

# RT-Voice PRO

*Hearing is understanding*



API

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# Chapter 1

## Namespace Index

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Klattersynth voice provider. NOTE: This provider needs "Klattersynth"	<a href="https://assetstore.unity.com/packages/slug/95453?aid=10111NGT">https://assetstore.unity.com/packages/slug/95453?aid=10111NGT</a>
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## Chapter 4

# Namespace Documentation

### 4.1 Crosstales Namespace Reference

#### Classes

- class [ExtensionMethods](#)  
*Various extension methods.*

### 4.2 Crosstales.Common Namespace Reference

### 4.3 Crosstales.Common.Audio Namespace Reference

#### Classes

- class [FFTAnalyzer](#)  
*FFT analyzer for an audio channel.*
- class [SpectrumVisualizer](#)  
*Simple spectrum visualizer.*

### 4.4 Crosstales.Common.EditorTask Namespace Reference

#### Classes

- class [BaseCompileDefines](#)  
*Base for adding and removing the given symbols to PlayerSettings compiler define symbols.*
- class [BaseSetupResources](#)  
*Base-class for moving all resources to 'Editor Default Resources'.*
- class [NYCheck](#)  
*Checks if a 'Happy new year'-message must be displayed.*
- class [SetupResources](#)  
*Moves all resources to 'Editor Default Resources'.*

## 4.5 Crosstales.Common.EditorUtil Namespace Reference

### Classes

- class [BaseEditorHelper](#)  
*Base for various Editor helper functions.*

## 4.6 Crosstales.Common.Model Namespace Reference

## 4.7 Crosstales.Common.Model.Enum Namespace Reference

### Enumerations

- enum [Platform](#) {  
Windows, OSX, Linux, IOS,  
Android, WSA, Web, Unsupported,  
MaryTTS }  
*All available platforms.*
- enum [SampleRate](#) {  
\_8000Hz = 8000, \_11025Hz = 11025, \_22050Hz = 22050, \_44100Hz = 44100,  
\_48000Hz = 48000 }  
*Typical audio sample rates.*

### 4.7.1 Enumeration Type Documentation

#### 4.7.1.1 Platform

enum [Crosstales.Common.Model.Enum.Platform](#) [strong]

All available platforms.

#### 4.7.1.2 SampleRate

enum [Crosstales.Common.Model.Enum.SampleRate](#) [strong]

Typical audio sample rates.

## 4.8 Crosstales.Common.Tool Namespace Reference

### Classes

- class [FreeCam](#)  
*A simple free camera to be added to a Unity game object.*

## 4.9 Crosstales.Common.Util Namespace Reference

### Classes

- class [BackgroundController](#)  
*Enables or disable game objects on Android or iOS in the background.*
- class [BaseConstants](#)  
*Base for collected constants of very general utility for the asset.*
- class [BaseHelper](#)  
*Base for various helper functions.*
- class [CTHelper](#)  
*Helper to reset the necessary settings.*
- class [CTPlayerPrefs](#)  
*Wrapper for the PlayerPrefs.*
- class [CTProcess](#)  
*Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).*
- class [CTProcessStartInfo](#)  
*Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).*
- class [CTWebClient](#)  
*Specialized WebClient.*
- class [MemoryCacheStream](#)  
*Memory cache stream.*
- class **NativeMethods**  
*Native methods (bridge to Windows).*
- class [PlatformController](#)  
*Enables or disable game objects for a given platform.*
- class [RandomColor](#)  
*Random color changer.*
- class [RandomRotator](#)  
*Random rotation changer.*
- class [RandomScaler](#)  
*Random scale changer.*
- class [SerializableDictionary](#)  
*Serializable Dictionary-class for XML.*
- class [SerializeDeSerialize](#)  
*Serialize and deserialize objects to/from binary files.*
- class [SurviveSceneSwitch](#)  
*Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.*
- class [TakeScreenshot](#)  
*Take screen shots inside an application.*
- class [XmlHelper](#)  
*Helper-class for XML.*

## 4.10 Crosstales.RTVoice Namespace Reference

### Classes

- class [AudioFileGeneratorCompleteEvent](#)
- class [AudioFileGeneratorStartEvent](#)
- class [ErrorEvent](#)
- class [GlobalCache](#)  
Global cache for wrappers.
- class [LiveSpeaker](#)  
Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").
- class [ParalanguageCompleteEvent](#)
- class [ParalanguageStartEvent](#)
- class [ProviderChangeEvent](#)
- class [RTVoiceUWPBridge](#)  
WSA (UWP) TTS bridge.
- class [SpeakCompleteEvent](#)
- class [Speaker](#)  
Main component of RT-Voice.
- class [SpeakStartEvent](#)
- class [SpeechTextCompleteEvent](#)
- class [SpeechTextStartEvent](#)
- class [TextFileSpeakerCompleteEvent](#)
- class [TextFileSpeakerStartEvent](#)
- class [VoiceProviderExample](#)  
Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables
- class [VoicesReadyEvent](#)

### Functions

- delegate void **VoicesReady** ()
- delegate void **SpeakStart** ([Model.Wrapper](#) wrapper)
- delegate void **SpeakComplete** ([Model.Wrapper](#) wrapper)
- delegate void **SpeakCurrentWord** ([Model.Wrapper](#) wrapper, string[] speechTextArray, int wordIndex)
- delegate void **SpeakCurrentPhoneme** ([Model.Wrapper](#) wrapper, string phoneme)
- delegate void **SpeakCurrentViseme** ([Model.Wrapper](#) wrapper, string viseme)
- delegate void **SpeakAudioGenerationStart** ([Model.Wrapper](#) wrapper)
- delegate void **SpeakAudioGenerationComplete** ([Model.Wrapper](#) wrapper)
- delegate void **ErrorInfo** ([Model.Wrapper](#) wrapper, string info)
- delegate void **ProviderChange** (string provider)
- delegate void **AudioFileGeneratorStart** ()
- delegate void **AudioFileGeneratorComplete** ()
- delegate void **ParalanguageStart** ()
- delegate void **ParalanguageComplete** ()
- delegate void **SpeechTextStart** ()
- delegate void **SpeechTextComplete** ()
- delegate void **TextFileSpeakerStart** ()
- delegate void **TextFileSpeakerComplete** ()

## 4.11 Crosstales.RTVoice.Amplitude Namespace Reference

### Classes

- class [ShowMore](#)  
*Shows the details for [Amplitude](#).*

## 4.12 Crosstales.RTVoice.AWSPolly Namespace Reference

### Classes

- class [AccessSettings](#)  
*Set the access settings for AWS Polly.*
- class [Killer](#)  
*Kills AWS Polly at the end of the scene.*
- class [ShowMore](#)  
*Shows the details for AWS Polly.*
- class [VoiceProviderAWS](#)  
*AWS Polly voice provider.*
- class [VoiceProviderAWSEditor](#)  
*Custom editor for the '[VoiceProviderAWS](#)'-class.*
- class [VoiceProviderAWSGameObject](#)  
*Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.*
- class [VoiceProviderAWSMenu](#)  
*Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.*
- class [ZInstaller](#)  
*Installs the 'AWSSDK'-package.*

### Enumerations

- enum [Endpoint](#) {  
    **APNortheast1, APNortheast2, APSouth1, APSoutheast1,**  
    **APSoutheast2, CACentral1, EUCentral1, EUWest1,**  
    **EUWest2, SAEast1, USEast1, USEast2,**  
    **USWest1, USWest2** }  
*All available AWS Polly endpoints.*
- enum [SampleRate](#) { **\_8000Hz, \_16000Hz, \_22050Hz, \_24000Hz** }  
*All supported sample rates for AWS Polly.*

### 4.12.1 Enumeration Type Documentation

#### 4.12.1.1 Endpoint

enum [Crosstales.RTVoice.AWSPolly.Endpoint](#) [strong]

All available AWS Polly endpoints.



#### 4.12.1.2 SampleRate

enum `Crosstales.RTVoice.AWSPolly.SampleRate` [strong]

All supported sample rates for AWS Polly.

## 4.13 Crosstales.RTVoice.Azure Namespace Reference

### Classes

- class `AccessSettings`  
*Set the access settings for [Azure](#).*
- class `Authentication`  
*This class demonstrates how to get a valid O-auth token*
- class `GenericEventArgs`  
*Generic event args*
- class `ShowMore`  
*Shows the details for [Azure](#).*
- class `Synthesize`  
*Sample synthesize request*
- class `VoiceProviderAWSMenu`  
*Editor component for for adding the prefabs from '[Azure](#)' in the "Tools"-menu.*
- class `VoiceProviderAzure`  
*[Azure](#) (Bing Speech) voice provider.*
- class `VoiceProviderAzureEditor`  
*Custom editor for the '[VoiceProviderAzure](#)'-class.*
- class `VoiceProviderAzureGameObject`  
*Editor component for for adding the prefabs from '[Azure](#)' in the "Hierarchy"-menu.*

### Enumerations

- enum `SampleRate` { `_16000Hz`, `_24000Hz` }  
*All supported sample rates for [Azure](#).*
- enum `AudioOutputFormat` {  
`AudioOutputFormat.Raw8Khz8BitMonoMULaw`, `AudioOutputFormat.Raw16Khz16BitMonoPcm`, `AudioOutputFormat.Riff8Khz8BitMonoPcm`,  
`AudioOutputFormat.Riff16Khz16BitMonoPcm`,  
`AudioOutputFormat.Ssml16Khz16BitMonoSilk`, `AudioOutputFormat.Raw16Khz16BitMonoTrueSilk`, `AudioOutputFormat.Ssml16Khz16BitMonoTrueSilk`,  
`AudioOutputFormat.Audio16Khz128KBitRateMonoMp3`,  
`AudioOutputFormat.Audio16Khz64KBitRateMonoMp3`, `AudioOutputFormat.Audio16Khz32KBitRateMonoMp3`,  
`AudioOutputFormat.Audio16Khz16KbpsMonoSiren`, `AudioOutputFormat.Riff16Khz16KbpsMonoSiren`,  
`AudioOutputFormat.Raw24Khz16BitMonoTrueSilk`, `AudioOutputFormat.Raw24Khz16BitMonoPcm`, `AudioOutputFormat.Riff24Khz16BitMonoPcm`,  
`AudioOutputFormat.Audio24Khz48KBitRateMonoMp3`,  
`AudioOutputFormat.Audio24Khz96KBitRateMonoMp3`, `AudioOutputFormat.Audio24Khz160KBitRateMonoMp3`  
 }  
*Voice output formats.*

### 4.13.1 Enumeration Type Documentation

#### 4.13.1.1 AudioOutputFormat

enum `Crosstales.RTVoice.Azure.AudioOutputFormat` [strong]

Voice output formats.

## Enumerator

Raw8Khz8BitMonoMULaw	raw-8khz-8bit-mono-mulaw request output audio format type.
Raw16Khz16BitMonoPcm	raw-16khz-16bit-mono-pcm request output audio format type.
Riff8Khz8BitMonoMULaw	riff-8khz-8bit-mono-mulaw request output audio format type.
Riff16Khz16BitMonoPcm	riff-16khz-16bit-mono-pcm request output audio format type.
Ssml16Khz16BitMonoSilk	ssml-16khz-16bit-mono-silk request output audio format type. It is a SSML with audio segment, with audio compressed by SILK codec
Raw16Khz16BitMonoTrueSilk	raw-16khz-16bit-mono-truesilk request output audio format type. Audio compressed by SILK codec
Ssml16Khz16BitMonoTts	ssml-16khz-16bit-mono-tts request output audio format type. It is a SSML with audio segment, and it needs tts engine to play out
Audio16Khz128KBitRateMonoMp3	audio-16khz-128kbitrate-mono-mp3 request output audio format type.
Audio16Khz64KBitRateMonoMp3	audio-16khz-64kbitrate-mono-mp3 request output audio format type.
Audio16Khz32KBitRateMonoMp3	audio-16khz-32kbitrate-mono-mp3 request output audio format type.
Audio16Khz16KbpsMonoSiren	audio-16khz-16kbps-mono-siren request output audio format type.
Riff16Khz16KbpsMonoSiren	riff-16khz-16kbps-mono-siren request output audio format type.
Raw24Khz16BitMonoTrueSilk	raw-24khz-16bit-mono-truesilk request output audio format type.
Raw24Khz16BitMonoPcm	raw-24khz-16bit-mono-pcm request output audio format type.
Riff24Khz16BitMonoPcm	riff-24khz-16bit-mono-pcm request output audio format type.
Audio24Khz48KBitRateMonoMp3	audio-24khz-48kbitrate-mono-mp3 request output audio format type.
Audio24Khz96KBitRateMonoMp3	audio-24khz-96kbitrate-mono-mp3 request output audio format type.
Audio24Khz160KBitRateMonoMp3	audio-24khz-160kbitrate-mono-mp3 request output audio format type.

