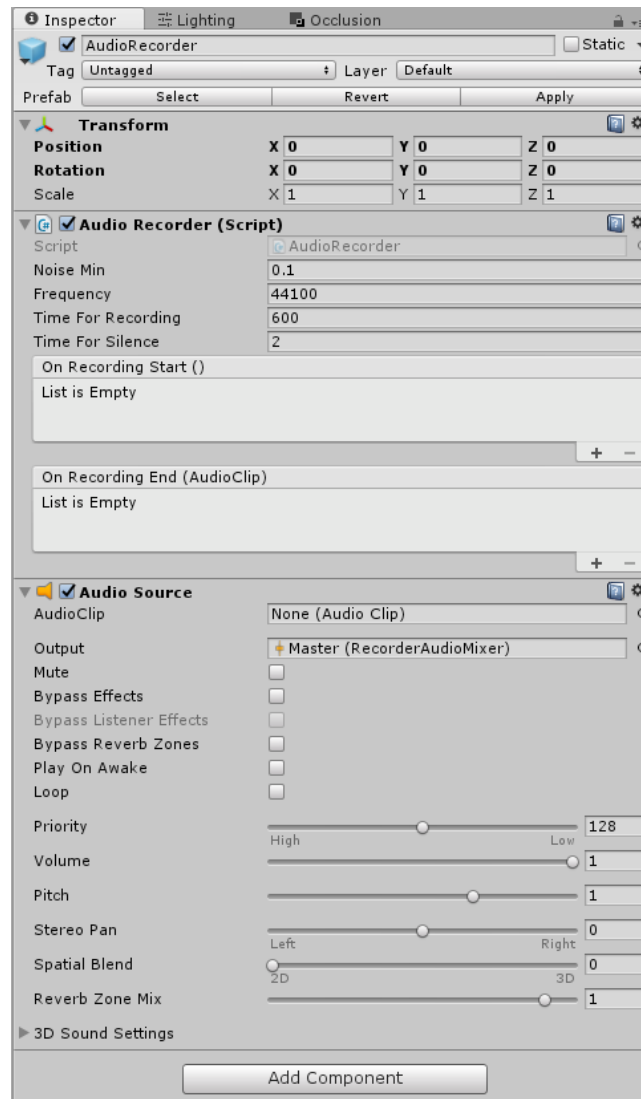SPEECH
AUTO
DETECTOR

WORKS IN UNITY 5

Asset allows you to automatically detect when the user began and finished speaking. Thus, you can use it to create a repeater speech, speech to text, and just for voice recording.

For voice recording you need to place the prefab on the scene «Speech Detector Auto/Prefabs/AudioRecorder».

The AudioRecorder script contains next settings:

• NoiseMin – minimum noise level, which would not be considered sound.

• Frequency – desired frequency records

• TimeForRecording – the total duration of the sound track.

• TimeForSilence – permissible time of silence. If within the specified time, the noise level will not exceed the minimum noise level (NoiseMin), then the recording is stopped.

• OnRecordingStart – start event recording.

• OnRecordingEnd (AudioClip) – event recording is finished.

User the following functions are available:

• public bool StartRecording () to start recording. Returns a Boolean value whether the operation was successful.

• public void StopRecording() – forced to stop recording.

