTextFileSpeakerStart

TextFileSpeakerStart Crosstales.RTVoice.Tool.TextFileSpeaker.OnTextFileSpeakerStart

An event triggered whenever a [TextFileSpeaker](#) 'Speak' is started.

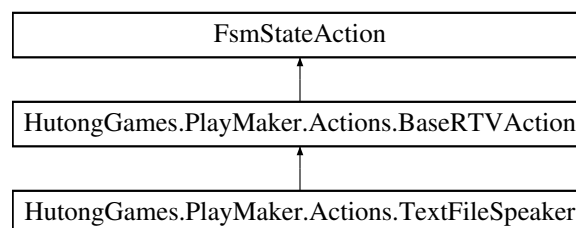
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/TextFileSpeaker/Scripts/TextFileSpeaker.cs

## 5.175 HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference

TextFileSpeaker-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.TextFileSpeaker:



### Public Member Functions

- override void **OnEnter** ()

### Public Attributes

- [Crosstales.RTVoice.Tool.TextFileSpeaker Obj](#)  
Add a [TextFileSpeaker](#) (default: first object in scene).

### 5.175.1 Detailed Description

TextFileSpeaker-action for [PlayMaker](#).

### 5.175.2 Member Data Documentation

#### 5.175.2.1 Obj

[Crosstales.RTVoice.Tool.TextFileSpeaker](#) `HutongGames.PlayMaker.Actions.TextFileSpeaker.Obj`

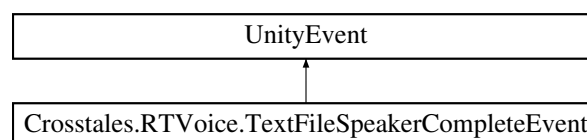
Add a [TextFileSpeaker](#) (default: first object in scene).

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/TextFileSpeaker.cs`

## 5.176 Crosstales.RTVoice.TextFileSpeakerCompleteEvent Class Reference

Inheritance diagram for `Crosstales.RTVoice.TextFileSpeakerCompleteEvent`:



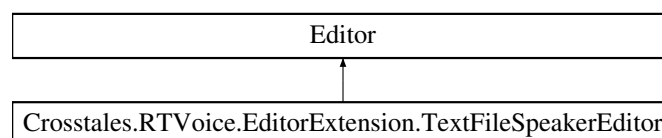
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs`

## 5.177 Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference

Custom editor for the 'TextFileSpeaker'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor`:



## Public Member Functions

- override void **OnInspectorGUI** ()

### 5.177.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

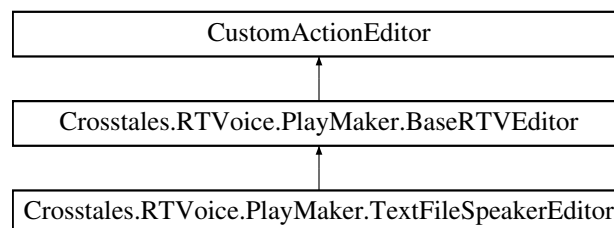
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/TextFileSpeaker/Scripts/Editor/TextFileSpeakerEditor.cs

## 5.178 Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference

Custom editor for the TextFileSpeaker-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor:



## Additional Inherited Members

### 5.178.1 Detailed Description

Custom editor for the TextFileSpeaker-action.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Editor/TextFileSpeakerEditor.cs

## 5.179 Crosstales.RTVoice.EditorIntegration.TextFileSpeakerGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.179.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/TextFileSpeaker/Scripts/Editor/TextFileSpeakerGameObject.cs

## 5.180 Crosstales.RTVoice.EditorIntegration.TextFileSpeakerMenu Class Reference

Editor component for the "Tools"-menu.

### 5.180.1 Detailed Description

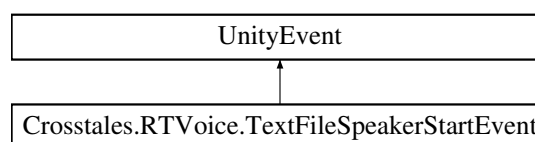
Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/TextFileSpeaker/Scripts/Editor/TextFileSpeakerMenu.cs

## 5.181 Crosstales.RTVoice.TextFileSpeakerStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.TextFileSpeakerStartEvent:



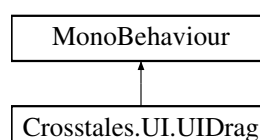
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

## 5.182 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



## Public Member Functions

- void **OnDrag** ()

### 5.182.1 Detailed Description

Allow to Drag the Windows around.

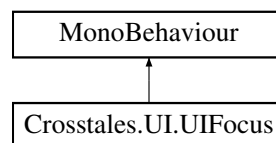
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstailes/Common/Extras/UI/Scripts/UI↵IDrag.cs

## 5.183 Crosstailes.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstailes.UI.UIFocus:



## Public Member Functions

- void **OnPanelEnter** ()  
*Panel entered.*

## Public Attributes

- string **ManagerName** = "Canvas"  
*Name of the gameobject containing the [UIWindowManager](#).*

### 5.183.1 Detailed Description

Change the Focus on from a Window.

### 5.183.2 Member Function Documentation

### 5.183.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

## 5.183.3 Member Data Documentation

### 5.183.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

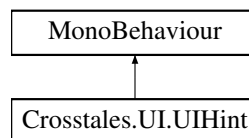
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↵IFocus.cs

## 5.184 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



### Public Member Functions

- void **FadeUp** ()
- void **FadeDown** ()

### Public Attributes

- CanvasGroup [Group](#)  
*Group to fade.*
- float [Delay](#) = 2f  
*Delay in seconds before fading (default: 2).*
- float [FadeTime](#) = 2f  
*Fade time in seconds (default: 2).*
- bool [Disable](#) = true  
*Disable [UI](#) element after the fade (default: true).*
- bool [FadeAtStart](#) = true  
*Fade at Start (default: true).*

### 5.184.1 Detailed Description

Controls a [UI](#) group (hint).

### 5.184.2 Member Data Documentation

#### 5.184.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

#### 5.184.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable [UI](#) element after the fade (default: true).

#### 5.184.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

#### 5.184.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

#### 5.184.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

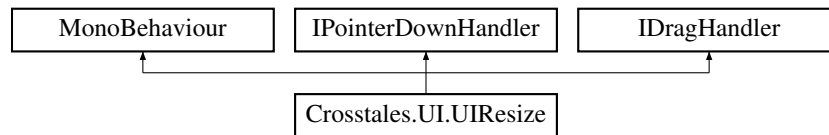
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIHint.cs

## 5.185 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



### Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

### Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)  
*Minimum size of the [UI](#) element.*
- Vector2 **MaxSize** = new Vector2(800, 600)  
*Maximum size of the [UI](#) element.*
- bool **IgnoreMaxSize** = false  
*Ignore maximum size of the [UI](#) element (default: false).*
- float **SpeedFactor** = 2  
*Resize speed (default: 2).*

### 5.185.1 Detailed Description

Resize a [UI](#) element.

### 5.185.2 Member Data Documentation

#### 5.185.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the [UI](#) element (default: false).



### 5.185.2.2 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the [UI](#) element.

### 5.185.2.3 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the [UI](#) element.

### 5.185.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

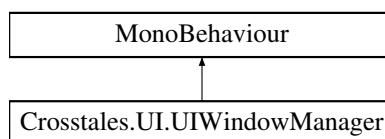
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↵ IResize.cs

## 5.186 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



### Public Member Functions

- void [ChangeState](#) (GameObject active)  
*Change the state of all windows.*

### Public Attributes

- GameObject[] [Windows](#)  
*All Windows of the scene.*

### 5.186.1 Detailed Description

Change the state of all Window panels.

### 5.186.2 Member Function Documentation

#### 5.186.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
    GameObject active )
```

Change the state of all windows.

##### Parameters

<i>active</i>	Active window.
---------------	----------------

### 5.186.3 Member Data Documentation

#### 5.186.3.1 Windows

```
GameObject [ ] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIWindowManager.cs

## 5.187 Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

### Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

## Static Public Attributes

- const string **TEXT\_NOT\_CHECKED** = "Not checked."
- const string **TEXT\_NO\_UPDATE** = "No update available - you are using the latest version."

### 5.187.1 Detailed Description

Checks for updates of the asset.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Editor/↵ Task/UpdateCheck.cs

## 5.188 Crosstales.RTVoice.Model.Voice Class Reference

[Model](#) for a voice.