## 4.13.1.2 SampleRate

```
enum Crosstales.RTVoice.Azure.SampleRate [strong]
```

All supported sample rates for [Azure](#).

## 4.14 Crosstales.RTVoice.Demo Namespace Reference

## Classes

- class [Dialog](#)  
*Simple dialog system with TTS voices.*
- class [EventTester](#)  
*Simple test script for all UnityEvent-callbacks.*
- class [GUIAudioFilter](#)  
*Simple GUI for audio filters.*
- class [GUIDialog](#)  
*Simple GUI for runtime dialogs with all available OS voices.*
- class [GUIMain](#)  
*Main GUI component for all demo scenes.*
- class [GUIMultiAudioFilter](#)

- Simple GUI for audio filters on multiple objects.*
- class [GUIScenes](#)  
*Main GUI scene manager for all demo scenes.*
- class [GUISpeech](#)  
*Simple GUI for runtime TTS with all available OS voices.*
- class [NativeAudio](#)  
*Simple example with native audio for exact timing.*
- class [PreGeneratedAudio](#)  
*Simple example with pre-generated audio for exact timing.*
- class [SendMessage](#)  
*Simple "SendMessage" example.*
- class [SequenceCaller](#)  
*Simple Sequence caller example.*
- class [Simple](#)  
*Simple TTS example.*
- class [SimpleNative](#)  
*Simple native TTS example.*
- class [SpeakWrapper](#)  
*Wrapper for the dynamic speakers.*
- class [ZInstaller](#)  
*Installs the 'UI'-package from [Common](#).*

## 4.15 Crosstales.RTVoice.Demo.Util Namespace Reference

### Classes

- class [CustomProviderController](#)  
*Class for demo builds.*
- class [iOSController](#)  
*Enables MaryTTS on iOS for specific scenes.*
- class [MaterialChanger](#)  
*Changes the material of a renderer while an AudioSource is playing.*
- class [NativeController](#)  
*Enables or disable game objects for native mode.*
- class [PlatformController](#)  
*Enables or disable game objects for a given platform.*

## 4.16 Crosstales.RTVoice.EditorExtension Namespace Reference

### Classes

- class [AudioFileGeneratorEditor](#)  
*Custom editor for the 'SpeechText'-class.*
- class [ChangeGenderEditor](#)  
*Custom editor for the 'ChangeGender'-class.*
- class [GlobalCacheEditor](#)  
*Custom editor for the 'GlobalCache'-class.*

- class [LoudspeakerEditor](#)  
*Custom editor for the 'Loudspeaker'-class.*
- class [ParalanguageEditor](#)  
*Custom editor for the 'Paralanguage'-class.*
- class [SequencerEditor](#)  
*Custom editor for the 'Sequencer'-class.*
- class [SpeakerEditor](#)  
*Custom editor for the 'Speaker'-class.*
- class [SpeechTextEditor](#)  
*Custom editor for the 'SpeechText'-class.*
- class [TextFileSpeakerEditor](#)  
*Custom editor for the 'TextFileSpeaker'-class.*
- class [VoiceInitializerEditor](#)  
*Custom editor for the 'VoiceInitalizer'-class.*

## 4.17 Crosstales.RTVoice.EditorIntegration Namespace Reference

### Classes

- class [ConfigBase](#)  
*Base class for editor windows.*
- class [ConfigPreferences](#)  
*Unity "Preferences" extension.*
- class [ConfigWindow](#)  
*Editor window extension.*
- class [RTVoiceGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [RTVoiceMenu](#)  
*Editor component for the "Tools"-menu.*

## 4.18 Crosstales.RTVoice.EditorTask Namespace Reference

### Classes

- class [AAAConfigLoader](#)  
*Loads the configuration at startup.*
- class [AutoInitialize](#)  
*Automatically adds the necessary prefabs to the current scene.*
- class [CompileDefines](#)  
*Adds the given define symbols to PlayerSettings define symbols.*
- class [Launch](#)  
*Show the configuration window on the first launch.*
- class [SetupResources](#)  
*Moves all needed resources to 'Editor Default Resources'.*
- class [UpdateCheck](#)  
*Checks for updates of the asset.*

## Enumerations

- enum [UpdateStatus](#) {  
NOT\_CHECKED, NO\_UPDATE, UPDATE, UPDATE\_PRO,  
UPDATE\_VERSION, DEPRECATED, V2019 }

*All possible update stati.*

### 4.18.1 Enumeration Type Documentation

#### 4.18.1.1 UpdateStatus

enum [Crosstales.RTVoice.EditorTask.UpdateStatus](#) [strong]

All possible update stati.

## 4.19 Crosstales.RTVoice.EditorUtil Namespace Reference

### Classes

- class [EditorConfig](#)  
*Editor configuration for the asset.*
- class [EditorConstants](#)  
*Collected constants of very general utility for the asset.*
- class [EditorHelper](#)  
*Editor helper class.*

## 4.20 Crosstales.RTVoice.Google Namespace Reference

### Classes

- class [AccessSettings](#)  
*Set the access settings for [Google](#) Cloud Speech.*
- class [ShowMore](#)  
*Shows the details for [Google](#) Cloud Speech.*
- class [VoiceProviderGoogle](#)  
*[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>*
- class [VoiceProviderGoogleEditor](#)  
*Custom editor for the '[VoiceProviderGoogle](#)'-class.*
- class [VoiceProviderGoogleGameObject](#)  
*Editor component for for adding the prefabs from '[Google](#)' in the "Hierarchy"-menu.*
- class [VoiceProviderGoogleMenu](#)  
*Editor component for for adding the prefabs from '[Google](#)' in the "Tools"-menu.*

## 4.21 Crosstales.RTVoice.Klattersynth Namespace Reference

### Classes

- class [ShowMore](#)  
*Shows the details for [Klattersynth](#).*
- class [VoiceProviderKlattersynth](#)  
*[Klattersynth](#) voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>*
- class [VoiceProviderKlattersynthEditor](#)  
*Custom editor for the '[VoiceProviderKlattersynth](#)'-class.*
- class [VoiceProviderKlattersynthGameObject](#)  
*Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Hierarchy"-menu.*
- class [VoiceProviderKlattersynthMenu](#)  
*Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Tools"-menu.*

## 4.22 Crosstales.RTVoice.Model Namespace Reference

### Classes

- class [Sequence](#)  
*[Model](#) for a sequence.*
- class [Voice](#)  
*[Model](#) for a voice.*
- class [VoiceAlias](#)  
*Alias for multiple voices on different platforms.*
- class [Wrapper](#)  
*[Wrapper](#) for "Speak"-function calls.*

## 4.23 Crosstales.RTVoice.Model.Enum Namespace Reference

### Enumerations

- enum [ESpeakModifiers](#) {  
  **none, m1, m2, m3,**  
  **m4, m5, m6, f1,**  
  **f2, f3, f4, croak,**  
  **whisper** }  
*The modifiers for eSpeak voices (m1-m6 = male, f1-f4 = female).*
- enum [Gender](#) { **MALE, FEMALE, UNKNOWN** }  
*The genders for voices.*
- enum [MaryTTSType](#) { **RAWMARYXML, EMOTIONML, SSML, TEXT** }  
*The different MaryTTS input types.*
- enum [ProviderType](#) {  
  **Windows, macOS, Android, iOS,**  
  **WSA, MaryTTS, Linux** }  
*Available provider types.*
- enum [SpeakMode](#) { **Speak, SpeakNative** }  
*Available Speak-modes.*

## 4.23.1 Enumeration Type Documentation

### 4.23.1.1 ESpeakModifiers

enum `Crosstales.RTVoice.Model.Enum.ESpeakModifiers` [strong]

The modifiers for eSpeak voices (m1-m6 = male, f1-f4 = female).

### 4.23.1.2 Gender

enum `Crosstales.RTVoice.Model.Enum.Gender` [strong]

The genders for voices.

### 4.23.1.3 MaryTTSType

enum `Crosstales.RTVoice.Model.Enum.MaryTTSType` [strong]

The different MaryTTS input types.

### 4.23.1.4 ProviderType

enum `Crosstales.RTVoice.Model.Enum.ProviderType` [strong]

Available provider types.

### 4.23.1.5 SpeakMode

enum `Crosstales.RTVoice.Model.Enum.SpeakMode` [strong]

Available Speak-modes.

## 4.24 Crosstales.RTVoice.PlayMaker Namespace Reference

### Classes

- class [AudioFileGeneratorEditor](#)  
*Custom editor for the AudioFileGenerator-action.*
- class [BaseRTVEditor](#)  
*Base class for RT-Voice custom editors in [PlayMaker](#).*
- class [GetCulturesEditor](#)  
*Custom editor for the GetCultures-action.*
- class [GetVoicesEditor](#)  
*Custom editor for the GetVoices-action.*
- class [ParalanguageEditor](#)  
*Custom editor for the Paralanguage-action.*
- class [SilenceEditor](#)  
*Custom editor for the Silence-action.*
- class [SpeakEditor](#)  
*Custom editor for the Speak-action.*
- class [SpeakUIEditor](#)  
*Custom editor for the SpeakUI-action.*
- class [SpeechTextEditor](#)  
*Custom editor for the SpeechText-action.*
- class [TextFileSpeakerEditor](#)  
*Custom editor for the TextFileSpeaker-action.*

## 4.25 Crosstales.RTVoice.Provider Namespace Reference

### Classes

- class [BaseCustomVoiceProvider](#)  
*Base class for custom voice providers (TTS-systems).*
- class [BaseVoiceProvider](#)  
*Base class for voice providers.*
- interface [IVoiceProvider](#)  
*Interface for all voice providers.*
- class **NativeMethods**  
*Native methods (bridge to iOS).*
- class [VoiceProviderAndroid](#)  
*Android voice provider.*
- class [VoiceProviderIOS](#)  
*iOS voice provider.*
- class [VoiceProviderMary](#)  
*MaryTTS voice provider.*
- class [VoiceProviderWSA](#)  
*WSA (UWP) voice provider.*



## 4.26 Crosstales.RTVoice.SALSA Namespace Reference

### Classes

- class [Bots](#)  
*This is a class for conversations between two SALSA-Bots.*
- class [ShowMore](#)  
*Shows the details for [SALSA](#).*
- class [SpeakSimple](#)  
*Speaks a given text with RT-Voice and [SALSA](#).*

## 4.27 Crosstales.RTVoice.SAPI Namespace Reference

### Classes

- class [VoiceProviderSAPI](#)  
*Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables*
- class [VoiceProviderSAPIEditor](#)  
*Custom editor for the '[VoiceProviderSAPI](#)'-class.*
- class [VoiceProviderSAPIGameObject](#)  
*Editor component for for adding the prefabs from '[SAPI](#) Unity' in the "Hierarchy"-menu.*
- class [VoiceProviderSAPIMenu](#)  
*Editor component for for adding the prefabs from '[SAPI](#) Unity' in the "Tools"-menu.*

## 4.28 Crosstales.RTVoice.Tool Namespace Reference

### Classes

- class [AudioFileGenerator](#)  
*Process files with configured speeches.*
- class [ChangeGender](#)  
*Change the gender of all voices (useful for [eSpeak](#)).*
- class [Loudspeaker](#)  
*[Loudspeaker](#) for an [AudioSource](#).*
- class [Paralanguage](#)  
*Para-language simulator with audio files.*
- class [Sequencer](#)  
*Simple sequencer for dialogues.*
- class [SpeechText](#)  
*Allows to speak and store generated audio.*
- class [TextFileSpeaker](#)  
*Allows to speak text files.*
- class [VoiceInitializer](#)  
*Allows to initialize voices (useful on Android).*

## 4.29 Crosstales.RTVoice.Util Namespace Reference

### Classes

- class [Config](#)  
*Configuration for the asset.*
- class [Constants](#)  
*Collected constants of very general utility for the asset.*
- class [Context](#)  
*Context for the asset.*
- class [Helper](#)  
*Various helper functions.*
- class [WavMaster](#)  
*WAV utility for recording and audio playback functions in Unity.*