• GetCurrentFrameAverage public float() – returns the noise level in the moment.
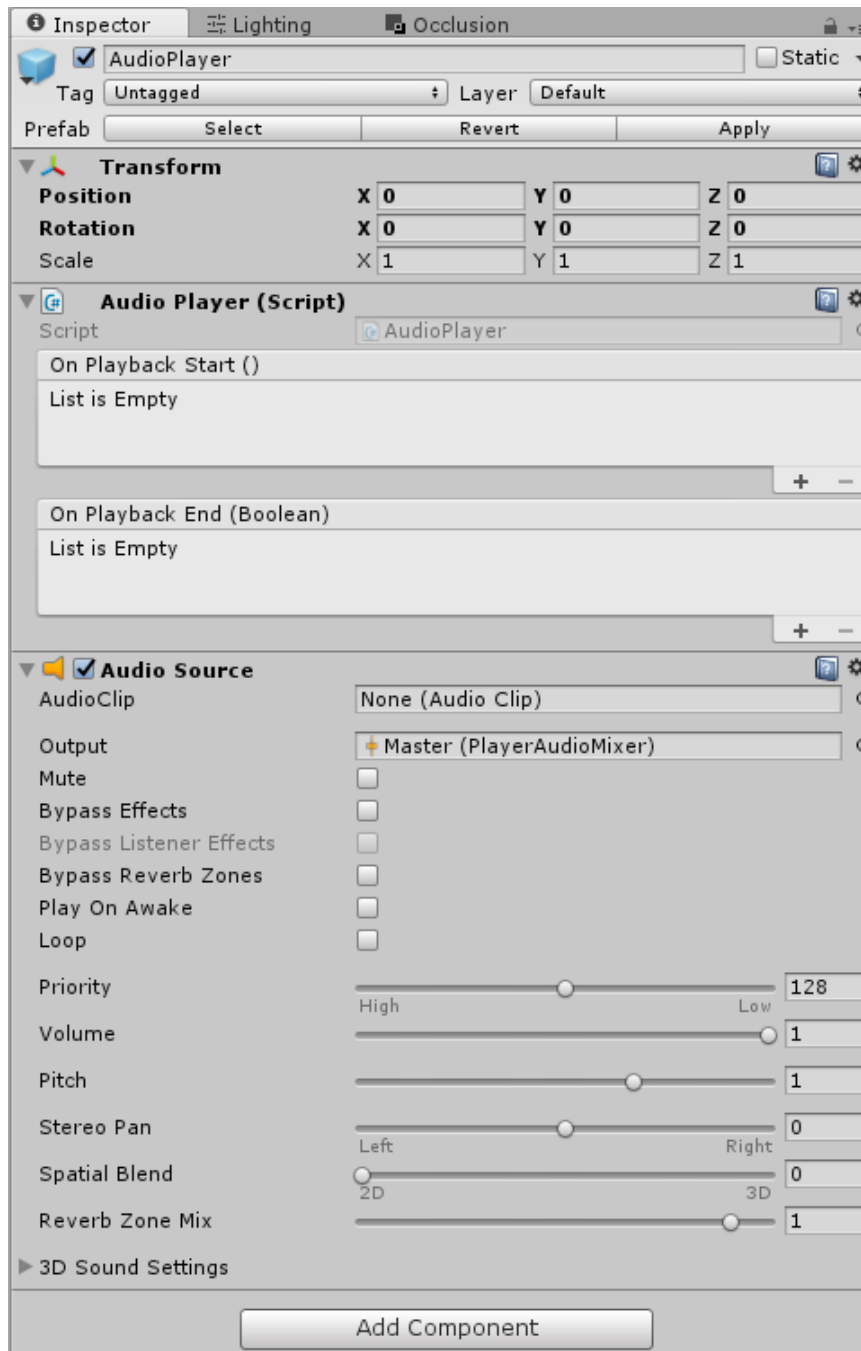
To playback the recorded voice, you can use the «Auto Speech Detector/ Prefabs/AudioPlayer».

The AudioPlayer script contains next settings:

• OnPlaybackStart – start event playback

• OnPlaybackEnd (bool) – event of the end of the play. Returns a Boolean value that indicates whether the record is lost until the end.

User the following functions are available:

• public bool StartPlaying(AudioClip clip) – to start playback record.

• public void StopPlaying() – forced to stop playing the recording.
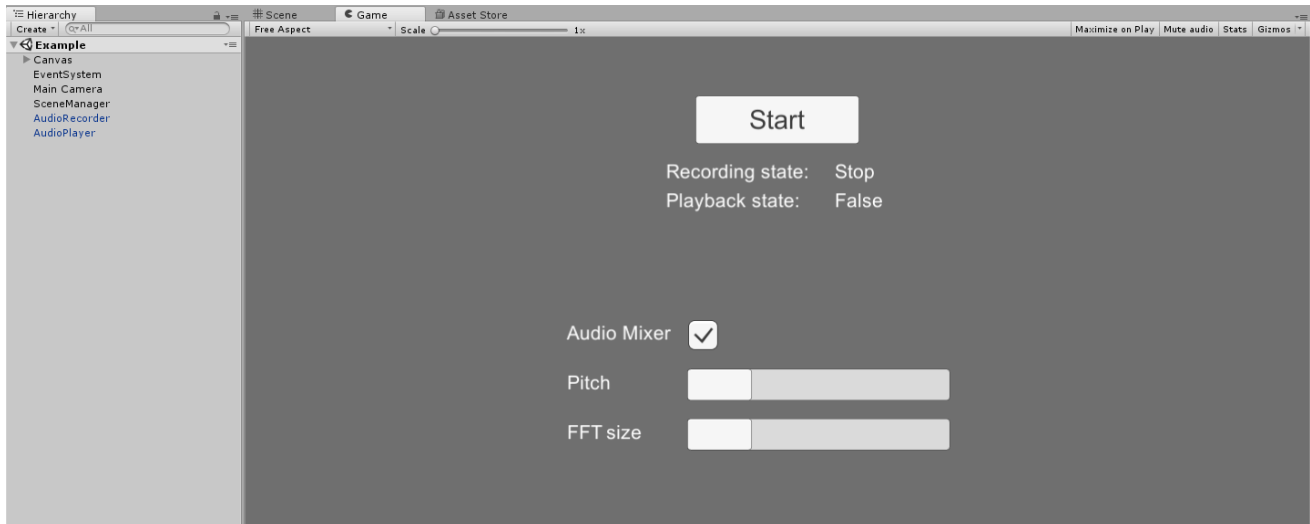
Demo scene «Speech Detector Auto/Example» allows you to see the plugin. The SceneManager script shows an example of using collaboration AudioRecorder and AudioPlayer. After pressing the Start button starts recording. When the recording is completed, the stage Manager will automatically start it playing using AudioPlayer. After the record is lost, again it will start voice recording. The cycle can be stopped by pressing the Stop button.

The demo scene shows that obtained at the output of the audio clip, you can save or delete immediately after playing, and also modify with the help of the AudioMixer and imposes on him the effects.