### Public Member Functions

- [Voice](#) ()  
*Default.*
- [Voice](#) (string name, string description, [Crosstales.RTVoice.Model.Enum.Gender](#) gender, string age, string culture, string id="", string vendor="unknown", string version="unknown", int sampleRate=0)  
*Instantiate the class.*
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

### Public Attributes

- string [Name](#)  
*Name of the voice.*
- string [Description](#)  
*Description of the voice.*
- [Crosstales.RTVoice.Model.Enum.Gender](#) [Gender](#)  
*Gender of the voice.*
- string [Age](#)  
*Age of the voice.*
- string [Identifier](#) = string.Empty  
*Identifier of the voice.*
- string [Vendor](#) = string.Empty  
*Vendor of the voice.*
- string [Version](#) = string.Empty  
*Version of the voice.*
- int [SampleRate](#)  
*Sample rate in Hz of the voice.*
- SystemLanguage [Language](#) => [Crosstales.RTVoice.Util.Helper.ISO639ToLanguage\(Culture\)](#)  
*Language of the voice.*

## Properties

- string [Culture](#) [get, set]  
*Culture of the voice (ISO 639-1).*
- string [SimplifiedCulture](#) [get]  
*Simplified culture of the voice.*

### 5.188.1 Detailed Description

[Model](#) for a voice.

### 5.188.2 Constructor & Destructor Documentation

#### 5.188.2.1 Voice() [1/2]

```
Crosstales.RTVoice.Model.Voice.Voice ( )
```

Default.

#### 5.188.2.2 Voice() [2/2]

```
Crosstales.RTVoice.Model.Voice.Voice (
    string name,
    string description,
    Crosstales.RTVoice.Model.Enum.Gender gender,
    string age,
    string culture,
    string id = "",
    string vendor = "unknown",
    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).

## 5.188.3 Member Data Documentation

### 5.188.3.1 Age

```
string Crosstales.RTVoice.Model.Voice.Age
```

Age of the voice.

### 5.188.3.2 Description

```
string Crosstales.RTVoice.Model.Voice.Description
```

Description of the voice.

### 5.188.3.3 Gender

```
Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Model.Voice.Gender
```

Gender of the voice.

### 5.188.3.4 Identifier

```
string Crosstales.RTVoice.Model.Voice.Identifier = string.Empty
```

Identifier of the voice.

### 5.188.3.5 Language

```
SystemLanguage Crosstales.RTVoice.Model.Voice.Language => Crosstales.RTVoice.Util.Helper.ISO639ToLanguage(Cul
```

Language of the voice.

### 5.188.3.6 Name

```
string Crosstales.RTVoice.Model.Voice.Name
```

Name of the voice.

### 5.188.3.7 SampleRate

```
int Crosstales.RTVoice.Model.Voice.SampleRate
```

Sample rate in Hz of the voice.

### 5.188.3.8 Vendor

```
string Crosstales.RTVoice.Model.Voice.Vendor = string.Empty
```

Vendor of the voice.

### 5.188.3.9 Version

```
string Crosstales.RTVoice.Model.Voice.Version = string.Empty
```

Version of the voice.

## 5.188.4 Property Documentation

### 5.188.4.1 Culture

```
string Crosstales.RTVoice.Model.Voice.Culture [get], [set]
```

Culture of the voice (ISO 639-1).

### 5.188.4.2 SimplifiedCulture

```
string Crosstales.RTVoice.Model.Voice.SimplifiedCulture [get]
```

Simplified culture of the voice.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Voice.  
cs ↩

## 5.189 Crosstales.RTVoice.Model.VoiceAlias Class Reference

Alias for multiple voices on different platforms.

### Public Member Functions

- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

### Public Attributes

- string [VoiceNameWindows](#)  
*Name of the voice under Windows.*
- string [VoiceNameMac](#)  
*Name of the voice under macOS.*
- string [VoiceNameLinux](#)  
*Name of the voice under Linux and for eSpeak.*
- string [VoiceNameAndroid](#)  
*Name of the voice under Android.*
- string [VoiceNameIOS](#)  
*Name of the voice under iOS.*
- string [VoiceNameWSA](#)  
*Name of the voice under WSA.*
- string [VoiceNameCustom](#)  
*Name of the voice for custom TTS-systems.*
- string [Culture](#) = "en"  
*Fallback culture for the text (e.g. 'en', optional).*
- [Crosstales.RTVoice.Model.Enum.Gender Gender](#) = Crosstales.RTVoice.Model.Enum.Gender.UNKNOWN  
*Fallback gender for the text.*

### Properties

- string [VoiceName](#) [get]  
*Returns the name of the voice for the current platform.*
- [Voice?? Voice](#) [get]  
*Returns the voice for the current platform.*

### 5.189.1 Detailed Description

Alias for multiple voices on different platforms.

### 5.189.2 Member Data Documentation

#### 5.189.2.1 Culture

```
string Crosstales.RTVoice.Model.VoiceAlias.Culture = "en"
```

Fallback culture for the text (e.g. 'en', optional).

#### 5.189.2.2 Gender

```
Crosstales.RTVoice.Model.Enum.Gender Crosstales.RTVoice.Model.VoiceAlias.Gender = Crosstales.↵  
RTVoice.Model.Enum.Gender.UNKNOWN
```

Fallback gender for the text.

#### 5.189.2.3 VoiceNameAndroid

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameAndroid
```

Name of the voice under Android.

#### 5.189.2.4 VoiceNameCustom

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameCustom
```

Name of the voice for custom TTS-systems.

#### 5.189.2.5 VoiceNameIOS

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameIOS
```

Name of the voice under iOS.



### 5.189.2.6 VoiceNameLinux

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameLinux
```

Name of the voice under Linux and for eSpeak.

### 5.189.2.7 VoiceNameMac

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMac
```

Name of the voice under macOS.

### 5.189.2.8 VoiceNameWindows

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWindows
```

Name of the voice under Windows.

### 5.189.2.9 VoiceNameWSA

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWSA
```

Name of the voice under WSA.

## 5.189.3 Property Documentation

### 5.189.3.1 Voice

```
Voice?? Crosstales.RTVoice.Model.VoiceAlias.Voice [get]
```

Returns the voice for the current platform.

#### Returns

The voice for the current platform.

### 5.189.3.2 VoiceName

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceName [get]
```

Returns the name of the voice for the current platform.

#### Returns

The name of the voice for the current platform.

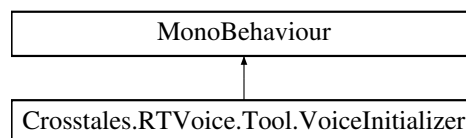
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/VoiceAlias.cs

## 5.190 Crosstales.RTVoice.Tool.VoiceInitializer Class Reference

Allows to initialize voices (useful on Android).

Inheritance diagram for Crosstales.RTVoice.Tool.VoiceInitializer:



### Public Attributes

- [Crosstales.RTVoice.Model.Enum.ProviderType Provider](#) = Crosstales.RTVoice.Model.Enum.ProviderType.↔  
Any  
*Selected provider to initialize the voices (default: Any).*
- [string\[\] VoiceNames](#)  
*Initialize voices by name.*
- [bool AllVoices](#)  
*Initialize all voices (default: false).*
- [bool DestroyWhenFinished](#) = true  
*Destroy the gameobject after initialize (default: true).*

### 5.190.1 Detailed Description

Allows to initialize voices (useful on Android).

### 5.190.2 Member Data Documentation

### 5.190.2.1 AllVoices

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices
```

Initialize all voices (default: false).

### 5.190.2.2 DestroyWhenFinished

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true
```

Destroy the gameobject after initialize (default: true).

### 5.190.2.3 Provider

```
Crosstales.RTVoice.Model.Enum.ProviderType Crosstales.RTVoice.Tool.VoiceInitializer.Provider =  
Crosstales.RTVoice.Model.Enum.ProviderType.Any
```

Selected provider to initialize the voices (default: Any).

### 5.190.2.4 VoiceNames

```
string [] Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames
```

Initialize voices by name.

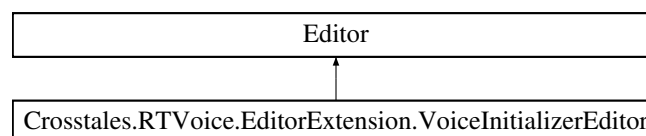
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/VoiceInitializer/↵  
Scripts/VoiceInitializer.cs

## 5.191 Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor Class Reference

Custom editor for the 'VoiceInitalizer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor:



## Public Member Functions

- override void **OnInspectorGUI** ()

### 5.191.1 Detailed Description

Custom editor for the 'VoiceInitializer'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/VoiceInitializer/↔  
Scripts/Editor/VoiceInitializerEditor.cs

## 5.192 Crosstales.RTVoice.EditorIntegration.VoiceInitializerGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.192.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/VoiceInitializer/↔  
Scripts/Editor/VoiceInitializerGameObject.cs

## 5.193 Crosstales.RTVoice.EditorIntegration.VoiceInitializerMenu Class Reference

Editor component for the "Tools"-menu.

### 5.193.1 Detailed Description

Editor component for the "Tools"-menu.

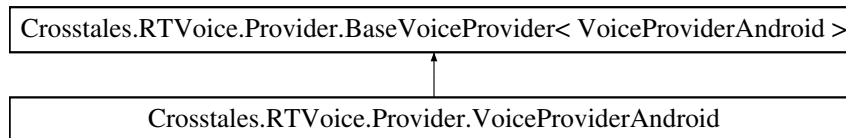
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/VoiceInitializer/↔  
Scripts/Editor/VoiceInitializerMenu.cs

## 5.194 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



### Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override IEnumerator **Speak** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override IEnumerator **Generate** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override void **Silence** ()
- override void **GenerateInEditor** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override void **SpeakNativeInEditor** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

### Static Public Member Functions

- static void **ShutdownTTS** ()

### Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "English (United States)"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 3999
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => [Crosstales.RTVoice.Util.Helper.isAndroidPlatform](#)
- override bool **isSSMLSupported** => isSSML
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- System.Collections.Generic.List< string > **Engines** => cachedEngines  
*Returns all installed TTS engines on Android.*
- override int **MaxSimultaneousSpeeches** => 0

## Additional Inherited Members

### 5.194.1 Detailed Description

Android voice provider.

### 5.194.2 Member Data Documentation

#### 5.194.2.1 Engines

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Provider.VoiceProviderAndroid.↵
Engines => cachedEngines
```

Returns all installed TTS engines on Android.