## 4.30 Crosstales.RTVoice.VolumetricAudio Namespace Reference

### Classes

- class [ShowMore](#)  
*Shows the details for Volumetric Audio.*

## 4.31 Crosstales.RTVoice.WebGL Namespace Reference

### Classes

- class [ShowMore](#)  
*Shows the details for [WebGL](#) Speech Synthesis.*
- class [VoiceProviderWebGL](#)  
*[WebGL](#) voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>*
- class [VoiceProviderWebGLEditor](#)  
*Custom editor for the '[VoiceProviderWebGL](#)'-class.*
- class [VoiceProviderWebGLGameObject](#)  
*Editor component for for adding the prefabs from '[WebGL](#)' in the "Hierarchy"-menu.*
- class [VoiceProviderWebGLMenu](#)  
*Editor component for for adding the prefabs from '[WebGL](#)' in the "Tools"-menu.*

## 4.32 Crosstales.UI Namespace Reference

### Classes

- class [CompileDefines](#)  
*Adds the given define symbols to PlayerSettings define symbols.*
- class [Social](#)  
*Crosstales social media links.*
- class [StaticManager](#)  
*Static Button Manager.*
- class [UIDrag](#)  
*Allow to Drag the Windows around.*
- class [UIFocus](#)  
*Change the Focus on from a Window.*
- class [UIHint](#)  
*Controls a [UI](#) group (hint).*
- class [UIResize](#)  
*Resize a [UI](#) element.*
- class [UIWindowManager](#)  
*Change the state of all Window panels.*
- class [WindowManager](#)  
*Manager for a Window.*

## 4.33 Crosstales.UI.Audio Namespace Reference

### Classes

- class [AudioFilterController](#)  
*Controller for audio filters.*
- class [AudioSourceController](#)  
*Controller for AudioSources.*

## 4.34 Crosstales.UI.Util Namespace Reference

### Classes

- class [FPSDisplay](#)  
*Simple FPS-Counter.*
- class [ScrollRectHandler](#)  
*Changes the sensitivity of ScrollRects under various platforms.*

## 4.35 HutongGames Namespace Reference

## 4.36 HutongGames.PlayMaker Namespace Reference

## 4.37 HutongGames.PlayMaker.Actions Namespace Reference

### Classes

- class [AudioFileGenerator](#)  
*AudioFileGenerator-action for [PlayMaker](#).*
- class [BaseRTVAction](#)  
*Base class for RT-Voice actions in [PlayMaker](#).*
- class [GetCultures](#)  
*GetCultures-action for [PlayMaker](#).*
- class [GetVoices](#)  
*GetVoices-action for [PlayMaker](#).*
- class [Paralanguage](#)  
*Paralanguage-action for [PlayMaker](#).*
- class [Silence](#)  
*Silence-action for [PlayMaker](#).*
- class [Speak](#)  
*Speak-action for [PlayMaker](#).*
- class [SpeakBase](#)  
*Base for Speak-actions in [PlayMaker](#).*
- class [SpeakUI](#)  
*Speak-action for UI-components in [PlayMaker](#).*
- class [SpeechText](#)  
*SpeechText-action for [PlayMaker](#).*
- class [TextFileSpeaker](#)  
*TextFileSpeaker-action for [PlayMaker](#).*



## Chapter 5

# Class Documentation

### 5.1 Crosstales.RTVoice.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

#### 5.1.1 Detailed Description

Loads the configuration at startup.

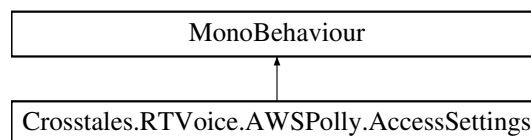
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/AAA↔ ConfigLoader.cs

### 5.2 Crosstales.RTVoice.AWSPolly.AccessSettings Class Reference

Set the access settings for AWS Polly.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.AccessSettings:



#### Public Member Functions

- void **OnAPIKeyEntered** (string key)
- void **OnEndpointDropdownChanged** (System.Int32 index)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

## Public Attributes

- [VoiceProviderAWS](#) **Provider**
- GameObject **SettingsPanel**
- InputField **APIKey**
- Dropdown **EndpointDropdown**
- Button **OkButton**

### 5.2.1 Detailed Description

Set the access settings for AWS Polly.

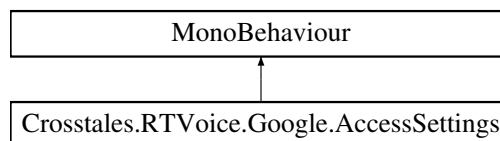
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Demo/Scripts/AccessSettings.cs

## 5.3 Crosstales.RTVoice.Google.AccessSettings Class Reference

Set the access settings for [Google](#) Cloud Speech.

Inheritance diagram for Crosstales.RTVoice.Google.AccessSettings:



## Public Member Functions

- void **OnAPIKeyEntered** (string key)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

## Public Attributes

- GameObject **SettingsPanel**
- InputField **APIKey**
- Button **OkButton**

### 5.3.1 Detailed Description

Set the access settings for [Google](#) Cloud Speech.

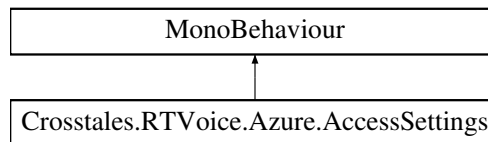
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Demo/Scripts/AccessSettings.cs

## 5.4 Crosstales.RTVoice.Azure.AccessSettings Class Reference

Set the access settings for [Azure](#).

Inheritance diagram for Crosstales.RTVoice.Azure.AccessSettings:



### Public Member Functions

- void **OnEndpointEntered** (string ep)
- void **OnRequestEntered** (string req)
- void **OnAPIKeyEntered** (string key)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

### Public Attributes

- [VoiceProviderAzure](#) **Provider**
- GameObject **SettingsPanel**
- InputField **Endpoint**
- InputField **Request**
- InputField **APIKey**
- Button **OkButton**

### 5.4.1 Detailed Description

Set the access settings for [Azure](#).

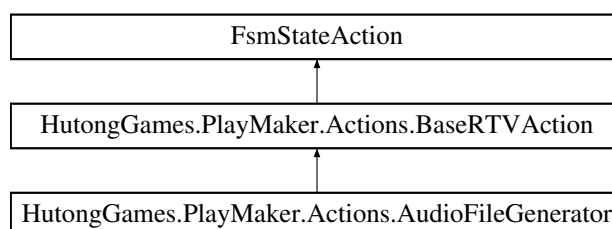
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Demo/Scripts/AccessSettings.cs

## 5.5 HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference

AudioFileGenerator-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.AudioFileGenerator:





## Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

## Public Attributes

- [Crosstales.RTVoice.Tool.AudioFileGenerator Obj](#)  
*Add a [AudioFileGenerator](#) (default: first object in scene).*

### 5.5.1 Detailed Description

AudioFileGenerator-action for [PlayMaker](#).

### 5.5.2 Member Data Documentation

#### 5.5.2.1 Obj

[Crosstales.RTVoice.Tool.AudioFileGenerator](#) `HutongGames.PlayMaker.Actions.AudioFileGenerator.`↔  
Obj

Add a [AudioFileGenerator](#) (default: first object in scene).

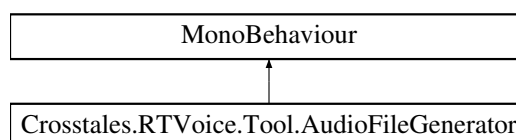
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/AudioFileGenerator.cs`

## 5.6 Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference

Process files with configured speeches.

Inheritance diagram for Crosstales.RTVoice.Tool.AudioFileGenerator:



## Public Member Functions

- void [Generate](#) ()  
*Generate the audio files from the text files.*

## Public Attributes

- [AudioFileGeneratorStartEvent](#) **OnStarted**
- [AudioFileGeneratorCompleteEvent](#) **OnCompleted**

## Properties

- TextAsset[] [TextFiles](#) [get, set]  
*Text files to generate.*
- bool [FileInsideAssets](#) [get, set]  
*Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.*
- [Common.Model.Enum.SampleRate](#) [SampleRate](#) [get, set]  
*Set the sample rate of the WAV files. Note: this works only under Windows standalone.*
- int [Channels](#) [get, set]  
*Set the channels of the WAV files. Note: this works only under Windows standalone.*
- bool [CreateCopy](#) [get, set]  
*Creates a copy of the downsampled WAV file and leaves the original intact. Note: this works only under Windows standalone.*
- bool [isNormalize](#) [get, set]  
*Normalize the volume of the WAV files. Note: this works only under Windows standalone.*
- bool [GenerateOnStart](#) [get, set]  
*Enable generating of the texts on start.*

## Events

- AudioFileGeneratorStart [OnAudioFileGeneratorStart](#)  
*An event triggered whenever a [AudioFileGenerator](#) 'Generate' is started.*
- AudioFileGeneratorComplete [OnAudioFileGeneratorComplete](#)  
*An event triggered whenever a [AudioFileGenerator](#) 'Generate' is completed.*

### 5.6.1 Detailed Description

Process files with configured speeches.

### 5.6.2 Member Function Documentation

#### 5.6.2.1 Generate()

```
void Crosstales.RTVoice.Tool.AudioFileGenerator.Generate ( )
```

Generate the audio files from the text files.

## 5.6.3 Property Documentation

### 5.6.3.1 Channels

```
int Crosstales.RTVoice.Tool.AudioFileGenerator.Channels [get], [set]
```

Set the channels of the WAV files. Note: this works only under Windows standalone.

### 5.6.3.2 CreateCopy

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.CreateCopy [get], [set]
```

Creates a copy of the downsampled WAV file and leaves the original intact. Note: this works only under Windows standalone.

### 5.6.3.3 FileInsideAssets

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.FileInsideAssets [get], [set]
```

Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

### 5.6.3.4 GenerateOnStart

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.GenerateOnStart [get], [set]
```

Enable generating of the texts on start.

### 5.6.3.5 isNormalize

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.isNormalize [get], [set]
```

Normalize the volume of the WAV files. Note: this works only under Windows standalone.

### 5.6.3.6 SampleRate

`Common.Model.Enum.SampleRate` `Crosstales.RTVoice.Tool.AudioFileGenerator.SampleRate` [get], [set]

Set the sample rate of the WAV files. Note: this works only under Windows standalone.

### 5.6.3.7 TextFiles

`TextAsset []` `Crosstales.RTVoice.Tool.AudioFileGenerator.TextFiles` [get], [set]

Text files to generate.

## 5.6.4 Event Documentation

### 5.6.4.1 OnAudioFileGeneratorComplete

`AudioFileGeneratorComplete` `Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGeneratorComplete`

An event triggered whenever a [AudioFileGenerator](#) 'Generate' is completed.

### 5.6.4.2 OnAudioFileGeneratorStart

`AudioFileGeneratorStart` `Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGeneratorStart`

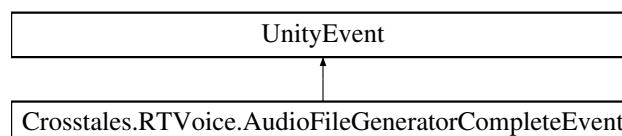
An event triggered whenever a [AudioFileGenerator](#) 'Generate' is started.

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/AudioFileGenerator.cs`

## 5.7 Crosstales.RTVoice.AudioFileGeneratorCompleteEvent Class Reference

Inheritance diagram for `Crosstales.RTVoice.AudioFileGeneratorCompleteEvent`:



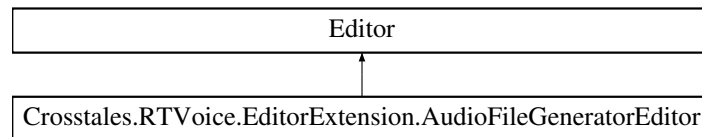
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs`

## 5.8 Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor:



### Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

### 5.8.1 Detailed Description

Custom editor for the 'SpeechText'-class.

