

# Using Google Text-To-Speech in Javascript

Asked 7 years, 6 months ago    Active

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I need to play **Google text-to-speech** in JavaScript.  
The idea is to use the web service:

[http://translate.google.com/translate\\_tts?tl=en&q=This%20is%20just%20a%20test](http://translate.google.com/translate_tts?tl=en&q=This%20is%20just%20a%20test)

And play it on a certian action, e.g. a button click.

But it seems that it is not like loading a normal wav/mp3 file:


```
<audio id="audiotag1" src="audio/example.wav" preload="auto"></audio>

<script type="text/javascript">
  function play() {
    document.getElementById('audiotag1').play();
  }
</script>
```

How can I do this?

javascript   google-text-to-speech

asked Mar 27 '13 at 6:39

 **Betamoo**  
11.8k ●22 ●67 ●107

## 6 Answers

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Another option now may be [HTML5 text to speech](#), which is in Chrome 33+ and [many others](#).

Here is a sample:

```
var msg = new SpeechSynthesisUtterance('Hello World');
window.speechSynthesis.speak(msg);
```

With this, perhaps you do not need to use a web service at all.

edited Apr 25 '17 at 12:33

answered Mar 6 '14 at 19:24

 **Brian M. Hunt**  
67.4k ●64 ●201 ●322


- 1   The great thing about the HTML5 Speech Synthesis is that you can adjust the voice pitch, fluctuation, etc – [Jake Wilson](#) Nov 15 '14 at 3:01
- 1   Supported by Safari, IE? – [Jasper](#) May 5 '16 at 13:34
- You should add properties such as pitch, rate, speed, and etc. – user8903269 Mar 15 '18 at 0:17
- @Rejaul Works in Chrome 76 – [Brian M. Hunt](#) Jul 29 '19 at 18:43
- This works on Chrome, Firefox, Edge, Opera and not on IE – [Nanju](#) Mar 18 at 5:44

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Here is the code snippet I found:

```
var audio = new Audio();
audio.src = 'http://translate.google.com/translate_tts?ie=utf-8&tl=en&q=Hello%20World.';
audio.play();
```

answered Mar 27 '13 at 6:58

 **Betamoo**  
11.8k ●22 ●67 ●107

- 3   It seems that if you remove the 'dot' at the end it works fine, otherwise it's not playing the sound. – [Diego](#) Sep 17 '13 at 15:53
- 5   Keep in mind that Google Translate has a limit of ~100 letters. – [niutech](#) Jan 8 '14 at 1:25
- 7   It seems that Google will ban requests with a Referrer in the HTTP header. Is there a way to bypass that issue? – [jichi](#) Jan 31 '14 at 20:03
- @jichi Take a look on [this answer](#) and comments to [this answer](#). – [Piotr Sobczyk](#) Aug 3 '14 at 7:13
- 15   As of today this doesn't seem to be working any more; I get 302 and then 403. – [icedwater](#) Jan 28 '16 at 13:59



```
function say(m) {
  var msg = new SpeechSynthesisUtterance();
  var voices = window.speechSynthesis.getVoices();
  msg.voice = voices[10];
  msg.voiceURI = "native"
  msg.volume = 1;
  msg.rate = 1;
  msg.pitch = 0.8;
  msg.text = m;
  msg.lang = 'en-US';
  speechSynthesis.speak(msg);
}
```

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Then you only need to call `say(msg)` when using it.

**Update:** Look at Google's Developer Blog that is about Voice Driven Web Apps Introduction to the Web Speech API.

edited Dec 23 '18 at 0:58



KyleMit  
54.1k 47 334 501

answered Mar 2 '18 at 19:10



user8903269

- 1
- are you the same user as the JudahRR who wrote say.js? If so, you should disclose that affiliation. Also, probably no need to consume an external library for a 10 line function that just consumes the browser's native API anyway and doesn't need all of the default settings. – KyleMit Dec 23 '18 at 1:01



Very easy with responsive voice. Just include the js and voila!

```
<script src='https://code.responsivevoice.org/responsivevoice.js'></script>

<input onclick="responsiveVoice.speak('This is the text you want to speak');"
type='button' value='🔊 Play' />
```

answered Oct 16 '18 at 22:06



ManuelC  
141 1 2

- 2
- Important note here: Although this has interesting immediate results, it is using their API via `https://code.responsivevoice.org/getvoice.php` to generate voices and send them back as rendered audio. Their service is however not free for non commercial projects. – Jankapunkt Sep 5 '19 at 10:50



Run this code it will take input as audio(microphone) and convert into the text than audio play.

```
<!doctype HTML>
<head>
<title>MY Echo</title>
<script src="http://code.responsivevoice.org/responsivevoice.js"></script>
<link rel="stylesheet" type="text/css"
href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/4.6.1/css/font-
awesome.min.css" />
<style type="text/css">
  body {
    font-family: verdana;
  }

  #result {
    height: 100px;
    border: 1px solid #ccc;
    padding: 10px;
    box-shadow: 0 0 10px 0 #bbb;
    margin-bottom: 30px;
    font-size: 14px;
    line-height: 25px;
  }

  button {
    font-size: 20px;
    position: relative;
    left: 50%;
  }
</style>
```

Speech to text converter in JS var r = document.getElementById('result');

```
function startConverting() {
  if ('webkitSpeechRecognition' in window) {
    var speechRecognizer = new webkitSpeechRecognition();
    speechRecognizer.continuous = true;
    speechRecognizer.interimResults = true;
    speechRecognizer.lang = 'en-IN';
    speechRecognizer.start();
    var finalTranscripts = '';
    speechRecognizer.onresult = function(event) {
      var interimTranscripts = '';
      for (var i = event.resultIndex; i < event.results.length; i++) {
        var transcript = event.results[i][0].transcript;
        transcript.replace("\n", "<br>");
        if (event.results[i].isFinal) {
          finalTranscripts += transcript;
          var speechresult = finalTranscripts;
        }
      }
    }
  }
}
```



```

        }, {
            pitch: 1
            rate: 1
        });
    }
} else {
    i
}

}
r.innerHTML = finalTranscripts + '<span style="color:#999">' +
interimTranscripts + '</span>';
};
speechRecognizer.onerror = function(event) {};
} else {
    r.innerHTML = 'Your browser is not supported. If google chrome, please
upgrade!';
}
}
</script>
</body>

</html>
```

Thanks for the feedback! Votes cast by those with less than 15 reputation are recorded, but do not change the publicly displayed post score.

edited Dec 2 '19 at 6:50

 **Varun Rajkumar**  
127 ● 1 ● 2 ● 10

answered Sep 6 '16 at 9:27

 **Gajender Singh**  
831 ● 8 ● 10

I don't know of Google voice, but using the javaScript speech SpeechSynthesisUtterance, you can add a click event to the element you are reference to. eg:

0



```
const listenBtn = document.getElementById('myvoice');

listenBtn.addEventListener('click', (e) => {
    e.preventDefault();

    const msg = new SpeechSynthesisUtterance(
        "Hello, hope my code is helpful"
    );
    window.speechSynthesis.speak(msg);

});
```

```
<button type="button" id='myvoice'>Listen to me</button>
```

⌂ Run code snippet

Copy snippet to answer

🔗 [Expand snippet](#)

edited Sep 10 at 5:36

 **h3t1**  
864 ● 1 ● 11 ● 23

answered Sep 9 at 23:28

 **iamnonso**  
11 ● 3