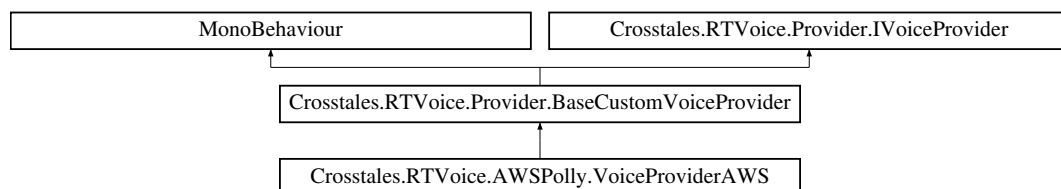
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/Voice↵  
ProviderAndroid.cs

## 5.195 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference

AWS Polly voice provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWS:



### Public Member Functions

- override void [Load](#) (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator [Generate](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator [SpeakNative](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator [Speak](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*
- override void [GenerateInEditor](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void [SpeakNativeInEditor](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

## Public Attributes

- override string **AudioFileExtension** => ".ogg"
- override AudioType **AudioFileType** => AudioType.OGGVORBIS
- override string **DefaultVoiceName** => "Matthew"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => !Crosstales.RTVoice.Util.Helper.isWebPlatform
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0
- bool **isValidCognitoCredentials** => !string.IsNullOrEmpty(CognitoCredentials) && apiRegex.IsMatch(CognitoCredentials)  
*Indicates if the Cognito Credentials are valid.*
- override System.Collections.Generic.List< Crosstales.RTVoice.Model.Voice > **Voices** => useNeuralVoices  
&& hasNeuralVoices ? cachedNeuralVoices : cachedVoices
- bool **hasNeuralVoices**  
*Checks if neural voices are supported on the current AWS endpoint.*

## Protected Member Functions

- override void **Start** ()
- override string **getVoiceName** (Crosstales.RTVoice.Model Wrapper wrapper)

## Properties

- string? **CognitoCredentials** [get, set]  
*Cognito credentials to access AWS Polly.*
- string **CognitoCredentials** [get, set]
- **Endpoint Endpoint** [get, set]  
*AWS endpoint for the connection.*
- bool **AutoBreath** [get, set]  
*Enables or disables the simulation of natural breathing while speaking. Ignored if neural voices are used.*
- **SampleRate SampleRate** [get, set]  
*Desired sample rate in Hz.*
- bool **UseNeuralVoices** [get, set]  
*Enable or disable neural voices.*

## Additional Inherited Members

### 5.195.1 Detailed Description

AWS Polly voice provider.

## 5.195.2 Member Function Documentation

### 5.195.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Generate (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.195.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.GenerateInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.195.2.3 Load()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).



#### 5.195.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Speak (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.195.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNative (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.195.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNativeInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.195.3 Member Data Documentation

### 5.195.3.1 hasNeuralVoices

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.hasNeuralVoices
```

#### Initial value:

=>

```
endpoint == Endpoint.USEast1 ||  
endpoint == Endpoint.USWest2 ||  
endpoint == Endpoint.EUWest1 ||  
endpoint == Endpoint.EUWest2 ||  
endpoint == Endpoint.CACentral1 ||  
endpoint == Endpoint.EUCentral1 ||  
endpoint == Endpoint.APNortheast1 ||  
endpoint == Endpoint.APSoutheast1 ||  
endpoint == Endpoint.APSoutheast2
```

Checks if neural voices are supported on the current AWS endpoint.

#### Returns

True if neural voices are supported on the current AWS endpoint.

### 5.195.3.2 isValidCognitoCredentials

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.isValidCognitoCredentials => !string.Is←  
NullOrEmpty(CognitoCredentials) && apiRegex.IsMatch(CognitoCredentials)
```

Indicates if the Cognito Credentials are valid.

#### Returns

True if the Cognito Credentials are valid.

## 5.195.4 Property Documentation

### 5.195.4.1 AutoBreath

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.AutoBreath [get], [set]
```

Enables or disables the simulation of natural breathing while speaking. Ignored if neural voices are used.

### 5.195.4.2 CognitoCredentials

```
string? Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.CognitoCredentials [get], [set]
```

Cognito credentials to access AWS Polly.

### 5.195.4.3 Endpoint

`Endpoint` Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Endpoint [get], [set]

AWS endpoint for the connection.

### 5.195.4.4 SampleRate

`SampleRate` Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SampleRate [get], [set]

Desired sample rate in Hz.

### 5.195.4.5 UseNeuralVoices

`bool` Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.UseNeuralVoices [get], [set]

Enable or disable neural voices.

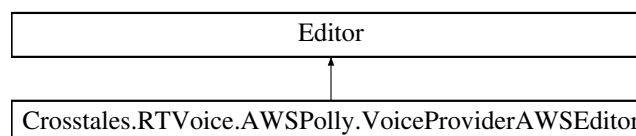
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Scripts/VoiceProviderAWS.cs

## 5.196 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor Class Reference

Custom editor for the '[VoiceProviderAWS](#)'-class.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("AWS Polly") != null

### 5.196.1 Detailed Description

Custom editor for the 'VoiceProviderAWS'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Scripts/Editor/VoiceProviderAWSEditor.cs ↩

## 5.197 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

### 5.197.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Scripts/Editor/VoiceProviderAWSGameObject.cs ↩

## 5.198 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

### 5.198.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Scripts/Editor/VoiceProviderAWSMenu.cs ↩

## 5.199 Crosstales.RTVoice.Azure.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'Azure' in the "Tools"-menu.

### 5.199.1 Detailed Description

Editor component for for adding the prefabs from 'Azure' in the "Tools"-menu.

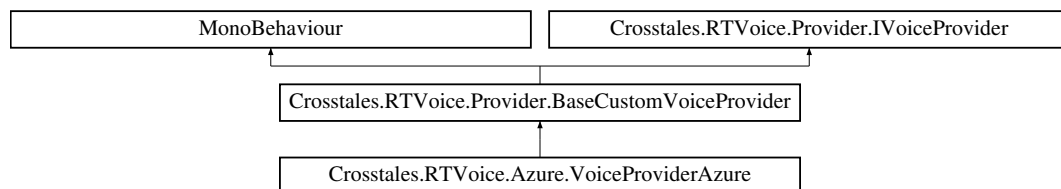
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/Editor/VoiceProviderAzureMenu.cs

## 5.200 Crosstales.RTVoice.Azure.VoiceProviderAzure Class Reference

[Azure](#) (Bing Speech) voice provider.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzure:



### Public Member Functions

- override void [Load](#) (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator [Generate](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator [SpeakNative](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator [Speak](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*
- override void [GenerateInEditor](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void [SpeakNativeInEditor](#) ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

### Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "JessaRUS"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => ![Crosstales.RTVoice.Util.Helper.isWebPlatform](#)
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true

- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0
- bool **isValidAPIKey** => **APIKey**?.Length >= 32  
*Indicates if the API key is valid.*
- bool **isValidEndpoint** => !string.IsNullOrEmpty(endpoint) && endpoint.Contains("api.cognitive.microsoft.↵com")  
*Indicates if the endpoint is valid.*
- bool **isValidRequestUri** => !string.IsNullOrEmpty(requestUri) && requestUri.Contains("tts.speech.↵microsoft.com")  
*Indicates if the request URI is valid.*

## Protected Member Functions

- override void **Start** ()

## Properties

- string? **APIKey** [get, set]  
*API-key to access [Azure](#).*
- string **APIKey** [get, set]
- string **Endpoint** [get, set]  
*Endpoint to access [Azure](#).*
- string **RequestUri** [get, set]  
*Request URI associated with the API-key.*
- **SampleRate** **SampleRate** [get, set]  
*Desired sample rate in Hz.*

## Additional Inherited Members

### 5.200.1 Detailed Description

[Azure](#) (Bing Speech) voice provider.

### 5.200.2 Member Function Documentation

#### 5.200.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.Generate (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.200.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.GenerateInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.200.2.3 Load()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.200.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.Speak (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.200.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNative (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.200.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNativeInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

## 5.200.3 Member Data Documentation

### 5.200.3.1 isValidAPIKey

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidAPIKey => APIKey?.Length >= 32
```

Indicates if the API key is valid.

