

# Spell 'n Speak

## A guide

### About

Spell 'n Speak, a package for Unity

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### Introduction

Spell 'n Speak (SnS) is a plugin for Unity allowing users to hear every exciting keypress in the game. All of the Unity Input.KeyCode enum values are mapped to a spoken AudioClip that reads back your keypresses in near-real-time!

### Set-up Guide

1. Import the SnS package through the Unity Asset Store, or via Assets -> Import Package -> Custom Package...
2. After the package has finished decompressing, verify that all assets are selected in the "Import Package" wizard, and hit the Import button.
3. After all the assets have been imported, you'll a new SpellNSpeak/ folder in your main Assets/ folder---in turn, SpellNSpeak/ contains Prefabs/, Resources/, and Scripts/.
4. To get up and running, drag the prefab at **SpellNSpeak/Prefabs/Spell 'n Speak.prefab** into your Unity scene.
5. That's all there is to it! Press Play in the editor, play your game, and hear every exciting input read back to you!

### Extra

- On the scene instance of Spell 'n Speak, you can adjust the "Min Vol" and "Max Vol" values in the Spell 'n Speak component; normally, the AudioClips play at "Min Vol" volume, but if you hold down a shift key, they play louder, with "Max Vol."