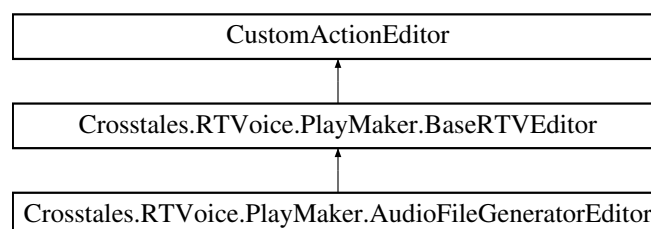
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/AudioFileGeneratorEditor.cs

## 5.9 Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference

Custom editor for the AudioFileGenerator-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor:



## Additional Inherited Members

### 5.9.1 Detailed Description

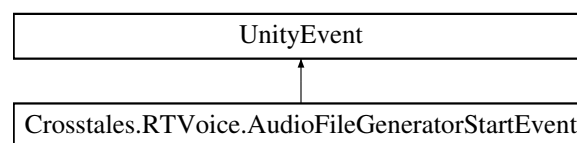
Custom editor for the AudioFileGenerator-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/AudioFileGeneratorEditor.cs

## 5.10 Crosstales.RTVoice.AudioFileGeneratorStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.AudioFileGeneratorStartEvent:



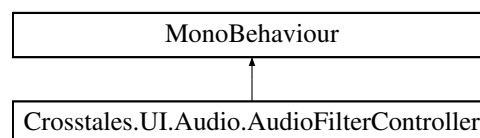
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

## 5.11 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



### Public Member Functions

- void [FindAllAudioFilters](#) ()  
*Finds all audio filters in the scene.*
- void [ResetAudioFilters](#) ()  
*Resets all audio filters.*
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

## Public Attributes

- bool [FindAllAudioFiltersOnStart](#) = true  
*Searches for all audio filters in the whole scene (default: true).*
- AudioReverbFilter[] **ReverbFilters**
- AudioChorusFilter[] **ChorusFilters**
- AudioEchoFilter[] **EchoFilters**
- AudioDistortionFilter[] **DistortionFilters**
- AudioLowPassFilter[] **LowPassFilters**
- AudioHighPassFilter[] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter** = false
- bool **EchoFilter** = false
- bool **DistortionFilter** = false
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter** = false
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter** = false
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

### 5.11.1 Detailed Description

Controller for audio filters.

### 5.11.2 Member Function Documentation

#### 5.11.2.1 FindAllAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.FindAllAudioFilters ( )
```

Finds all audio filters in the scene.

#### 5.11.2.2 ResetAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.ResetAudioFilters ( )
```

Resets all audio filters.

### 5.11.3 Member Data Documentation

### 5.11.3.1 FindAllAudioFiltersOnStart

```
bool Crosstales.UI.Audio.AudioFilterController.FindAllAudioFiltersOnStart = true
```

Searches for all audio filters in the whole scene (default: true).

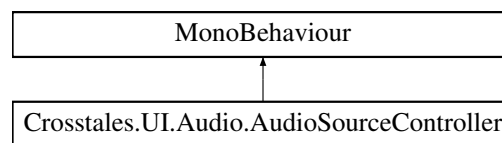
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/↔ Audio/AudioFilterController.cs

## 5.12 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



### Public Member Functions

- void [FindAllAudioSources](#) ()  
*Finds all audio sources in the scene.*
- void [ResetAllAudioSources](#) ()  
*Resets all audio sources.*
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

### Public Attributes

- bool [FindAllAudioSourcesOnStart](#) = true  
*Searches for all AudioSource in the whole scene (default: true).*
- AudioSource[] [AudioSources](#)  
*Active controlled AudioSources.*
- bool [ResetAudioSourcesOnStart](#) = true  
*Resets all active AudioSources (default: true).*
- bool [Mute](#) = false  
*Mute on/off (default: false).*
- bool [Loop](#) = false  
*Loop on/off (default: false).*
- float [Volume](#) = 1f  
*Volume of the audio (default: 1)*
- float [Pitch](#) = 1f  
*Pitch of the audio (default: 1).*
- float [StereoPan](#) = 0f  
*Stereo pan of the audio (default: 0).*
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**



### 5.12.1 Detailed Description

Controller for AudioSources.

### 5.12.2 Member Function Documentation

#### 5.12.2.1 FindAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.FindAllAudioSources ( )
```

Finds all audio sources in the scene.

#### 5.12.2.2 ResetAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.ResetAllAudioSources ( )
```

Resets all audio sources.

### 5.12.3 Member Data Documentation

#### 5.12.3.1 AudioSources

```
AudioSource [ ] Crosstales.UI.Audio.AudioSourceController.AudioSources
```

Active controlled AudioSources.

#### 5.12.3.2 FindAllAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.FindAllAudioSourcesOnStart = true
```

Searches for all AudioSource in the whole scene (default: true).

### 5.12.3.3 Loop

```
bool Crosstales.UI.Audio.AudioSourceController.Loop = false
```

Loop on/off (default: false).

### 5.12.3.4 Mute

```
bool Crosstales.UI.Audio.AudioSourceController.Mute = false
```

Mute on/off (default: false).

### 5.12.3.5 Pitch

```
float Crosstales.UI.Audio.AudioSourceController.Pitch = 1f
```

Pitch of the audio (default: 1).

### 5.12.3.6 ResetAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.ResetAudioSourcesOnStart = true
```

Resets all active AudioSources (default: true).

### 5.12.3.7 StereoPan

```
float Crosstales.UI.Audio.AudioSourceController.StereoPan = 0f
```

Stereo pan of the audio (default: 0).

### 5.12.3.8 Volume

```
float Crosstales.UI.Audio.AudioSourceController.Volume = 1f
```

Volume of the audio (default: 1)

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/↔ Audio/AudioSourceController.cs

## 5.13 Crosstales.RTVoice.Azure.Authentication Class Reference

This class demonstrates how to get a valid O-auth token

### Public Member Functions

- async System.Threading.Tasks.Task< string > [Authenticate](#) (string issueTokenUri, string key)  
*The Authenticate method needs to be called separately since it runs asynchronously and cannot be in the constructor, nor should it block the main Unity thread.*
- string [GetAccessToken](#) ()

### 5.13.1 Detailed Description

This class demonstrates how to get a valid O-auth token

### 5.13.2 Member Function Documentation

#### 5.13.2.1 Authenticate()

```
async System.Threading.Tasks.Task<string> Crosstales.RTVoice.Azure.Authentication.Authenticate  
(  
    string issueTokenUri,  
    string key )
```

The Authenticate method needs to be called separately since it runs asynchronously and cannot be in the constructor, nor should it block the main Unity thread.

#### Parameters

<i>issueTokenUri</i>	
<i>key</i>	

#### Returns

[Authentication](#) task

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↵ Scripts/TTSCClient.cs

## 5.14 Crosstales.RTVoice.EditorTask.AutoInitialize Class Reference

Automatically adds the necessary prefabs to the current scene.

### 5.14.1 Detailed Description

Automatically adds the necessary prefabs to the current scene.

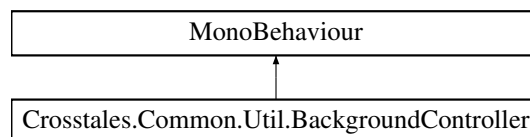
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/Auto↔  
Initialize.cs

## 5.15 Crosstales.Common.Util.BackgroundController Class Reference

Enables or disable game objects on Android or iOS in the background.

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



### Public Attributes

- `GameObject[]` [Objects](#)  
*Selected objects to disable in the background for the controller.*

### 5.15.1 Detailed Description

Enables or disable game objects on Android or iOS in the background.

### 5.15.2 Member Data Documentation

#### 5.15.2.1 Objects

```
GameObject [] Crosstales.Common.Util.BackgroundController.Objects
```

Selected objects to disable in the background for the controller.

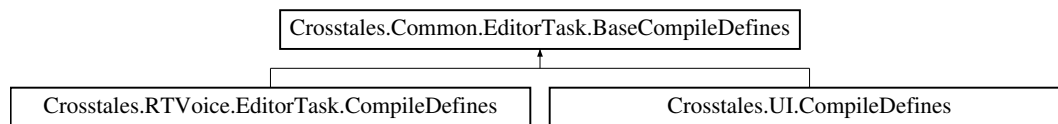
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Background↔  
Controller.cs

## 5.16 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



### Static Public Member Functions

- static void [AddSymbolsToAllTargets](#) (params string[] symbols)  
*Adds the given symbols to the compiler defines.*
- static void [RemoveSymbolsFromAllTargets](#) (params string[] symbols)  
*Removes the given symbols from the compiler defines.*

### Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[] symbols)
- static void **removeSymbolsFromAllTargets** (params string[] symbols)

#### 5.16.1 Detailed Description

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

#### 5.16.2 Member Function Documentation

##### 5.16.2.1 AddSymbolsToAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.AddSymbolsToAllTargets (
    params string[] symbols ) [static]
```

Adds the given symbols to the compiler defines.

##### Parameters

<i>symbols</i>	Symbols to add to the compiler defines
----------------	--

### 5.16.2.2 RemoveSymbolsFromAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.RemoveSymbolsFromAllTargets (
    params string[] symbols ) [static]
```

Removes the given symbols from the compiler defines.

#### Parameters

<i>symbols</i>	Symbols to remove from the compiler defines
----------------	---

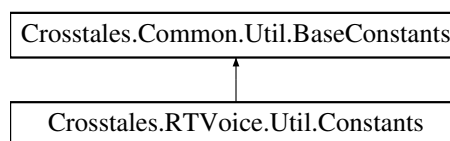
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Editor/Task/BaseCompileDefines.cs

## 5.17 Crosstales.Common.Util.BaseConstants Class Reference

Base for collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



### Static Public Attributes

- const string [ASSET\\_AUTHOR](#) = "crosstales LLC"  
*Author of the asset.*
- const string [ASSET\\_AUTHOR\\_URL](#) = "https://www.crosstales.com"  
*URL of the asset author.*
- const string [ASSET\\_CT\\_URL](#) = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"  
*URL of the crosstales assets in UAS.*
- const string [ASSET\\_SOCIAL\\_DISCORD](#) = "https://discord.gg/ZbZ2sh4"  
*URL of the crosstales Discord-channel.*
- const string [ASSET\\_SOCIAL\\_FACEBOOK](#) = "https://www.facebook.com/crosstales/"  
*URL of the crosstales Facebook-profile.*
- const string [ASSET\\_SOCIAL\\_TWITTER](#) = "https://twitter.com/crosstales"  
*URL of the crosstales Twitter-profile.*
- const string [ASSET\\_SOCIAL\\_YOUTUBE](#) = "https://www.youtube.com/c/Crosstales"  
*URL of the crosstales Youtube-profile.*
- const string [ASSET\\_SOCIAL\\_LINKEDIN](#) = "https://www.linkedin.com/company/crosstales"  
*URL of the crosstales LinkedIn-profile.*
- const string [ASSET\\_3P\\_PLAYMAKER](#) = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"  
*URL of the 3rd party asset "PlayMaker".*

- const string **ASSET\_3P\_VOLUMETRIC\_AUDIO** = "https://assetstore.unity.com/packages/slug/17125?aid=10111NGT"  
*URL of the 3rd party asset "Volumetric Audio".*
- const string **ASSET\_3P\_ROCKTOMATE** = "https://assetstore.unity.com/packages/slug/156311?aid=10111NGT"  
*URL of the 3rd party asset "RockTomate".*
- const string **ASSET\_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=10111NGT"  
*URL of the "Badword Filter" asset.*
- const string **ASSET\_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=10111NGT"  
*URL of the "DJ" asset.*
- const string **ASSET\_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=10111NGT"  
*URL of the "File Browser" asset.*
- const string **ASSET\_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=10111NGT"  
*URL of the "Online Check" asset.*
- const string **ASSET\_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=10111NGT"  
*URL of the "Radio" asset.*
- const string **ASSET\_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=10111NGT"  
*URL of the "RT-Voice" asset.*
- const string **ASSET\_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=10111NGT"  
*URL of the "Turbo Backup" asset.*
- const string **ASSET\_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=10111NGT"  
*URL of the "Turbo Builder" asset.*
- const string **ASSET\_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=10111NGT"  
*URL of the "Turbo Switch" asset.*
- const string **ASSET\_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=10111NGT"  
*URL of the "True Random" asset.*
- const int **FACTOR\_KB** = 1024  
*Factor for kilo bytes.*
- const int **FACTOR\_MB** = **FACTOR\_KB** \* 1024  
*Factor for mega bytes.*
- const int **FACTOR\_GB** = **FACTOR\_MB** \* 1024  
*Factor for giga bytes.*
- const float **FLOAT\_32768** = 32768f  
*Float value of 32768.*
- const float **FLOAT\_TOLERANCE** = 0.0001f  
*Float tolerance.*
- const string **FORMAT\_TWO\_DECIMAL\_PLACES** = "0.00"  
*ToString for two decimal places.*
- const string **FORMAT\_NO\_DECIMAL\_PLACES** = "0"  
*ToString for no decimal places.*
- const string **FORMAT\_PERCENT** = "0%"  
*ToString for percent.*
- const bool **DEFAULT\_DEBUG** = false
- const string **PATH\_DELIMITER\_WINDOWS** = @"\ "  
*Path delimiter for Windows.*
- const string **PATH\_DELIMITER\_UNIX** = "/"  
*Path delimiter for Unix.*
- static bool **DEV\_DEBUG** = false  
*Development debug logging for the asset.*
- static string **TEXT\_TOSTRING\_START** = "{"
- static string **TEXT\_TOSTRING\_END** = "}"