#### Returns

True if the API key is valid.



### 5.200.3.2 isValidEndpoint

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidEndpoint => !string.IsNullOrEmpty(endpoint)
&& endpoint.Contains("api.cognitive.microsoft.com")
```

Indicates if the endpoint is valid.

#### Returns

True if the endpoint is valid.

### 5.200.3.3 isValidRequestUri

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidRequestUri => !string.IsNullOrEmpty(requestUri)
&& requestUri.Contains("tts.speech.microsoft.com")
```

Indicates if the request URI is valid.

#### Returns

True if the request URI is valid.

## 5.200.4 Property Documentation

### 5.200.4.1 APIKey

```
string? Crosstales.RTVoice.Azure.VoiceProviderAzure.APIKey [get], [set]
```

API-key to access [Azure](#).

### 5.200.4.2 Endpoint

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.Endpoint [get], [set]
```

Endpoint to access [Azure](#).

### 5.200.4.3 RequestUri

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.RequestUri [get], [set]
```

Request URI associated with the API-key.

#### 5.200.4.4 SampleRate

`SampleRate` Crosstales.RTVoice.Azure.VoiceProviderAzure.SampleRate [get], [set]

Desired sample rate in Hz.

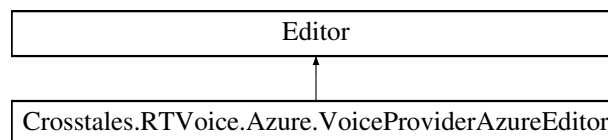
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/VoiceProviderAzure.cs

## 5.201 Crosstales.RTVoice.Azure.VoiceProviderAzureEditor Class Reference

Custom editor for the 'VoiceProviderAzure'-class.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzureEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Azure") != null

#### 5.201.1 Detailed Description

Custom editor for the 'VoiceProviderAzure'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/Editor/VoiceProviderAzureEditor.cs

## 5.202 Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject Class Reference

Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu.

### 5.202.1 Detailed Description

Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

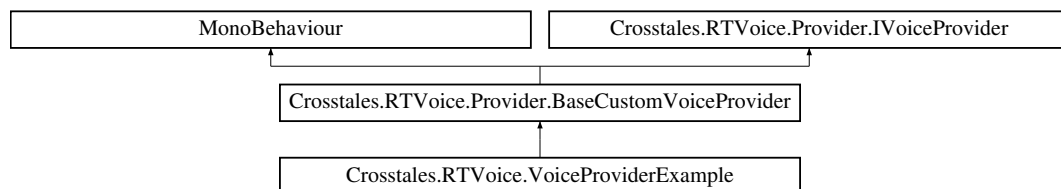
- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/Editor/VoiceProviderAzureGameObject.cs

## 5.203 Crosstales.RTVoice.VoiceProviderExample Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).

NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.VoiceProviderExample:



### Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **Generate** (Model.Wrapper wrapper)
- override IEnumerator **Speak** (Model.Wrapper wrapper)
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
- override void **GenerateInEditor** (Model.Wrapper wrapper)
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)

### Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]
- override int **MaxSimultaneousSpeeches** [get]

## Additional Inherited Members

### 5.203.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables

### 5.203.2 Member Function Documentation

#### 5.203.2.1 Load()

```
override void Crosstales.RTVoice.VoiceProviderExample.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

##### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

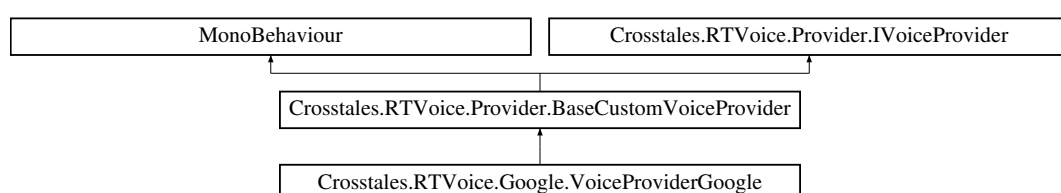
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/VoiceProviderExample.cs

## 5.204 Crosstales.RTVoice.Google.VoiceProviderGoogle Class Reference

[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogle:



## Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **Generate** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override void **GenerateInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override IEnumerator **Generate** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override void **SpeakNativeInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*
- override void **GenerateInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*

## Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "en-US-Standard-B"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => true
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- override int **MaxSimultaneousSpeeches** => 0
- bool **isValidAPIKey** => FrostweepGames.Plugins.GoogleCloud.TextToSpeech.GCTextToSpeech.Instance?.apiKey?.Length >= 32  
*Indicates if the API key is valid.*

## Protected Member Functions

- override void **Start** ()
- override void **OnDestroy** ()
- override void **Start** ()

## Additional Inherited Members

### 5.204.1 Detailed Description

[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

### 5.204.2 Member Function Documentation

#### 5.204.2.1 Generate() [1/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Generate (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.204.2.2 Generate() [2/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Generate (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.204.2.3 GenerateInEditor() [1/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.GenerateInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.204.2.4 GenerateInEditor() [2/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.GenerateInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.204.2.5 Load() [1/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.204.2.6 Load() [2/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.204.2.7 Speak() [1/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Speak (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.204.2.8 Speak() [2/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Speak (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.204.2.9 SpeakNative() [1/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNative (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).



### 5.204.2.10 SpeakNative() [2/2]

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNative (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.204.2.11 SpeakNativeInEditor() [1/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNativeInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.204.2.12 SpeakNativeInEditor() [2/2]

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNativeInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

## 5.204.3 Member Data Documentation

### 5.204.3.1 isValidAPIKey

```
bool Crosstales.RTVoice.Google.VoiceProviderGoogle.isValidAPIKey => FrostweepGames.Plugins.↔
GoogleCloud.TextToSpeech.GCTextToSpeech.Instance?.apiKey?.Length >= 32
```

Indicates if the API key is valid.

#### Returns

True if the API key is valid.

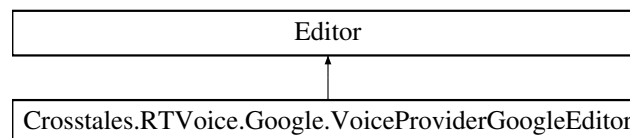
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Scripts/VoiceProviderGoogle.cs

## 5.205 Crosstales.RTVoice.Google.VoiceProviderGoogleEditor Class Reference

Custom editor for the 'VoiceProviderGoogle'-class.

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogleEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Google Cloud") != null

### 5.205.1 Detailed Description

Custom editor for the 'VoiceProviderGoogle'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Scripts/Editor/VoiceProviderGoogleEditor.cs

## 5.206 Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject Class Reference

Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.

### 5.206.1 Detailed Description

Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Scripts/Editor/VoiceProviderGoogleGameObject.cs

## 5.207 Crosstales.RTVoice.Google.VoiceProviderGoogleMenu Class Reference

Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

### 5.207.1 Detailed Description

Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

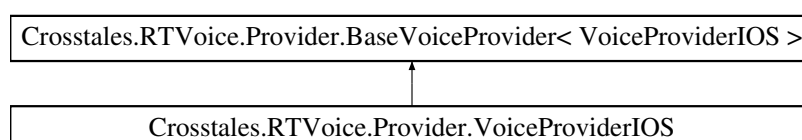
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Scripts/Editor/VoiceProviderGoogleMenu.cs

## 5.208 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



## Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override IEnumerator **Speak** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override IEnumerator **Generate** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override void **Silence** ()
- override void **Silence** (string uid)
- void **Pause** ()
- override void **GenerateInEditor** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override void **SpeakNativeInEditor** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

## Static Public Member Functions

- static void [SetVoices](#) (string voicesText)  
*Receives all voices*
- static void [SetState](#) (string state)  
*Receives the state of the speaker.*
- static void [WordSpoken](#) (string word)  
*Called every time a new word is spoken.*

## Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "Daniel"
- override System.Collections.Generic.List< [Crosstales.RTVoice.Model.Voice](#) > **Voices** => cachediOSVoices
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isPlatformSupported** => [Crosstales.RTVoice.Util.Helper.isIOSBasedPlatform](#)
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- override int **MaxSimultaneousSpeeches** => 1

## Additional Inherited Members

### 5.208.1 Detailed Description

iOS voice provider.

### 5.208.2 Member Function Documentation

#### 5.208.2.1 SetState()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetState (
    string state ) [static]
```

Receives the state of the speaker.

## Parameters

<i>state</i>	The state of the speaker.
--------------	---------------------------

**5.208.2.2 SetVoices()**

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices (
    string voicesText ) [static]
```

Receives all voices

## Parameters

<i>voicesText</i>	All voices as text string.
-------------------	----------------------------

**5.208.2.3 WordSpoken()**

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken (
    string word ) [static]
```

Called every time a new word is spoken.

