Speech To Text Converter for Android

Plugin will allow developers to use speech recognition features of Android in their Unity projects. This plugin will allow developers to convert text to speech and vice versa as well. Please read the document carefully.

SetUp

Import the asset package in the assets folder. Ensure that following files exists in Plugins/Android/ folder :
1. TextToSpeechConverter.aar

API

To convert text to speech use following code:

SpeechRecognitionBridge. textToSpeech(string text, int locale) **;**

Use this api to convert any text to speech. This api has two parameters. First parameter is text which developers want to convert to speech and the second parameter is locale. Android supports different languages so if developers want to provide any specific locale then they can pass the code for that locale in this. List of the locales supported in Android are given at the end of the document. If developers want to get callback message about when the text to speech conversion has completed then before invoking this api developers first need to use **SpeechRecognitionBridge.setUnityGameObjectNameAndMethodName()** api described below to set the callback method. Api will send "**TextToSpeechConversionStarted**" when the conversion starts and will send "**TextToSpeechConversionCompleted**" when the conversion ends.

//==

To request mic permission use following code:

SpeechRecognitionBridge.requestMicPermission();

Use this API to request the mic permission. This will show a native pop up for mic permissions. This permission is required to use speech to text functionality.
//==

To check mic permission use following code:

SpeechRecognitionBridge.checkMicPermission();

Use this API to check the mic permission. If the app has mic permission it will send "PermissionGranted" else "PermissionNotGranted" in the callback. Before invoking this api developers first need to use **SpeechRecognitionBridge.setUnityGameObjectNameAndMethodName()** api described below to set the callback method.

//==

To convert speech to text use following code:

SpeechRecognitionBridge.speechToText();

To convert what the user speaks into text, developers can use this api. Before invoking this api developers first need to use **SpeechRecognitionBridge.setUnityGameObjectNameAndMethodName()** api described below to set the callback method. This api will itself present pop ups for speech recognition. Once the user will stop speaking, the plugin will convert it into text and will send converted text in the callback method.

//==

To convert speech to text without Google Pop Up but with Beep sound use following code:

SpeechRecognitionBridge.speechToTextInHidenModeWithBeepSound();

To convert what the user speaks into text, developers can use this api. Before invoking this api developers first need to use **SpeechRecognitionBridge.setUnityGameObjectNameAndMethodName()** api described below to set the callback method. This api will convert speech to text without the google pop up. Once the user will stop speaking, the plugin will convert it into text and will send converted text in the callback method.

//===

To convert speech to text without Google Pop Up and without beep sound use following code:

SpeechRecognitionBridge.speechToTextInSilentMode();

To convert what the user speaks into text, developers can use this api. Before invoking this api developers first need to use **SpeechRecognitionBridge.setUnityGameObjectNameAndMethodName()** api described below to set the callback method. This api will convert speech to text without the google pop up and without beep sound. Once the user will stop speaking, the plugin will convert it into text and will send converted text in the callback method. But this method will mute the device speakers. So use the unmute API mentioned below to unmute the speakers.
//===

To unmute the speakers use following API:

SpeechRecognitionBridge.unmuteSpeakers();

//===

To set callback method :

SpeechRecognitionBridge.setUnityGameObjectNameAndMethodName(string gameObjectName, string statusMethodName);

In above code **gameObject Name** represents the name of gameObject which will receive the message from native and **statusMethodName** represents the name of the method present in the script attached to above gameObject which will receive message from native.

Language Code Mapping :

Language	Code
System Locale	0
English	1
UK	2
Canada	3
Canada French	4
China	5
Chinese	6
France	7
Fench	8
German	9
Germany	10
Italian	11
Italy	12
Japan	13
Japanese	14

Korea	**15**
Korean	**16**
Simplified Chinese	**17**
Taiwan	**18**
Traditional Chinese	**19**

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