- static string **TEXT\_TOSTRING\_DELIMITER** = ", "
- static string **TEXT\_TOSTRING\_DELIMITER\_END** = ""
- static string **PREFIX\_HTTP** = "http://"
- static string **PREFIX\_HTTPS** = "https://"
- static int **PROCESS\_KILL\_TIME** = 5000  
*Kill processes after 5000 milliseconds.*
- static string **CMD\_WINDOWS\_PATH** = @"C:\Windows\system32\cmd.exe"  
*Path to the cmd under Windows.*
- static bool **SHOW\_BWF\_BANNER** = true  
*Show the BWF banner.*
- static bool **SHOW\_DJ\_BANNER** = true  
*Show the DJ banner.*
- static bool **SHOW\_FB\_BANNER** = true  
*Show the FB banner.*
- static bool **SHOW\_OC\_BANNER** = true  
*Show the OC banner.*
- static bool **SHOW\_RADIO\_BANNER** = true  
*Show the Radio banner.*
- static bool **SHOW\_RTV\_BANNER** = true  
*Show the RTV banner.*
- static bool **SHOW\_TB\_BANNER** = true  
*Show the TB banner.*
- static bool **SHOW\_TPB\_BANNER** = true  
*Show the TPB banner.*
- static bool **SHOW\_TPS\_BANNER** = true  
*Show the TPS banner.*
- static bool **SHOW\_TR\_BANNER** = true  
*Show the TR banner.*
- static string **APPLICATION\_PATH** => [BaseHelper.ValidatePath](#)(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf("/") + 1))  
*Application path.*

## Properties

- static string **PREFIX\_FILE** [get]  
*URL prefix for files.*

### 5.17.1 Detailed Description

Base for collected constants of very general utility for the asset.

### 5.17.2 Member Data Documentation



### 5.17.2.1 APPLICATION\_PATH

```
string Crosstales.Common.Util.BaseConstants.APPLICATION_PATH => BaseHelper.ValidatePath(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1)) [static]
```

Application path.

### 5.17.2.2 ASSET\_3P\_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=10111NGT" [static]
```

URL of the 3rd party asset "PlayMaker".

### 5.17.2.3 ASSET\_3P\_ROCKTOMATE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_ROCKTOMATE = "https://assetstore.unity.com/packages/slug/156311?aid=10111NGT" [static]
```

URL of the 3rd party asset "RockTomate".

### 5.17.2.4 ASSET\_3P\_VOLUMETRIC\_AUDIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.unity.com/packages/slug/17125?aid=10111NGT" [static]
```

URL of the 3rd party asset "Volumetric Audio".

### 5.17.2.5 ASSET\_AUTHOR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC" [static]
```

Author of the asset.

### 5.17.2.6 ASSET\_AUTHOR\_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR_URL = "https://www.crosstales.com" [static]
```

URL of the asset author.

### 5.17.2.7 ASSET\_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.↵  
com/packages/slug/26255?aid=10111NGT" [static]
```

URL of the "Badword Filter" asset.

### 5.17.2.8 ASSET\_CT\_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.↵  
com/lists/crosstales-42213?aid=10111NGT" [static]
```

URL of the crosstales assets in UAS.

### 5.17.2.9 ASSET\_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.↵  
com/packages/slug/41993?aid=10111NGT" [static]
```

URL of the "DJ" asset.

### 5.17.2.10 ASSET\_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.↵  
com/packages/slug/98713?aid=10111NGT" [static]
```

URL of the "File Browser" asset.

### 5.17.2.11 ASSET\_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.↵  
com/packages/slug/74688?aid=10111NGT" [static]
```

URL of the "Online Check" asset.

### 5.17.2.12 ASSET\_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↵  
com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the "Radio" asset.

### 5.17.2.13 ASSET\_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↵  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the "RT-Voice" asset.

### 5.17.2.14 ASSET\_SOCIAL\_DISCORD

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.↵  
gg/ZbZ2sh4" [static]
```

URL of the crosstales Discord-channel.

### 5.17.2.15 ASSET\_SOCIAL\_FACEBOOK

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.↵  
facebook.com/crosstales/" [static]
```

URL of the crosstales Facebook-profile.

### 5.17.2.16 ASSET\_SOCIAL\_LINKEDIN

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.↵  
linkedin.com/company/crosstales" [static]
```

URL of the crosstales LinkedIn-profile.

### 5.17.2.17 ASSET\_SOCIAL\_TWITTER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.↵  
com/crosstales" [static]
```

URL of the crosstales Twitter-profile.

### 5.17.2.18 ASSET\_SOCIAL\_YOUTUBE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.↵  
com/c/Crosstales" [static]
```

URL of the crosstales Youtube-profile.

### 5.17.2.19 ASSET\_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=10111NGT" [static]
```

URL of the "Turbo Backup" asset.

### 5.17.2.20 ASSET\_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=10111NGT" [static]
```

URL of the "Turbo Builder" asset.

### 5.17.2.21 ASSET\_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=10111NGT" [static]
```

URL of the "Turbo Switch" asset.

### 5.17.2.22 ASSET\_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=10111NGT" [static]
```

URL of the "True Random" asset.

### 5.17.2.23 CMD\_WINDOWS\_PATH

```
string Crosstales.Common.Util.BaseConstants.CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe" [static]
```

Path to the cmd under Windows.

### 5.17.2.24 DEV\_DEBUG

```
bool Crosstales.Common.Util.BaseConstants.DEV_DEBUG = false [static]
```

Development debug logging for the asset.

#### 5.17.2.25 FACTOR\_GB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024 [static]
```

Factor for giga bytes.

#### 5.17.2.26 FACTOR\_KB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024 [static]
```

Factor for kilo bytes.

#### 5.17.2.27 FACTOR\_MB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024 [static]
```

Factor for mega bytes.

#### 5.17.2.28 FLOAT\_32768

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f [static]
```

Float value of 32768.

#### 5.17.2.29 FLOAT\_TOLERANCE

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_TOLERANCE = 0.0001f [static]
```

Float tolerance.

#### 5.17.2.30 FORMAT\_NO\_DECIMAL\_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0" [static]
```

ToString for no decimal places.

### 5.17.2.31 FORMAT\_PERCENT

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%" [static]
```

ToString for percent.

### 5.17.2.32 FORMAT\_TWO\_DECIMAL\_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00" [static]
```

ToString for two decimal places.

### 5.17.2.33 PATH\_DELIMITER\_UNIX

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/" [static]
```

Path delimiter for Unix.

### 5.17.2.34 PATH\_DELIMITER\_WINDOWS

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\" [static]
```

Path delimiter for Windows.

### 5.17.2.35 PROCESS\_KILL\_TIME

```
int Crosstales.Common.Util.BaseConstants.PROCESS_KILL_TIME = 5000 [static]
```

Kill processes after 5000 milliseconds.

### 5.17.2.36 SHOW\_BWF\_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_BWF_BANNER = true [static]
```

Show the BWF banner.

### 5.17.2.37 SHOW\_DJ\_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_DJ_BANNER = true [static]
```

Show the DJ banner.

### 5.17.2.38 SHOW\_FB\_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_FB_BANNER = true [static]
```

Show the FB banner.

### 5.17.2.39 SHOW\_OC\_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_OC_BANNER = true [static]
```

Show the OC banner.

### 5.17.2.40 SHOW\_RADIO\_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RADIO_BANNER = true [static]
```

Show the Radio banner.

### 5.17.2.41 SHOW\_RTV\_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RTV_BANNER = true [static]
```

Show the RTV banner.

### 5.17.2.42 SHOW\_TB\_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TB_BANNER = true [static]
```

Show the TB banner.

### 5.17.2.43 SHOW\_TPB\_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPB_BANNER = true [static]
```

Show the TPB banner.

### 5.17.2.44 SHOW\_TPS\_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPS_BANNER = true [static]
```

Show the TPS banner.

### 5.17.2.45 SHOW\_TR\_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TR_BANNER = true [static]
```

Show the TR banner.

## 5.17.3 Property Documentation

### 5.17.3.1 PREFIX\_FILE

```
string Crosstales.Common.Util.BaseConstants.PREFIX_FILE [static], [get]
```

URL prefix for files.

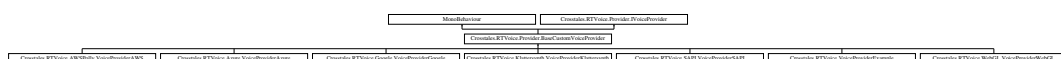
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs ↩

## 5.18 Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference

Base class for custom voice providers (TTS-systems).

Inheritance diagram for Crosstales.RTVoice.Provider.BaseCustomVoiceProvider:





## Public Member Functions

- virtual void [Silence](#) ()  
*Silence all active TTS-providers.*
- virtual void [Silence](#) (string uid)  
*Silence the current TTS-provider (native mode).*
- abstract IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- abstract IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*
- abstract IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- virtual IEnumerator [SpeakWithClip](#) ([Model.Wrapper](#) wrapper, AudioClip clip)  
*The provider speaks a text with a given AudioClip.*
- abstract void [Load](#) (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- abstract void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*
- abstract void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)  
*Generates an audio file with the current provider (Editor only).*

## Public Attributes

- virtual System.Collections.Generic.List< [Model.Voice](#) > **Voices** => cachedVoices

## Protected Member Functions

- virtual string [getOutputFile](#) (string uid, bool isPersistentData=false)
- virtual IEnumerator [playAudioFile](#) ([Model.Wrapper](#) wrapper, AudioClip ac, bool isNative=false)
- virtual IEnumerator [playAudioFile](#) ([Model.Wrapper](#) wrapper, string url, string outputFile, AudioType type=AudioType.WAV, bool isNative=false, bool isLocalFile=true, System.Collections.Generic.Dictionary<string, string> headers=null)
- virtual void [copyAudioFile](#) ([Model.Wrapper](#) wrapper, string outputFile, bool isLocalFile=true, byte[] data=null)
- virtual void [processAudioFile](#) ([Model.Wrapper](#) wrapper, string outputFile, bool isLocalFile=true, byte[] data=null)
- virtual string [getVoiceName](#) ([Model.Wrapper](#) wrapper)
- void [onVoicesReady](#) ()
- void [onSpeakStart](#) ([Model.Wrapper](#) wrapper)
- void [onSpeakComplete](#) ([Model.Wrapper](#) wrapper)
- void [onSpeakCurrentWord](#) ([Model.Wrapper](#) wrapper, string[] speechTextArray, int wordIndex)
- void [onSpeakCurrentPhoneme](#) ([Model.Wrapper](#) wrapper, string phoneme)
- void [onSpeakCurrentViseme](#) ([Model.Wrapper](#) wrapper, string viseme)
- void [onSpeakAudioGenerationStart](#) ([Model.Wrapper](#) wrapper)
- void [onSpeakAudioGenerationComplete](#) ([Model.Wrapper](#) wrapper)
- void [onErrorInfo](#) ([Model.Wrapper](#) wrapper, string info)

## Static Protected Member Functions

- static string [getValidXML](#) (string xml)

## Protected Attributes

- System.Collections.Generic.List< [Model.Voice](#) > **cachedVoices** = new System.Collections.Generic.List<[Model.Voice](#)>()
- bool **silence** = false

## Properties

- bool **isActive** [get, set]
- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract bool **isWorkingInPlaymode** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- abstract bool **isIL2CPPSupported** [get]
- abstract bool **hasVoicesInEditor** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

## Events

- VoicesReady [OnVoicesReady](#)  
*An event triggered whenever the voices of a provider are ready.*
- SpeakStart [OnSpeakStart](#)  
*An event triggered whenever a speak is started.*
- SpeakComplete [OnSpeakComplete](#)  
*An event triggered whenever a speak is completed.*
- SpeakCurrentWord [OnSpeakCurrentWord](#)  
*An event triggered whenever a new word is spoken (native, Windows and iOS only).*
- SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)  
*An event triggered whenever a new phoneme is spoken (native mode, Windows only).*
- SpeakCurrentViseme [OnSpeakCurrentViseme](#)  
*An event triggered whenever a new viseme is spoken (native mode, Windows only).*
- SpeakAudioGenerationStart [OnSpeakAudioGenerationStart](#)  
*An event triggered whenever a speak audio generation is started.*
- SpeakAudioGenerationComplete [OnSpeakAudioGenerationComplete](#)  
*An event triggered whenever a speak audio generation is completed.*
- ErrorInfo [OnErrorInfo](#)  
*An event triggered whenever an error occurs.*

### 5.18.1 Detailed Description

Base class for custom voice providers (TTS-systems).

## 5.18.2 Member Function Documentation

### 5.18.2.1 Generate()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Generate (
    Model.Wrapper wrapper ) [pure virtual]
```

The current provider generates an audio file from a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

### 5.18.2.2 GenerateInEditor()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.GenerateInEditor (
    Model.Wrapper wrapper ) [pure virtual]
```

Generates an audio file with the current provider (Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.VoiceProviderExample](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

### 5.18.2.3 Load()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Load (
    bool forceReload = false ) [pure virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

#### 5.18.2.4 Silence() [1/2]

```
virtual void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), and [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#).