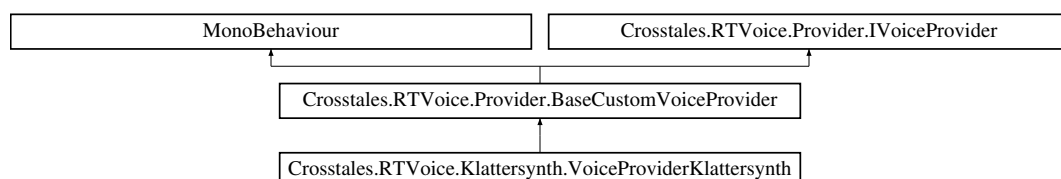
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderIOS.cs

## 5.209 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference

**Klattersynth** voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth:



## Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **Generate** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override void **GenerateInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

## Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => string.Empty
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => true
- override int **MaxTextLength** => 2150
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => false
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0

## Properties

- Strobotnik.Klattersynth.Speech[] **Speeches** [get, set]  
*All available speeches (=voice configurations) from Klattersynth.*
- Crosstales.Common.Model.Enum.SampleRate **SampleRate** [get, set]  
*Desired sample rate.*

## Additional Inherited Members

### 5.209.1 Detailed Description

**Klattersynth** voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

## 5.209.2 Member Function Documentation

### 5.209.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Generate (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.209.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.GenerateInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.209.2.3 Load()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.209.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Speak (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.209.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNative (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.209.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNativeInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.209.3 Property Documentation



### 5.209.3.1 SampleRate

`Crosstales.Common.Model.Enum.SampleRate` `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth`.↔  
`SampleRate` [get], [set]

Desired sample rate.

### 5.209.3.2 Speeches

`Strobotnik.Klattersynth.Speech` [ ] `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth`.↔  
`Speeches` [get], [set]

All available speeches (=voice configurations) from [Klattersynth](#).

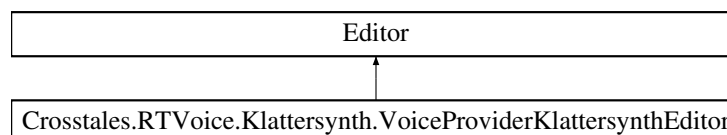
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/↔  
Scripts/VoiceProviderKlattersynth.cs

## 5.210 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference

Custom editor for the '[VoiceProviderKlattersynth](#)'-class.

Inheritance diagram for `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor`:



### Public Member Functions

- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => `GameObject.Find("Klattersynth") != null`

### 5.210.1 Detailed Description

Custom editor for the '[VoiceProviderKlattersynth](#)'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/↔  
Scripts/Editor/VoiceProviderKlattersynthEditor.cs


## 5.211 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

### 5.211.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/Scripts/Editor/VoiceProviderKlattersynthGameObject.cs 


## 5.212 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

### 5.212.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

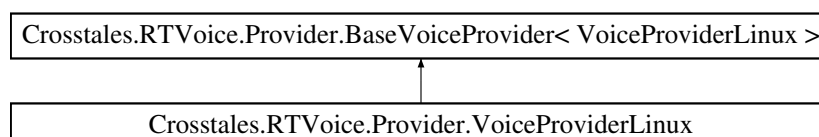
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/Scripts/Editor/VoiceProviderKlattersynthMenu.cs 

## 5.213 Crosstales.RTVoice.Provider.VoiceProviderLinux Class Reference

Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderLinux:



## Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override IEnumerator **Speak** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override IEnumerator **Generate** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override void **Silence** ()
- override void **Silence** (string uid)
- override void **GenerateInEditor** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override void **SpeakNativeInEditor** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

## Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "en"
- override bool **isWorkingInEditor** => true
- override bool **isWorkingInPlaymode** => true
- override int **MaxTextLength** => 32000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => isSupported
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0

## Static Public Attributes

- static bool **isSupported** => [Crosstales.RTVoice.Util.Helper.isWindowsPlatform](#) || [Crosstales.RTVoice.Util.Helper.isMacOSPlatform](#) || [Crosstales.RTVoice.Util.Helper.isLinuxPlatform](#)

## Protected Member Functions

- override string **getVoiceName** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

## Additional Inherited Members

### 5.213.1 Detailed Description

Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>

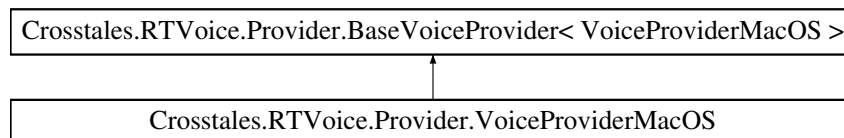
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderLinux.cs

## 5.214 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



### Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override IEnumerator **Speak** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

### Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "Alex"
- override bool **isWorkingInEditor** => [Crosstales.RTVoice.Util.Helper.isMacOSEditor](#)
- override bool **isWorkingInPlaymode** => [Crosstales.RTVoice.Util.Helper.isMacOSEditor](#)
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => [Crosstales.RTVoice.Util.Helper.isMacOSPlatform](#)
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 50

### Additional Inherited Members

#### 5.214.1 Detailed Description

MacOS voice provider.

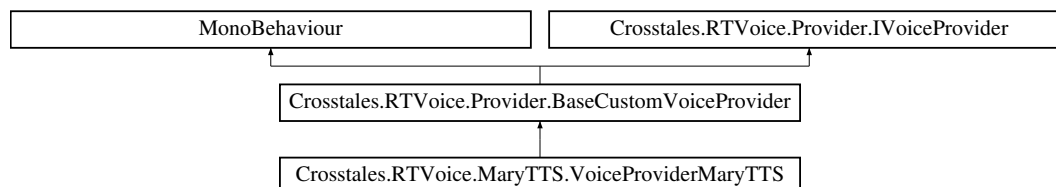
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderMacOS.cs

## 5.215 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS Class Reference

MaryTTS voice provider.

Inheritance diagram for Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS:



### Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override IEnumerator **Generate** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override void **GenerateInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

### Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "cmu-rms-hsmm"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0

## Properties

- string [URL](#) [get, set]  
*Server URL for [MaryTTS](#).*
- int [Port](#) [get, set]  
*Server port for [MaryTTS](#).*
- string [Username](#) [get, set]  
*User name for [MaryTTS](#).*
- string [Password](#) [get, set]  
*User password for [MaryTTS](#).*
- [Crosstales.RTVoice.Model.Enum.MaryTTSType Type](#) [get, set]  
*Input type for [MaryTTS](#).*

## Additional Inherited Members

### 5.215.1 Detailed Description

[MaryTTS](#) voice provider.

### 5.215.2 Member Function Documentation

#### 5.215.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Generate (
    Crosstales.RTVoice.Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.215.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.GenerateInEditor (
    Crosstales.RTVoice.Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.215.2.3 Load()

```
override void Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.215.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Speak (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.215.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.SpeakNative (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.215.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.SpeakNativeInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

## 5.215.3 Property Documentation

### 5.215.3.1 Password

```
string Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Password [get], [set]
```

User password for [MaryTTS](#).

### 5.215.3.2 Port

```
int Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Port [get], [set]
```

Server port for [MaryTTS](#).

### 5.215.3.3 Type

```
Crosstales.RTVoice.Model.Enum.MaryTTSType Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Type
[get], [set]
```

Input type for [MaryTTS](#).



### 5.215.3.4 URL

```
string Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.URL [get], [set]
```

Server URL for [MaryTTS](#).

### 5.215.3.5 Username

