

# Window.speechSynthesis



This is an **experimental technology**

Check the [Browser compatibility table](#) carefully before using this in production.

The `speechSynthesis` read-only property of the Window object returns a `SpeechSynthesis` object, which is the entry point into using [Web Speech API](#) speech synthesis functionality.

## Syntax

```
1 | var synth = window.speechSynthesis;
```

### Value

A `SpeechSynthesis` object.

## Examples

In our basic [Speech synthesiser demo](#), we first grab a reference to the `SpeechSynthesis` controller using `window.speechSynthesis`. After defining some necessary variables, we retrieve a list of the voices available using `SpeechSynthesis.getVoices()` and populate a select menu with them so the user can choose what voice they want.

Inside the `inputForm.onSubmit` handler, we stop the form submitting with `preventDefault()`, create a new `SpeechSynthesisUtterance` instance containing the text from the text `<input>`, set the utterance's voice to the voice selected in the `<select>` element, and start the utterance speaking via the `SpeechSynthesis.speak()` method.

```
1 | var synth = window.speechSynthesis;
2 |
3 | var inputForm = document.querySelector('form');
4 | var inputTxt = document.querySelector('input');
5 | var voiceSelect = document.querySelector('select');
6 |
7 |
8 | function populateVoiceList() {
9 |     voices = synth.getVoices();
10 |
11 |     for(i = 0; i < voices.length ; i++) {
12 |         var option = document.createElement('option');
13 |         option.textContent = voices[i].name + ' (' + voices[i].lang + ')';
14 |
15 |         if(voices[i].default) {
```

```
16     option.textContent += ' -- DEFAULT';
17 }
18
19 option.setAttribute('data-lang', voices[i].lang);
20 option.setAttribute('data-name', voices[i].name);
21 voiceSelect.appendChild(option);
22 }
23 }
24
25 populateVoiceList();
26 if (speechSynthesis.onvoiceschanged !== undefined) {
27     speechSynthesis.onvoiceschanged = populateVoiceList;
28 }
29
30 inputForm.onSubmit = function(event) {
31     event.preventDefault();
32
33     var utterThis = new SpeechSynthesisUtterance(inputTxt.value);
34     var selectedOption = voiceSelect.selectedOptions[0].getAttribute('data-name');
35     for(i = 0; i < voices.length ; i++) {
36         if(voices[i].name === selectedOption) {
37             utterThis.voice = voices[i];
38         }
39     }
40     synth.speak(utterThis);
41     inputTxt.blur();
42 }
```

## Specifications

Specification	Status	Comment
Web Speech API The definition of 'SpeechSynthesis' in that specification.	<div><div>D</div>Draft</div>	

## Browser compatibility

[Update compatibility data on GitHub](#)

Desktop						Mobile					
Chrome	Edge	Firefox	Internet Explorer	Opera	Safari	Android webview	Chrome for Android	Firefox for Android	Opera for Android	Safari on iOS	Samsung Internet
speechSynthesis											
33	14	49	No	Yes	7	37	Yes	No	No	7	Yes

What are we missing?

..

Full support

..

No support

# See also

- Web Speech API

 **Last modified:** Mar 23, 2019, by [MDN contributors](#)

## Related Topics

Window

▼ Properties

 applicationCache

 caches

closed

console

 controllers

 crossOriginIsolated

crypto

customElements

 defaultStatus

devicePixelRatio

 dialogArguments

 directories

document

event

frameElement

frames

 fullScreen

history

indexedDB

innerHeight

innerWidth

isSecureContext

isSecureContext

length

localStorage

location

locationbar

menubar

 mozAnimationStartTime

mozInnerScreenX

mozInnerScreenY

  mozPaintCount

name

navigator

 onabort

onafterprint

onanimationcancel

onanimationend

 onanimationiteration

 onappinstalled

 onauxclick

onbeforeinstallprompt

onbeforeprint

onbeforeunload

onblur

oncancel

oncanplay

oncanplaythrough

onchange

onclick

 onclose

oncontextmenu

oncuechange

ondblclick

 ondevicelight

ondevicemotion

ondeviceorientation

ondeviceorientationabsolute

 ondeviceproximity

 ondragdrop

ondurationchange

onended

onerror

onfocus

 onformdata

 ongamepadconnected

 ongamepaddisconnected

ongotpointercapture

onhashchange

oninput

oninvalid

onkeydown

onkeypress

onkeyup

 onlanguagechange

onload

onloadeddata

onloadedmetadata

onloadend

onloadstart

onlostpointercapture

onmessage

onmessageerror

onmousedown

onmouseenter

onmouseleave

onmousemove

onmouseout

onmouseover

onmouseup

  onmozbeforepaint

 onpaint

onpause

onplay

onplaying

onpointercancel

onpointerdown

onpointerenter

onpointerleave

onpointermove

onpointerout

onpointerover

onpointerup

onpopstate

onrejectionhandled

onreset

onresize

onscroll

onselect

 onselectionchange

 onselectstart

onstorage

onsubmit

 ontouchcancel

 ontouchstart

ontransitioncancel

ontransitionend

onunhandledrejection

onunload

 onuserproximity

 onvrdisplayactivate

 onvrdisplayblur

 onvrdisplayconnect

 onvrdisplaydeactivate

 onvrdisplaydisconnect

 onvrdisplayfocus

 onvrdisplaypointerrestricted

 onvrdisplaypointerunrestricted

 onvrdisplaypresentchange

onwheel

opener

origin

outerHeight

outerWidth

pageXOffset

pageYOffset

parent

performance






personalbar

 pkcs11












screen

screenLeft

screenTop

screenX  
screenY  
scrollbars  
 scrollMaxX  
 scrollMaxY  
scrollX  
scrollY  
self  
sessionStorage  
 sidebar  
 *speechSynthesis*  
status  
statusbar  
toolbar  
top  
 visualViewport  
window

▼ Methods

alert()  
atob()  
  back()  
blur()  
btoa()  
 cancelAnimationFrame()  
cancelIdleCallback()  
 captureEvents()  
clearImmediate()  
clearInterval()  
clearTimeout()  
close()  
confirm()  
 convertPointFromNodeToPage()  
 convertPointFromPageToNode  
createImageBitmap()  
 dump()  
 fetch()  
 find()  
focus()  
   forward()  
getAttention()  
getComputedStyle()  
getDefaultComputedStyle()  
getSelection()  
 home()  
matchMedia()  
minimize()  
moveBy()  
moveTo()  
open()  
 openDialog()  
postMessage()



- storage
- transitioncancel
- unhandledrejection
- unload
- vrdisplayconnect
- vrdisplaydisconnect
- vrdisplaypresentchange