#### 5.18.2.5 Silence() [2/2]

```
virtual void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

## Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#).

#### 5.18.2.6 Speak()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Speak (
    Model.Wrapper wrapper ) [pure virtual]
```

The current provider speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

### 5.18.2.7 SpeakNative()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.SpeakNative (
    Model Wrapper wrapper ) [pure virtual]
```

The current provider speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

### 5.18.2.8 SpeakNativeInEditor()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.SpeakNativeInEditor (
    Model Wrapper wrapper ) [pure virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

### 5.18.2.9 SpeakWithClip()

```
virtual IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.SpeakWithClip (
    Model.Wrapper wrapper,
    AudioClip clip ) [virtual]
```

The provider speaks a text with a given AudioClip.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
<i>clip</i>	AudioClip with the speech audio.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

## 5.18.3 Event Documentation

### 5.18.3.1 OnErrorInfo

```
ErrorInfo Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnErrorInfo
```

An event triggered whenever an error occurs.

### 5.18.3.2 OnSpeakAudioGenerationComplete

```
SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeak↔
AudioGenerationComplete
```

An event triggered whenever a speak audio generation is completed.

### 5.18.3.3 OnSpeakAudioGenerationStart

```
SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudio↔
GenerationStart
```

An event triggered whenever a speak audio generation is started.

#### 5.18.3.4 OnSpeakComplete

SpeakComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakComplete

An event triggered whenever a speak is completed.

#### 5.18.3.5 OnSpeakCurrentPhoneme

SpeakCurrentPhoneme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentPhoneme

An event triggered whenever a new phoneme is spoken (native mode, Windows only).

#### 5.18.3.6 OnSpeakCurrentViseme

SpeakCurrentViseme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentViseme

An event triggered whenever a new viseme is spoken (native mode, Windows only).

#### 5.18.3.7 OnSpeakCurrentWord

SpeakCurrentWord Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentWord

An event triggered whenever a new word is spoken (native, Windows and iOS only).

#### 5.18.3.8 OnSpeakStart

SpeakStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakStart

An event triggered whenever a speak is started.

#### 5.18.3.9 OnVoicesReady

VoicesReady Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnVoicesReady

An event triggered whenever the voices of a provider are ready.

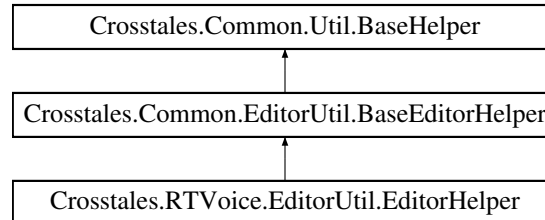
The documentation for this class was generated from the following file:

- D:/slauberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/BaseCustomVoiceProvider.cs

## 5.19 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



### Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")  
*Restart Unity.*
- static void [SeparatorUI](#) (int space=12)  
*Shows a separator-UI.*
- static void [ReadOnlyTextField](#) (string label, string text)  
*Generates a read-only text field with a label.*
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)  
*Refreshes the asset database.*
- static void [InvokeMethod](#) (string className, string methodName, params object[] parameters)  
*Invokes a public static method on a full qualified class.*
- static bool [IsValidBuildTarget](#) (BuildTarget target)  
*Returns the true if the BuildTarget is installed in Unity.*
- static string [getCLIArgument](#) (string name)  
*Returns an argument for a name from the command line.*
- static BuildTarget [getBuildTargetForBuildName](#) (string build)  
*Returns the BuildTarget for a build name, like 'win64'.*
- static string [getBuildNameFromBuildTarget](#) (BuildTarget build)  
*Returns the build name for a BuildTarget.*
- static System.Collections.Generic.List< T > [FindAssetsByType< T > \(\)](#)  
*Returns assets for a certain type.*

### Static Public Attributes

- static Texture2D **Logo\_Asset\_BWF** => loadImage(ref logo\_asset\_bwf, "logo\_asset\_bwf.png")
- static Texture2D **Logo\_Asset\_DJ** => loadImage(ref logo\_asset\_dj, "logo\_asset\_dj.png")
- static Texture2D **Logo\_Asset\_FB** => loadImage(ref logo\_asset\_fb, "logo\_asset\_fb.png")
- static Texture2D **Logo\_Asset\_OC** => loadImage(ref logo\_asset\_oc, "logo\_asset\_oc.png")
- static Texture2D **Logo\_Asset\_Radio** => loadImage(ref logo\_asset\_radio, "logo\_asset\_radio.png")
- static Texture2D **Logo\_Asset\_RTV** => loadImage(ref logo\_asset\_rtv, "logo\_asset\_rtv.png")
- static Texture2D **Logo\_Asset\_TB** => loadImage(ref logo\_asset\_tb, "logo\_asset\_tb.png")
- static Texture2D **Logo\_Asset\_TPB** => loadImage(ref logo\_asset\_tpb, "logo\_asset\_tpb.png")
- static Texture2D **Logo\_Asset\_TPS** => loadImage(ref logo\_asset\_tps, "logo\_asset\_tps.png")
- static Texture2D **Logo\_Asset\_TR** => loadImage(ref logo\_asset\_tr, "logo\_asset\_tr.png")
- static Texture2D **Logo\_CT** => loadImage(ref logo\_ct, "logo\_ct.png")



- static Texture2D **Logo\_Unity** => loadImage(ref logo\_unity, "logo\_unity.png")
- static Texture2D **Icon\_Save** => loadImage(ref icon\_save, "icon\_save.png")
- static Texture2D **Icon\_Reset** => loadImage(ref icon\_reset, "icon\_reset.png")
- static Texture2D **Icon\_Refresh** => loadImage(ref icon\_refresh, "icon\_refresh.png")
- static Texture2D **Icon\_Delete** => loadImage(ref icon\_delete, "icon\_delete.png")
- static Texture2D **Icon\_Folder** => loadImage(ref icon\_folder, "icon\_folder.png")
- static Texture2D **Icon\_Plus** => loadImage(ref icon\_plus, "icon\_plus.png")
- static Texture2D **Icon\_Minus** => loadImage(ref icon\_minus, "icon\_minus.png")
- static Texture2D **Icon\_Manual** => loadImage(ref icon\_manual, "icon\_manual.png")
- static Texture2D **Icon\_API** => loadImage(ref icon\_api, "icon\_api.png")
- static Texture2D **Icon\_Forum** => loadImage(ref icon\_forum, "icon\_forum.png")
- static Texture2D **Icon\_Product** => loadImage(ref icon\_product, "icon\_product.png")
- static Texture2D **Icon\_Check** => loadImage(ref icon\_check, "icon\_check.png")
- static Texture2D **Social\_Discord** => loadImage(ref social\_Discord, "social\_Discord.png")
- static Texture2D **Social\_Facebook** => loadImage(ref social\_Facebook, "social\_Facebook.png")
- static Texture2D **Social\_Twitter** => loadImage(ref social\_Twitter, "social\_Twitter.png")
- static Texture2D **Social\_YouTube** => loadImage(ref social\_YouTube, "social\_YouTube.png")
- static Texture2D **Social\_Linkedin** => loadImage(ref social\_Linkedin, "social\_Linkedin.png")
- static Texture2D **Video\_Promo** => loadImage(ref video\_promo, "video\_promo.png")
- static Texture2D **Video\_Tutorial** => loadImage(ref video\_tutorial, "video\_tutorial.png")
- static Texture2D **Icon\_Videos** => loadImage(ref icon\_videos, "icon\_videos.png")
- static Texture2D **Icon\_3p\_Assets** => loadImage(ref icon\_3p\_assets, "icon\_3p\_assets.png")
- static Texture2D **Asset\_PlayMaker** => loadImage(ref asset\_PlayMaker, "asset\_PlayMaker.png")
- static Texture2D **Asset\_VolumetricAudio** => loadImage(ref asset\_VolumetricAudio, "asset\_VolumetricAudio.png")
- static Texture2D **Asset\_RockTomate** => loadImage(ref asset\_rocktomate, "asset\_rocktomate.png")

## Additional Inherited Members

### 5.19.1 Detailed Description

Base for various Editor helper functions.

### 5.19.2 Member Function Documentation

#### 5.19.2.1 FindAssetsByType< T >()

```
static System.Collections.Generic.List<T> Crosstales.Common.EditorUtil.BaseEditorHelper.FindAssetsByType< T > ( ) [static]
```

Returns assets for a certain type.

#### Returns

List of assets for a certain type.

#### Type Constraints

**T**: *Object*

### 5.19.2.2 getBuildNameFromBuildTarget()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildNameFromBuildTarget (
    BuildTarget build ) [static]
```

Returns the build name for a BuildTarget.

#### Parameters

<i>build</i>	BuildTarget for a build name
--------------	------------------------------

#### Returns

The build name for a BuildTarget.

### 5.19.2.3 getBuildTargetForBuildName()

```
static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildTargetForBuildName (
    string build ) [static]
```

Returns the BuildTarget for a build name, like 'win64'.

#### Parameters

<i>build</i>	Build name, like 'win64'
--------------	--------------------------

#### Returns

The BuildTarget for a build name.

### 5.19.2.4 getCLIArgument()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument (
    string name ) [static]
```

Returns an argument for a name from the command line.

#### Parameters

<i>name</i>	Name for the argument
-------------	-----------------------

#### Returns

True if the BuildTarget is installed in Unity.

### 5.19.2.5 InvokeMethod()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InvokeMethod (
    string className,
    string methodName,
    params object[] parameters ) [static]
```

Invokes a public static method on a full qualified class.

#### Parameters

<i>className</i>	Full qualified name of the class
<i>methodName</i>	Public static method of the class to execute
<i>parameters</i>	Parameters for the method (optional)

### 5.19.2.6 isValidBuildTarget()

```
static bool Crosstales.Common.EditorUtil.BaseEditorHelper.isValidBuildTarget (
    BuildTarget target ) [static]
```

Returns the true if the BuildTarget is installed in Unity.

#### Parameters

<i>target</i>	BuildTarget to test
---------------	---------------------

#### Returns

True if the BuildTarget is installed in Unity.

### 5.19.2.7 ReadOnlyTextField()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.ReadOnlyTextField (
    string label,
    string text ) [static]
```

Generates a read-only text field with a label.

### 5.19.2.8 RefreshAssetDatabase()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase (
    ImportAssetOptions options = ImportAssetOptions.Default ) [static]
```

Refreshes the asset database.

## Parameters

<i>options</i>	Asset import options (default: ImportAssetOptions.Default, optional).
----------------	---

**5.19.2.9 RestartUnity()**

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RestartUnity (
    string executeMethod = "" ) [static]
```

Restart Unity.

## Parameters

<i>executeMethod</i>	Executed method after the restart (optional)
----------------------	--

**5.19.2.10 SeparatorUI()**

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.SeparatorUI (
    int space = 12 ) [static]
```

Shows a separator-UI.