```
string Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Username [get], [set]
```

User name for [MaryTTS](#).

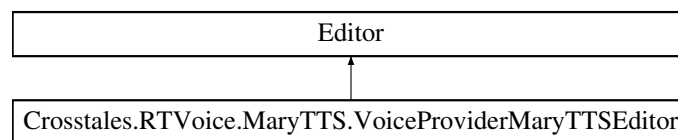
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↔ Scripts/VoiceProviderMaryTTS.cs

## 5.216 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSEditor Class Reference

Custom editor for the '[VoiceProviderMaryTTS](#)'-class.

Inheritance diagram for Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("MaryTTS") != null

### 5.216.1 Detailed Description

Custom editor for the '[VoiceProviderMaryTTS](#)'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↔ Scripts/Editor/VoiceProviderMaryTTSEditor.cs

## 5.217 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSGameObject Class Reference

Editor component for for adding the prefabs from 'MaryTTS' in the "Hierarchy"-menu.

### 5.217.1 Detailed Description

Editor component for for adding the prefabs from 'MaryTTS' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↔ Scripts/Editor/VoiceProviderMaryTTSGameObject.cs

## 5.218 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSMenu Class Reference

Editor component for for adding the prefabs from 'MaryTTS' in the "Tools"-menu.

### 5.218.1 Detailed Description

Editor component for for adding the prefabs from 'MaryTTS' in the "Tools"-menu.

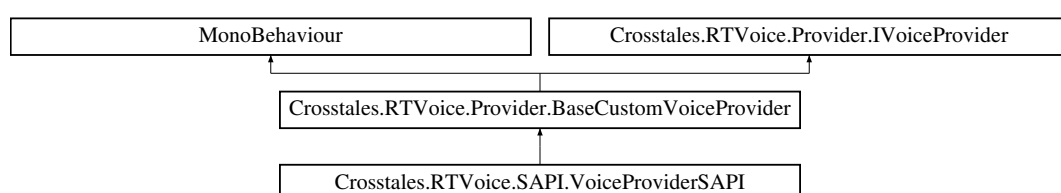
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↔ Scripts/Editor/VoiceProviderMaryTTSMenu.cs

## 5.219 Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPI:



## Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **Generate** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override void **Silence** ()  
*Silence all active TTS-providers.*
- override void **Silence** (string uid)  
*Silence the current TTS-provider (native mode).*
- override void **GenerateInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

## Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "David"
- override bool **isWorkingInEditor** => Crosstales.RTVoice.Util.Helper.isWindowsEditor
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => Crosstales.RTVoice.Util.Helper.isWindowsPlatform || Crosstales.RTVoice.Util.Helper.isLinuxPlatform
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 1

## Protected Member Functions

- override void **Start** ()

## Additional Inherited Members

### 5.219.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables

## 5.219.2 Member Function Documentation

### 5.219.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Generate (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.219.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.GenerateInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.219.2.3 Load()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.219.2.4 Silence() [1/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.219.2.5 Silence() [2/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

##### Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.219.2.6 Speak()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Speak (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.219.2.7 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNative (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.219.2.8 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNativeInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

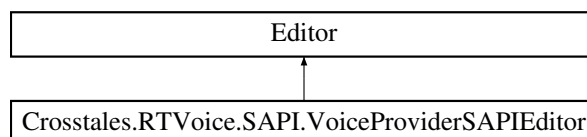
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SAPI Unity/↔ Scripts/VoiceProviderSAPI.cs

## 5.220 Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor Class Reference

Custom editor for the '[VoiceProviderSAPI](#)'-class.

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("SAPI Unity") != null

### 5.220.1 Detailed Description

Custom editor for the 'VoiceProviderSAPI'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SAPI Unity/↔ Scripts/Editor/VoiceProviderSAPIEditor.cs

## 5.221 Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

### 5.221.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SAPI Unity/↔ Scripts/Editor/VoiceProviderSAPIGameObject.cs

## 5.222 Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

### 5.222.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

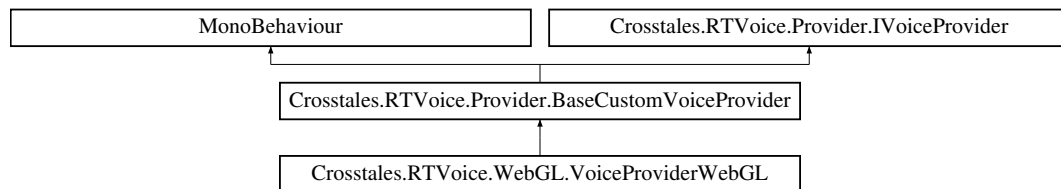
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SAPI Unity/↔ Scripts/Editor/VoiceProviderSAPIMenu.cs

## 5.223 Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference

WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGL:



### Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **Generate** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator **SpeakNative** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override void **Silence** ()  
*Silence all active TTS-providers.*
- override void **GenerateInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Crosstales.RTVoice.Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

### Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "Google US English"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => Crosstales.RTVoice.Util.Helper.isWebGLPlatform && !Crosstales.RTVoice.Util.Helper.isAndroidPlatform
- override int **MaxTextLength** => 32000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- override int **MaxSimultaneousSpeeches** => 0



## Protected Member Functions

- override void **Start** ()
- override void **OnDestroy** ()

## Additional Inherited Members

### 5.223.1 Detailed Description

[WebGL](#) voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

### 5.223.2 Member Function Documentation

#### 5.223.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Generate (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.223.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.GenerateInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.223.2.3 Load()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.223.2.4 Silence()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.223.2.5 Speak()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Speak (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.223.2.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNative (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.223.2.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNativeInEditor (
    Crosstales.RTVoice.Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

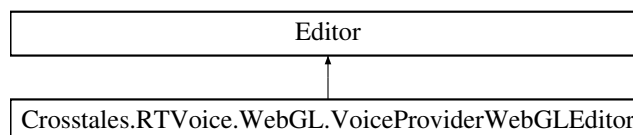
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL↔  
L Speech Synthesis/Scripts/VoiceProviderWebGL.cs

## 5.224 Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor Class Reference

Custom editor for the '[VoiceProviderWebGL](#)'-class.

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("WebGL Speech Synthesis") != null

### 5.224.1 Detailed Description

Custom editor for the 'VoiceProviderWebGL'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Scripts/Editor/VoiceProviderWebGLEditor.cs

## 5.225 Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

### 5.225.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Scripts/Editor/VoiceProviderWebGLGameObject.cs

## 5.226 Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

### 5.226.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

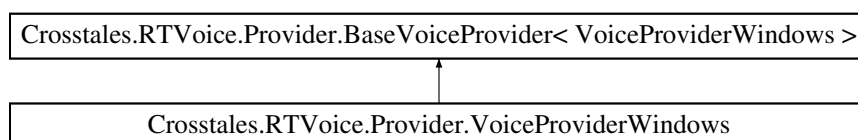
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Scripts/Editor/VoiceProviderWebGLMenu.cs

## 5.227 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



## Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

## Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "Microsoft David Desktop"
- override bool **isWorkingInEditor** => [Crosstales.RTVoice.Util.Helper.isWindowsEditor](#)
- override bool **isWorkingInPlaymode** => [Crosstales.RTVoice.Util.Helper.isWindowsEditor](#)
- override int **MaxTextLength** => 32000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => [Crosstales.RTVoice.Util.Helper.isWindowsPlatform](#)
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- override int **MaxSimultaneousSpeeches** => 0

## Additional Inherited Members

### 5.227.1 Detailed Description

Windows voice provider.

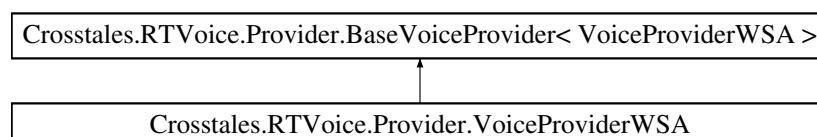
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderWindows.cs↵

## 5.228 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

WSA (UWP) voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:



## Public Member Functions

- [VoiceProviderWSA](#) ()  
*Constructor for [VoiceProviderWSA](#).*
- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override IEnumerator **Speak** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override IEnumerator **Generate** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override void **GenerateInEditor** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)
- override void **SpeakNativeInEditor** ([Crosstales.RTVoice.Model.Wrapper](#) wrapper)

## Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "Microsoft David"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 64000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => [Crosstales.RTVoice.Util.Helper.isWSABasedPlatform](#)
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- override int **MaxSimultaneousSpeeches** => 0

## Additional Inherited Members

### 5.228.1 Detailed Description

WSA (UWP) voice provider.

### 5.228.2 Constructor & Destructor Documentation

#### 5.228.2.1 VoiceProviderWSA()

```
Crosstales.RTVoice.Provider.VoiceProviderWSA.VoiceProviderWSA ( )
```

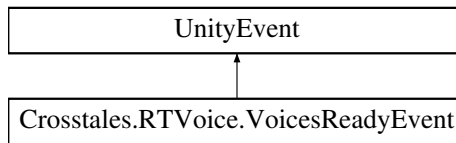
Constructor for [VoiceProviderWSA](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderWSA.cs

## 5.229 Crosstales.RTVoice.VoicesReadyEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.VoicesReadyEvent:



The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

## 5.230 Crosstales.Common.Audio.WavMaster Class Reference

WAV utility for recording and audio playback functions in Unity.

### Static Public Member Functions

- static AudioClip [ToAudioClip](#) (string filePath, string name="wav")  
*Load PCM format \*.wav audio file and convert to AudioClip.*
- static AudioClip [ToAudioClip](#) (Stream stream, string name="wav")  
*Load PCM format \*.wav audio stream and convert to AudioClip.*
- static AudioClip [ToAudioClip](#) (byte[] fileBytes, string name="wav")  
*Load PCM format byte-array and convert to AudioClip.*
- static byte[] [FromAudioClip](#) (AudioClip audioClip)  
*Convert an AudioClip to a byte-array.*
- static byte[] [FromAudioClip](#) (AudioClip audioClip, string filepath, bool saveAsFile=true)  
*Convert an AudioClip to a byte-array and save it to a file.*
- static ushort [BitDepth](#) (AudioClip audioClip)  
*Calculates the bit depth of an AudioClip.*

### 5.230.1 Detailed Description

WAV utility for recording and audio playback functions in Unity.

- Use "ToAudioClip" method for loading wav file / bytes. Loads .wav (PCM uncompressed) files at 8,16,24 and 32 bits and converts data to Unity's AudioClip.
- Use "FromAudioClip" method for saving wav file / bytes. Converts an AudioClip's float data into wav byte array at 16 bit.

Partially based on: <https://github.com/deadlyfingers/UnityWav>

## 5.230.2 Member Function Documentation

### 5.230.2.1 BitDepth()

