

# speech-synthesis v0.3.3 build passing

Speech Synthesis polyfill based on Google Translate service. Polyfill downloads audio from Google Translate server using [CORS](#) and plays it using [audio](#) element.

## Demo

Check out <http://janantala.github.io/speech-synthesis/>

## References

- [W3C: Web Speech API Specification](#)
- [HTML5 rocks: Web apps that talk - Introduction to the Speech Synthesis API](#)
- Speech recognition is more tricky. [Control an AngularJS app using voice commands](#)

## Usage

We use [bower](#) for dependency management. Add

```
dependencies: {  
  "speech-synthesis": "latest"  
}
```

To your `bower.json` file. Then run

```
bower install
```

This will copy the files into your `bower_components` folder, along with its dependencies. Load the script files in your application:

```
<script type="text/javascript"  
  src="bower_components/speech-synthesis/polyfill.min.js"></script>
```

And finally use speech synthesis:

```
// Initialize polyfill  
var fallbackSpeechSynthesis =  
  window.speechSynthesis || window.speechSynthesisPolyfill;  
var fallbackSpeechSynthesisUtterance =  
  window.SpeechSynthesisUtterance || window.SpeechSynthesisUtterancePolyfill;  
  
var u = new fallbackSpeechSynthesisUtterance('Hello World');  
u.lang = 'en-US';
```

```
u.volume = 1.0;
u.rate = 1.0;
u.onend = function(event) {
  console.log('Finished in ' + event.elapsedTime + ' seconds.');
```

```
};
```

```
fallbackSpeechSynthesis.speak(u);
```

## CORS proxy server

CORS proxy server is required to download audio from google translate service into your web application. Default value is set to `http://www.corsproxy.com/` but we would recommend you to use your own server. To set up your own change `corsProxyServer` attribute in `SpeechSynthesisUtterance` instance.

```
u.corsProxyServer = 'http://www.corsproxy.com/';
```

## Identify the polyfill usage

To identify the polyfill usage you can use `isPolyfill` attributes.

```
var u = new window.SpeechSynthesisUtterancePolyfill('Hello World');
u.isPolyfill; // true

window.speechSynthesisPolyfill.isPolyfill; // true
```

# Supported attributes and methods

## SpeechSynthesis Attributes

- pending
- speaking
- paused

## SpeechSynthesis Methods

- speak()
- cancel()
- pause()
- resume()
- ~~getVoices()~~

## SpeechSynthesisUtterance Attributes

- text
- lang
- voiceURI
- volume
- rate
- pitch

## SpeechSynthesisUtterance Events

- onstart
- onend
- onerror
- onpause
- onresume
- onmark
- onboundary

## SpeechSynthesisEvent Attributes

- charIndex
- elapsedTime
- name

## SpeechSynthesisVoice

- voiceURI
- name
- lang
- localService
- default

*Voice depends on google translate service.*

## SpeechSynthesisVoiceList

- length
- item