## Parameters

<i>space</i>	Space in pixels between the component and the separator line (default: 12, optional).
--------------	---

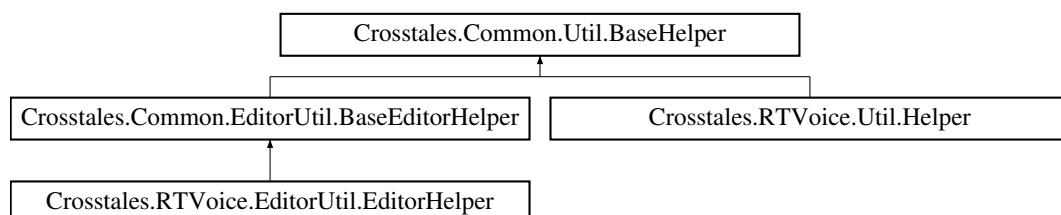
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Editor/Util/Base↔ EditorHelper.cs

**5.20 Crosstales.Common.Util.BaseHelper Class Reference**

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



## Static Public Member Functions

- static bool [OpenURL](#) (string url)  
*Opens the given URL with the file explorer or browser.*
- static string [CreateString](#) (string replaceChars, int stringLength)  
*Creates a string of characters with a given length.*
- static bool [hasActiveClip](#) (AudioSource source)  
*Determines if an AudioSource has an active clip.*
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)  
*HTTPS-certification callback.*
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)  
*Validates a given path and add missing slash.*
- static string [ValidateFile](#) (string path)  
*Validates a given file.*
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)  
*Find files inside a path.*
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)  
*Find directories inside.*
- static string[] [GetDrives](#) ()  
*Find all logical drives.*
- static string [ValidURLFromFilePath](#) (string path)  
*Validates a given file.*
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)  
*Cleans a given URL.*
- static string [ClearTags](#) (string text)  
*Cleans a given text from tags.*
- static string [ClearSpaces](#) (string text)  
*Cleans a given text from multiple spaces.*
- static string [ClearLineEndings](#) (string text)  
*Cleans a given text from line endings.*
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)  
*Split the given text to lines and return it as list.*
- static string [FormatBytesToHRF](#) (long bytes)  
*Format byte-value to Human-Readable-Form.*
- static string [FormatSecondsToHourMinSec](#) (double seconds)  
*Format seconds to Human-Readable-Form.*
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)  
*Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>*
- static bool [IsValidURL](#) (string url)  
*Checks if the URL is valid.*
- static void [FileCopy](#) (string inputFile, string outputFile, bool move=false)  
*Copy or move a file.*
- static void [ShowFileLocation](#) (string file)  
*Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms*
- static void [OpenFile](#) (string file)  
*Opens a file with the OS default application. NOTE: only works for standalone platforms*
- static string [getIP](#) (string host)  
*Returns the IP of a given host name.*

## Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")
- static bool **ApplicationIsPlaying** = Application.isPlaying
- static bool **isStandalonePlatform** => **isWindowsPlatform** || **isMacOSPlatform** || **isLinuxPlatform**  
*Checks if the current platform is standalone (Windows, macOS or Linux).*
- static bool **isWebPlatform** => **isWebGLPlatform**  
*Checks if the current platform is Web (WebPlayer or WebGL).*
- static bool **isWindowsBasedPlatform** => **isWindowsPlatform** || **isWSAPlatform** || **isXboxOnePlatform**  
*Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).*
- static bool **isWSABasedPlatform** => **isWSAPlatform** || **isXboxOnePlatform**  
*Checks if the current platform is WSA-based (WSA or XboxOne).*
- static bool **isAppleBasedPlatform** => **isMacOSPlatform** || **isIOSPlatform** || **isTvOSPlatform**  
*Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).*
- static bool **isIOSBasedPlatform** => **isIOSPlatform** || **isTvOSPlatform**  
*Checks if the current platform is iOS-based (iOS or tvOS).*
- static bool **isEditor** => **isWindowsEditor** || **isMacOSEditor** || **isLinuxEditor**  
*Checks if we are inside the Editor.*
- static bool **isEditorMode** => **isEditor** && !Application.isPlaying  
*Checks if we are in Editor mode.*

## Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex** = new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.RegularExpressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.RegularExpressions.Regex(@"<.\*?>")
- static readonly System.Random **rnd** = new System.Random()
- const string **file\_prefix** = "file://"

## Properties

- static bool **isInternetAvailable** [get]  
*Checks if an Internet connection is available.*
- static bool **isWindowsPlatform** [get]  
*Checks if the current platform is Windows.*
- static bool **isMacOSPlatform** [get]  
*Checks if the current platform is OSX.*
- static bool **isLinuxPlatform** [get]  
*Checks if the current platform is Linux.*
- static bool **isAndroidPlatform** [get]  
*Checks if the current platform is Android.*
- static bool **isIOSPlatform** [get]  
*Checks if the current platform is iOS.*
- static bool **isTvOSPlatform** [get]  
*Checks if the current platform is tvOS.*
- static bool **isWSAPlatform** [get]

- Checks if the current platform is WSA.*
  - static bool [isXboxOnePlatform](#) [get]
- Checks if the current platform is XboxOne.*
  - static bool [isPS4Platform](#) [get]
- Checks if the current platform is PS4.*
  - static bool [isWebGLPlatform](#) [get]
- Checks if the current platform is WebGL.*
  - static bool [isWindowsEditor](#) [get]
- Checks if we are inside the Windows Editor.*
  - static bool [isMacOSEditor](#) [get]
- Checks if we are inside the macOS Editor.*
  - static bool [isLinuxEditor](#) [get]
- Checks if we are inside the Linux Editor.*
  - static bool [isIL2CPP](#) [get]
- Checks if the current build target uses IL2CPP.*
  - static [Model.Enum.Platform?](#) [CurrentPlatform](#) [get]
- Returns the current platform.*
  - static string [StreamingAssetsPath](#) [get]
- Returns the path to the the "Streaming Assets".*

## 5.20.1 Detailed Description

Base for various helper functions.

## 5.20.2 Member Function Documentation

### 5.20.2.1 CleanUrl()

```
static string Crosstales.Common.Util.BaseHelper.CleanUrl (  
    string url,  
    bool removeProtocol = true,  
    bool removeWWW = true,  
    bool removeSlash = true ) [static]
```

Cleans a given URL.

#### Parameters

<i>url</i>	URL to clean
<i>removeProtocol</i>	Remove the protocol, e.g. <a href="#">http://</a> (default: true, optional).
<i>removeWWW</i>	Remove www (default: true, optional).
<i>removeSlash</i>	Remove slash at the end (default: true, optional)

**Returns**

Clean URL

**5.20.2.2 ClearLineEndings()**

```
static string Crosstales.Common.Util.BaseHelper.ClearLineEndings (  
    string text ) [static]
```

Cleans a given text from line endings.

**Parameters**

<i>text</i>	Text to clean.
-------------	----------------

**Returns**

Clean text without line endings.

**5.20.2.3 ClearSpaces()**

```
static string Crosstales.Common.Util.BaseHelper.ClearSpaces (  
    string text ) [static]
```

Cleans a given text from multiple spaces.

**Parameters**

<i>text</i>	Text to clean.
-------------	----------------

**Returns**

Clean text without multiple spaces.

**5.20.2.4 ClearTags()**

```
static string Crosstales.Common.Util.BaseHelper.ClearTags (  
    string text ) [static]
```

Cleans a given text from tags.



**Parameters**

<i>text</i>	Text to clean.
-------------	----------------

**Returns**

Clean text without tags.

**5.20.2.5 CreateString()**

```
static string Crosstales.Common.Util.BaseHelper.CreateString (
    string replaceChars,
    int stringLength ) [static]
```

Creates a string of characters with a given length.

**Parameters**

<i>replaceChars</i>	Characters to generate the string (if more than one character is used, the generated string will be a randomized result of all characters)
<i>stringLength</i>	Length of the generated string

**Returns**

Generated string

**5.20.2.6 FileCopy()**

```
static void Crosstales.Common.Util.BaseHelper.FileCopy (
    string inputFile,
    string outputFile,
    bool move = false ) [static]
```

Copy or move a file.

**Parameters**

<i>inputFile</i>	Input file path
<i>outputFile</i>	Output file path
<i>move</i>	Move file instead of copy (default: false, optional)

### 5.20.2.7 FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (
    long bytes ) [static]
```

Format byte-value to Human-Readable-Form.

#### Returns

Formatted byte-value in Human-Readable-Form.

### 5.20.2.8 FormatSecondsToHourMinSec()

```
static string Crosstales.Common.Util.BaseHelper.FormatSecondsToHourMinSec (
    double seconds ) [static]
```

Format seconds to Human-Readable-Form.

#### Returns

Formatted seconds in Human-Readable-Form.

### 5.20.2.9 GetDirectories()

```
static string [ ] Crosstales.Common.Util.BaseHelper.GetDirectories (
    string path,
    bool isRecursive = false ) [static]
```

Find directories inside.

#### Parameters

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (default: false, optional)

#### Returns

Returns array of the found directories inside the path. Zero length array when an error occurred.

### 5.20.2.10 GetDrives()

```
static string [ ] Crosstales.Common.Util.BaseHelper.GetDrives ( ) [static]
```

Find all logical drives.

**Returns**

Returns array of the found drives. Zero length array when an error occurred.

**5.20.2.11 GetFiles()**

```
static string [] Crosstales.Common.Util.BaseHelper.GetFiles (
    string path,
    bool isRecursive = false,
    params string[] extensions ) [static]
```

Find files inside a path.

**Parameters**

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)

**Returns**

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

**5.20.2.12 getIP()**

```
static string Crosstales.Common.Util.BaseHelper.getIP (
    string host ) [static]
```

Returns the IP of a given host name.

**Parameters**

<i>host</i>	Host name
-------------	-----------

**Returns**

IP of a given host name.

**5.20.2.13 hasActiveClip()**

```
static bool Crosstales.Common.Util.BaseHelper.hasActiveClip (
    AudioSource source ) [static]
```

Determines if an AudioSource has an active clip.

**Parameters**

<i>source</i>	AudioSource to check.
---------------	-----------------------

**Returns**

True if the AudioSource has an active clip.

**5.20.2.14 HSVToRGB()**

```
static Color Crosstales.Common.Util.BaseHelper.HSVToRGB (
    float h,
    float s,
    float v,
    float a = 1f ) [static]
```

Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>

**Parameters**

<i>h</i>	Hue
<i>s</i>	Saturation
<i>v</i>	Value
<i>a</i>	Alpha (optional)

**Returns**

True if the current platform is supported.

**5.20.2.15 isValidURL()**

```
static bool Crosstales.Common.Util.BaseHelper.isValidURL (
    string url ) [static]
```

Checks if the URL is valid.

**Parameters**

<i>url</i>	URL to check
------------	--------------

**Returns**

True if the URL is valid.

### 5.20.2.16 OpenFile()

```
static void Crosstales.Common.Util.BaseHelper.OpenFile (
    string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

#### Parameters

<i>file</i>	File path
-------------	-----------

### 5.20.2.17 OpenURL()

```
static bool Crosstales.Common.Util.BaseHelper.OpenURL (
    string url ) [static]
```

Opens the given URL with the file explorer or browser.

#### Parameters

<i>url</i>	URL to open
------------	-------------

#### Returns

True if the URL was valid.

### 5.20.2.18 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.BaseHelper.RemoteCertificateValidationCallback (
    object sender,
    System.Security.Cryptography.X509Certificates.X509Certificate certificate,
    System.Security.Cryptography.X509Certificates.X509Chain chain,
    System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

### 5.20.2.19 ShowFileLocation()

```
static void Crosstales.Common.Util.BaseHelper.ShowFileLocation (
    string file ) [static]
```

Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms

## Parameters

<i>file</i>	File path
-------------	-----------

**5.20.2.20 SplitStringToLines()**

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.SplitStringToLines (
    string text,
    bool ignoreCommentedLines = true,
    int skipHeaderLines = 0,
    int skipFooterLines = 0 ) [static]
```

Split the given text to lines and return it as list.

## Parameters

<i>text</i>	Complete text fragment
<i>ignoreCommentedLines</i>	Ignore commente lines (default: true, optional)
<i>skipHeaderLines</i>	Number of skipped header lines (default: 0, optional)
<i>skipFooterLines</i>	Number of skipped footer lines (default: 0, optional)

## Returns

Splitted lines as array

**5.20.2.21 ValidateFile()**

```
static string Crosstales.Common.Util.BaseHelper.ValidateFile (
    string path ) [static]
```

Validates a given file.

## Parameters

<i>path</i>	File to validate
-------------	------------------

## Returns

Valid file path

### 5.20.2.22 ValidatePath()

```
static string Crosstales.Common.Util.BaseHelper.ValidatePath (
    string path,
    bool addEndDelimiter = true ) [static]
```

Validates a given path and add missing slash.

#### Parameters

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)

#### Returns

Valid path

### 5.20.2.23 ValidURLFromFilePath()

```
static string Crosstales.Common.Util.BaseHelper.ValidURLFromFilePath (
    string path ) [static]
```

Validates a given file.

#### Parameters

<i>path</i>	File to validate
-------------	------------------

#### Returns

Valid file path

## 5.20.3 Member Data Documentation

### 5.20.3.1 isAppleBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform => isMacOSPlatform || isIOSPlatform
|| isTvOSPlatform [static]
```

Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).