```
static ushort Crosstales.Common.Audio.WavMaster.BitDepth (  
    AudioClip audioClip ) [static]
```

Calculates the bit depth of an AudioClip.



## Parameters

<i>audioClip</i>	Audio clip.
------------------	-------------

## Returns

The bit depth. Should be 8 or 16 or 32 bit.

**5.230.2.2 FromAudioClip() [1/2]**

```
static byte [] Crosstales.Common.Audio.WavMaster.FromAudioClip (  
    AudioClip audioClip ) [static]
```

Convert an AudioClip to a byte-array.

## Parameters

<i>audioClip</i>	AudioClip to convert
------------------	----------------------

## Returns

AudioClip as byte-array.

**5.230.2.3 FromAudioClip() [2/2]**

```
static byte [] Crosstales.Common.Audio.WavMaster.FromAudioClip (  
    AudioClip audioClip,  
    string filepath,  
    bool saveAsFile = true ) [static]
```

Convert an AudioClip to a byte-array and save it to a file.

## Parameters

<i>audioClip</i>	AudioClip to save
<i>filepath</i>	File path
<i>saveAsFile</i>	Save the file (default: true, optional)

## Returns

AudioClip as byte-array.

#### 5.230.2.4 ToAudioClip() [1/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (  
    byte[] fileBytes,  
    string name = "wav" ) [static]
```

Load PCM format byte-array and convert to AudioClip.

##### Parameters

<i>fileBytes</i>	Byte array with the PCM data
<i>name</i>	Name of the AudioClip (default: wav, optional)

##### Returns

AudioClip from the byte-array.

#### 5.230.2.5 ToAudioClip() [2/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (  
    Stream stream,  
    string name = "wav" ) [static]
```

Load PCM format \*.wav audio stream and convert to AudioClip.

##### Parameters

<i>stream</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (default: wav, optional)

##### Returns

AudioClip from the byte-array.

#### 5.230.2.6 ToAudioClip() [3/3]

```
static AudioClip Crosstales.Common.Audio.WavMaster.ToAudioClip (  
    string filePath,  
    string name = "wav" ) [static]
```

Load PCM format \*.wav audio file and convert to AudioClip.

##### Parameters

<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.

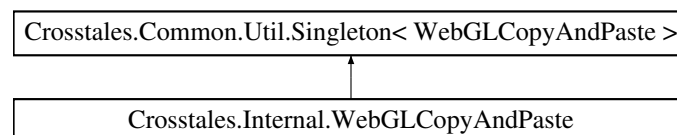
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/Audio/↔ Scripts/WavMaster.cs

## 5.231 Crosstales.Internal.WebGLCopyAndPaste Class Reference

Allows copy and paste in WebGL.

Inheritance diagram for Crosstales.Internal.WebGLCopyAndPaste:



### Public Member Functions

- delegate void **StringCallback** (string content)

### Static Public Member Functions

- static void **GetClipboard** (string key)
- static void **ReceivePaste** (string str)

### Additional Inherited Members

#### 5.231.1 Detailed Description

Allows copy and paste in WebGL.

Based on <https://github.com/greggman/unity-webgl-copy-and-paste>

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/WebGL↔ CopyAndPaste/Scripts/WebGLCopyAndPaste.cs

## 5.232 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

### Static Public Member Functions

- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

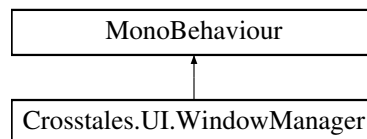
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/WebGL↔CopyAndPaste/Scripts/WebGLCopyAndPaste.cs

## 5.233 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



### Public Member Functions

- void **ClosePanel** ()

### Public Attributes

- float **Speed** = 3f  
*Window movement speed (default: 3).*
- GameObject[] **Dependencies**  
*Dependent GameObjects (active == open).*
- bool **ClosedAtStart** = true  
*Close the window at Start (default: true).*

### 5.233.1 Detailed Description

Manager for a Window.

### 5.233.2 Member Data Documentation

### 5.233.2.1 ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

### 5.233.2.2 Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

### 5.233.2.3 Speed

```
float Crosstales.UI.WindowManager.Speed = 3f
```

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Window↵  
Manager.cs

## 5.234 Crosstales.RTVoice.Model.Wrapper Class Reference

[Wrapper](#) for "Speak"-function calls.

### Public Member Functions

- [Wrapper](#) ()  
*Default.*
- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)  
*Instantiate the class.*
- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)  
*Instantiate the class.*
- [Wrapper](#) (string uid, string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)  
*Instantiate the class.*
- override string **Tostring** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

## Public Attributes

- System.DateTime [Created](#) => created  
*Returns the creation time of the [Wrapper](#).*

## Properties

- string [Text](#) [get, set]  
*Text for the speech.*
- AudioSource [Source](#) [get, set]  
*AudioSource for the speech.*
- Voice [Voice](#) [get, set]  
*Voice for the speech.*
- bool [SpeakImmediately](#) [get, set]  
*Speak immediately after the audio generation. Only works if 'Source' is not null.*
- float [Rate](#) [get, set]  
*Rate of the speech (range: 0.01-3).*
- float [Pitch](#) [get, set]  
*Pitch of the speech (range: 0-2).*
- float [Volume](#) [get, set]  
*Volume of the speech (range: 0.01-1).*
- string [OutputFile](#) [get, set]  
*Output file (without extension) for the generated audio.*
- bool [ForceSSML](#) [get, set]  
*Force SSML on supported platforms.*
- bool [isPartial](#) [get, set]  
*Is the current wrapper just a part of a speech (only used in iOS).*
- string [Uid](#) [get, set]  
*UID of the speech.*
- float [SpeechTime](#) [get]  
*Returns the speech time in seconds (0: no audio file was generated).*

### 5.234.1 Detailed Description

[Wrapper](#) for "Speak"-function calls.

### 5.234.2 Constructor & Destructor Documentation

#### 5.234.2.1 [Wrapper\(\)](#) [1/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper ( )
```

Default.

### 5.234.2.2 Wrapper() [2/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (  
    string text,  
    Voice voice = null,  
    float rate = 1f,  
    float pitch = 1f,  
    float volume = 1f,  
    bool forceSSML = true )
```

Instantiate the class.

#### Parameters

<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).

### 5.234.2.3 Wrapper() [3/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (  
    string text,  
    Voice voice = null,  
    float rate = 1f,  
    float pitch = 1f,  
    float volume = 1f,  
    AudioSource source = null,  
    bool speakImmediately = true,  
    string outputFile = "",  
    bool forceSSML = true )
```

Instantiate the class.

#### Parameters

<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).

### 5.234.2.4 Wrapper() [4/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (
    string uid,
    string text,
    Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    AudioSource source = null,
    bool speakImmediately = true,
    string outputFile = "",
    bool forceSSML = true )
```

Instantiate the class.

#### Parameters

<i>uid</i>	UID of the speech.
<i>text</i>	Text for the speech.
<i>voice</i>	<a href="#">Voice</a> 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).

## 5.234.3 Member Data Documentation

### 5.234.3.1 Created

```
System.DateTime Crosstales.RTVoice.Model.Wrapper.Created => created
```

Returns the creation time of the [Wrapper](#).

#### Returns

Creation time of the [Wrapper](#).

## 5.234.4 Property Documentation



#### 5.234.4.1 ForceSSML

```
bool Crosstales.RTVoice.Model.Wrapper.ForceSSML [get], [set]
```

Force SSML on supported platforms.

#### 5.234.4.2 isPartial

```
bool Crosstales.RTVoice.Model.Wrapper.isPartial [get], [set]
```

Is the current wrapper just a part of a speech (only used in iOS).

#### 5.234.4.3 OutputFile

```
string Crosstales.RTVoice.Model.Wrapper.OutputFile [get], [set]
```

Output file (without extension) for the generated audio.

#### 5.234.4.4 Pitch

```
float Crosstales.RTVoice.Model.Wrapper.Pitch [get], [set]
```

Pitch of the speech (range: 0-2).

#### 5.234.4.5 Rate

```
float Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]
```

Rate of the speech (range: 0.01-3).

#### 5.234.4.6 Source

```
AudioSource Crosstales.RTVoice.Model.Wrapper.Source [get], [set]
```

AudioSource for the speech.

#### 5.234.4.7 SpeakImmediately

```
bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately [get], [set]
```

Speak immediately after the audio generation. Only works if 'Source' is not null.

#### 5.234.4.8 SpeechTime

```
float Crosstales.RTVoice.Model.Wrapper.SpeechTime [get]
```

Returns the speech time in seconds (0: no audio file was generated).

##### Returns

Speech time in seconds.

#### 5.234.4.9 Text

```
string Crosstales.RTVoice.Model.Wrapper.Text [get], [set]
```

Text for the speech.

#### 5.234.4.10 Uid

```
string Crosstales.RTVoice.Model.Wrapper.Uid [get], [set]
```

UID of the speech.

#### 5.234.4.11 Voice

```
Voice Crosstales.RTVoice.Model.Wrapper.Voice [get], [set]
```

Voice for the speech.

#### 5.234.4.12 Volume

```
float Crosstales.RTVoice.Model.Wrapper.Volume [get], [set]
```

Volume of the speech (range: 0.01-1).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Wrapper.↵  
cs

## 5.235 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

### Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)  
*Serialize an object to a XML-file.*
- static string [SerializeToString< T >](#) (T obj)  
*Serialize an object to a XML-string.*
- static byte[] [SerializeToByteArray< T >](#) (T obj)  
*Serialize an object to a XML byte-array.*
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)  
*Deserialize a XML-file to an object.*
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)  
*Deserialize a XML-string to an object.*
- static T [DeserializeFromByteArray< T >](#) (byte[] data)  
*Deserialize a XML byte-array to an object.*
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)  
*Deserialize a Unity XML resource (TextAsset) to an object.*

### 5.235.1 Detailed Description

Helper-class for XML.

### 5.235.2 Member Function Documentation

#### 5.235.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromByteArray< T > (  
    byte[] data ) [static]
```

Deserialize a XML byte-array to an object.

## Parameters

<i>data</i>	XML of the object
-------------	-------------------

## Returns

Object

**5.235.2.2 DeserializeFromFile< T >()**

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (  
    string filename,  
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

## Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

## Returns

Object

**5.235.2.3 DeserializeFromResource< T >()**

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

## Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

## Returns

Object

#### 5.235.2.4 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

##### Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

##### Returns

Object

#### 5.235.2.5 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.XmlHelper.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a XML byte-array.

##### Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

##### Returns

Object as byte-array

#### 5.235.2.6 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to a XML-file.

##### Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

### 5.235.2.7 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (  
    T obj ) [static]
```

Serialize an object to a XML-string.

#### Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

#### Returns

Object as XML-string

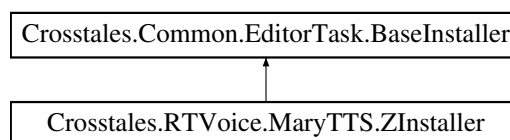
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Xml↵  
Helper.cs

## 5.236 Crosstales.RTVoice.MaryTTS.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.MaryTTS.ZInstaller:



### Additional Inherited Members

#### 5.236.1 Detailed Description

Installs the Demos-package.

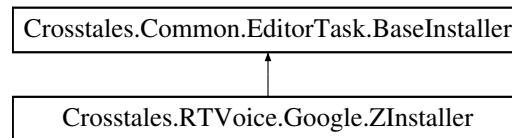
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/MaryTTS/↵  
Scripts/Editor/ZInstaller.cs

## 5.237 Crosstales.RTVoice.Google.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.Google.ZInstaller:



### Additional Inherited Members

#### 5.237.1 Detailed Description

Installs the Demos-package.

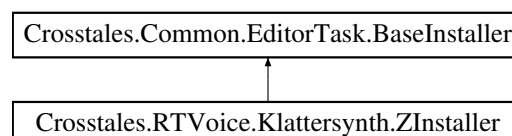
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Scripts/Editor/ZInstaller.cs

## 5.238 Crosstales.RTVoice.Klattersynth.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.Klattersynth.ZInstaller:



### Additional Inherited Members

#### 5.238.1 Detailed Description

Installs the Demos-package.

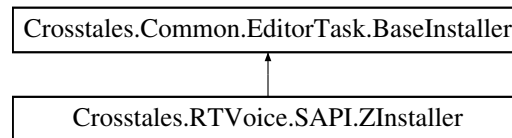
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/Scripts/Editor/ZInstaller.cs

## 5.239 Crosstales.RTVoice.SAPI.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.SAPI.ZInstaller:



### Additional Inherited Members

#### 5.239.1 Detailed Description

Installs the Demos-package.

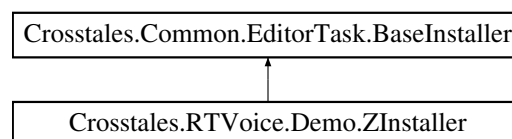
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/SAPI Unity/↔ Scripts/Editor/ZInstaller.cs

## 5.240 Crosstales.RTVoice.Demo.ZInstaller Class Reference

Installs the packages from [Common](#).

Inheritance diagram for Crosstales.RTVoice.Demo.ZInstaller:



### Additional Inherited Members

#### 5.240.1 Detailed Description

Installs the packages from [Common](#).

The documentation for this class was generated from the following file:

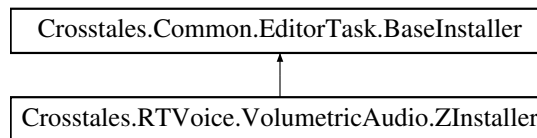
- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↔ Editor/ZInstaller.cs



## 5.241 Crosstales.RTVoice.VolumetricAudio.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.VolumetricAudio.ZInstaller:



### Additional Inherited Members

#### 5.241.1 Detailed Description

Installs the Demos-package.

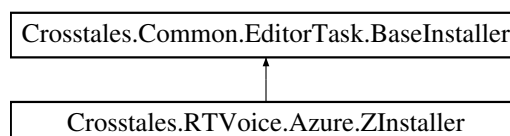
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Volumetric Audio/Scripts/Editor/ZInstaller.cs

## 5.242 Crosstales.RTVoice.Azure.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.Azure.ZInstaller:



### Additional Inherited Members

#### 5.242.1 Detailed Description

Installs the Demos-package.

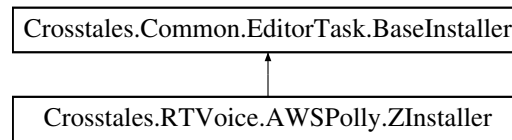
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/Scripts/Editor/ZInstaller.cs

## 5.243 Crosstales.RTVoice.AWSPolly.ZInstaller Class Reference

Installs the [Common](#) and 'AWSSDK' packages.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.ZInstaller:



### Additional Inherited Members

#### 5.243.1 Detailed Description

Installs the [Common](#) and 'AWSSDK' packages.

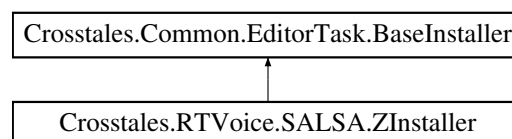
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWSSDK/Scripts/Editor/ZInstaller.cs

## 5.244 Crosstales.RTVoice.SALSA.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.SALSA.ZInstaller:



### Additional Inherited Members

#### 5.244.1 Detailed Description

Installs the Demos-package.

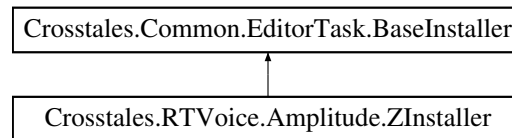
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SALSA/Scripts/Editor/ZInstaller.cs

## 5.245 Crosstales.RTVoice.Amplitude.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.Amplitude.ZInstaller:



### Additional Inherited Members

#### 5.245.1 Detailed Description

Installs the Demos-package.

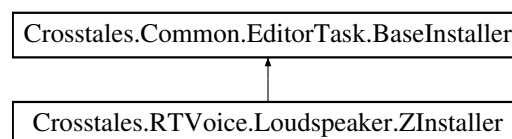
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Amplitude/↔ Scripts/Editor/ZInstaller.cs

## 5.246 Crosstales.RTVoice.Loudspeaker.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.Loudspeaker.ZInstaller:



### Additional Inherited Members

#### 5.246.1 Detailed Description

Installs the Demos-package.

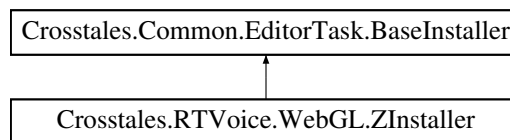
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Extras/Loudspeaker/↔ Scripts/Editor/ZInstaller.cs

## 5.247 Crosstales.RTVoice.WebGL.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.RTVoice.WebGL.ZInstaller:



### Additional Inherited Members

#### 5.247.1 Detailed Description

Installs the Demos-package.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/RTVoice/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Scripts/Editor/ZInstaller.cs



## Chapter 6

# More information

### 6.1 Homepage

<https://www.crosstales.com/en/portfolio/rtvoice/>

### 6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

### 6.3 Forum

<https://forum.unity.com/threads/rt-voice-run-time-text-to-speech-solution.340046/>

### 6.4 Documentation

<https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf>

### 6.5 Discord

<https://discord.gg/ZbZ2sh4>

### 6.6 Demos

#### 6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/rtvoice/webgl/>

### 6.6.2 Windows

[https://drive.google.com/file/d/11BFDLbj9vmyrfltXeS\\_d9zK3oM9h8TaS/view?usp=sharing](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](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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