#### Returns

True if the current platform is Apple-based (macOS standalone, iOS or tvOS).

### 5.20.3.2 isEditor

```
bool Crosstales.Common.Util.BaseHelper.isEditor => isWindowsEditor || isMacOSEditor || isLinuxEditor  
[static]
```

Checks if we are inside the Editor.

#### Returns

True if we are inside the Editor.

### 5.20.3.3 isEditorMode

```
bool Crosstales.Common.Util.BaseHelper.isEditorMode => isEditor && !ApplicationIsPlaying [static]
```

Checks if we are in Editor mode.

#### Returns

True if in Editor mode.

### 5.20.3.4 isIOSBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSBasedPlatform => isIOSPlatform || isTvOSPlatform  
[static]
```

Checks if the current platform is iOS-based (iOS or tvOS).

#### Returns

True if the current platform is iOS-based (iOS or tvOS).

### 5.20.3.5 isStandalonePlatform

```
bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform => isWindowsPlatform || isMacOSPlatform  
|| isLinuxPlatform [static]
```

Checks if the current platform is standalone (Windows, macOS or Linux).

#### Returns

True if the current platform is standalone (Windows, macOS or Linux).



### 5.20.3.6 isWebPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebPlatform => isWebGLPlatform [static]
```

Checks if the current platform is Web (WebPlayer or WebGL).

#### Returns

True if the current platform is Web (WebPlayer or WebGL).

### 5.20.3.7 isWindowsBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform => isWindowsPlatform || isWSAPlatform  
|| isXboxOnePlatform [static]
```

Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

#### Returns

True if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

### 5.20.3.8 isWSABasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSABasedPlatform => isWSAPlatform || isXboxOnePlatform  
[static]
```

Checks if the current platform is WSA-based (WSA or XboxOne).

#### Returns

True if the current platform is WSA-based (WSA or XboxOne).

## 5.20.4 Property Documentation

### 5.20.4.1 CurrentPlatform

```
Model.Enum.Platform? Crosstales.Common.Util.BaseHelper.CurrentPlatform [static], [get]
```

Returns the current platform.

#### Returns

The current platform.

#### 5.20.4.2 isAndroidPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAndroidPlatform [static], [get]
```

Checks if the current platform is Android.

##### Returns

True if the current platform is Android.

#### 5.20.4.3 isIL2CPP

```
bool Crosstales.Common.Util.BaseHelper.isIL2CPP [static], [get]
```

Checks if the current build target uses IL2CPP.

##### Returns

True if the current build target uses IL2CPP.

#### 5.20.4.4 isInternetAvailable

```
bool Crosstales.Common.Util.BaseHelper.isInternetAvailable [static], [get]
```

Checks if an Internet connection is available.

##### Returns

True if an Internet connection is available.

#### 5.20.4.5 isIOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSPlatform [static], [get]
```

Checks if the current platform is iOS.

##### Returns

True if the current platform is iOS.

#### 5.20.4.6 isLinuxEditor

```
bool Crosstales.Common.Util.BaseHelper.isLinuxEditor [static], [get]
```

Checks if we are inside the Linux Editor.

##### Returns

True if we are inside the Linux Editor.

#### 5.20.4.7 isLinuxPlatform

```
bool Crosstales.Common.Util.BaseHelper.isLinuxPlatform [static], [get]
```

Checks if the current platform is Linux.

##### Returns

True if the current platform is Linux.

#### 5.20.4.8 isMacOSEditor

```
bool Crosstales.Common.Util.BaseHelper.isMacOSEditor [static], [get]
```

Checks if we are inside the macOS Editor.

##### Returns

True if we are inside the macOS Editor.

#### 5.20.4.9 isMacOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isMacOSPlatform [static], [get]
```

Checks if the current platform is OSX.

##### Returns

True if the current platform is OSX.

#### 5.20.4.10 isPS4Platform

```
bool Crosstales.Common.Util.BaseHelper.isPS4Platform [static], [get]
```

Checks if the current platform is PS4.

##### Returns

True if the current platform is PS4.

#### 5.20.4.11 isTvOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isTvOSPlatform [static], [get]
```

Checks if the current platform is tvOS.

##### Returns

True if the current platform is tvOS.

#### 5.20.4.12 isWebGLPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebGLPlatform [static], [get]
```

Checks if the current platform is WebGL.

##### Returns

True if the current platform is WebGL.

#### 5.20.4.13 isWindowsEditor

```
bool Crosstales.Common.Util.BaseHelper.isWindowsEditor [static], [get]
```

Checks if we are inside the Windows Editor.

##### Returns

True if we are inside the Windows Editor.

#### 5.20.4.14 isWindowsPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsPlatform [static], [get]
```

Checks if the current platform is Windows.

##### Returns

True if the current platform is Windows.

#### 5.20.4.15 isWSAPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSAPlatform [static], [get]
```

Checks if the current platform is WSA.

##### Returns

True if the current platform is WSA.

#### 5.20.4.16 isXboxOnePlatform

```
bool Crosstales.Common.Util.BaseHelper.isXboxOnePlatform [static], [get]
```

Checks if the current platform is XboxOne.

##### Returns

True if the current platform is XboxOne.

#### 5.20.4.17 StreamingAssetsPath

```
string Crosstales.Common.Util.BaseHelper.StreamingAssetsPath [static], [get]
```

Returns the path to the the "Streaming Assets".

##### Returns

The path to the the "Streaming Assets".

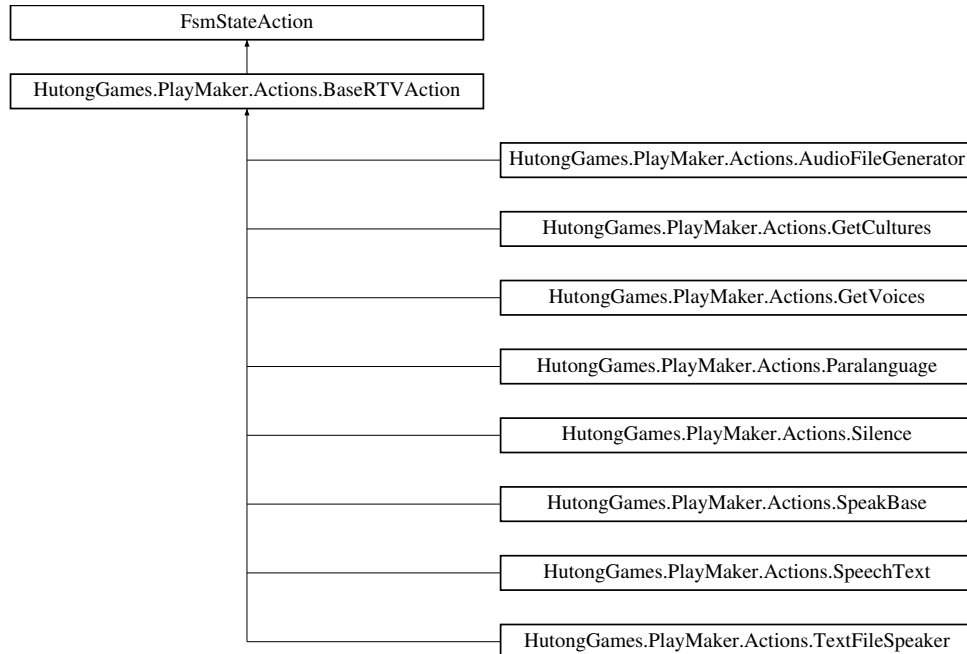
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Base↵  
Helper.cs

## 5.21 HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference

Base class for RT-Voice actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRTVAction:



### Public Attributes

- FsmEvent **sendEvent**

### 5.21.1 Detailed Description

Base class for RT-Voice actions in [PlayMaker](#).

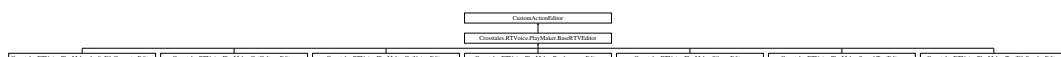
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/3rd party/PlayMaker/Scripts/BaseRTVAction.cs

## 5.22 Crosstailes.RTVoice.PlayMaker.BaseRTVEditor Class Reference

Base class for RT-Voice custom editors in [PlayMaker](#).

Inheritance diagram for Crosstailes.RTVoice.PlayMaker.BaseRTVEditor:



## Public Member Functions

- override bool **OnGUI** ()

### 5.22.1 Detailed Description

Base class for RT-Voice custom editors in [PlayMaker](#).

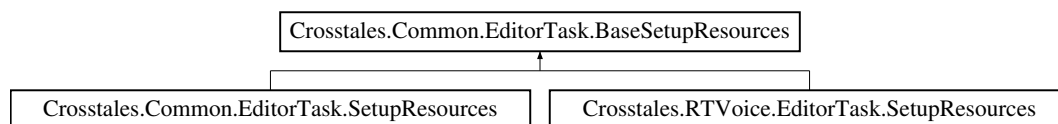
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/BaseRTVEditor.cs

## 5.23 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base-class for moving all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



## Static Protected Member Functions

- static void **setupResources** (string source, string sourceFolder, string target, string targetFolder, string metafile)

### 5.23.1 Detailed Description

Base-class for moving all resources to 'Editor Default Resources'.

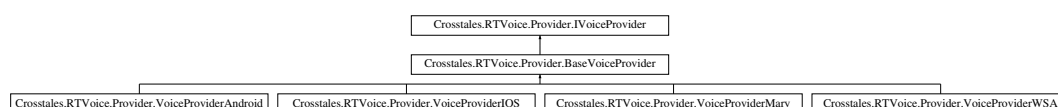
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetupResources.cs

## 5.24 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



## Public Member Functions

- virtual void [Silence](#) ()  
*Silence all active TTS-providers.*
- virtual void [Silence](#) (string uid)  
*Silence the current TTS-provider (native mode).*
- abstract IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- abstract IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*
- abstract IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- virtual IEnumerator [SpeakWithClip](#) ([Model.Wrapper](#) wrapper, AudioClip clip)  
*The provider speaks a text with a given AudioClip.*
- abstract void [Load](#) (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- abstract void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)  
*Generates an audio file with the current provider (Editor only).*

## Public Attributes

- virtual System.Collections.Generic.List< [Model.Voice](#) > **Voices** => cachedVoices

## Protected Member Functions

- void **startProcess** ([Common.Util.CTProcess](#) process, int timeout=0, bool eventOutputData=false, bool eventErrorData=false, bool redirectOutputData=true, bool redirectErrorData=true) protected static void startProcess(System.Diagnostics.Process process)

## Protected Attributes

- System.Collections.Generic.List< [Model.Voice](#) > **cachedVoices** = new System.Collections.Generic.List<[Model.Voice](#)>()
- readonly System.Collections.Generic.Dictionary< string, System.Diagnostics.Process > **processes**
- bool **silence** = false

## Static Protected Attributes

- static readonly char[] **splitCharWords** = { ' ' }

## Properties

- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract bool **isWorkingInPlaymode** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- abstract bool **isIL2CPPSupported** [get]
- abstract bool **hasVoicesInEditor** [get]
- System.Collections.Generic.List< string > **Cultures** [get]



## Events

- static VoicesReady [OnVoicesReady](#)  
*An event triggered whenever the voices of a provider are ready.*
- static SpeakStart [OnSpeakStart](#)  
*An event triggered whenever a speak is started.*
- static SpeakComplete [OnSpeakComplete](#)  
*An event triggered whenever a speak is completed.*
- static SpeakCurrentWord [OnSpeakCurrentWord](#)  
*An event triggered whenever a new word is spoken (native, Windows and iOS only).*
- static SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)  
*An event triggered whenever a new phoneme is spoken (native mode, Windows only).*
- static SpeakCurrentViseme [OnSpeakCurrentViseme](#)  
*An event triggered whenever a new viseme is spoken (native mode, Windows only).*
- static SpeakAudioGenerationStart [OnSpeakAudioGenerationStart](#)  
*An event triggered whenever a speak audio generation is started.*
- static SpeakAudioGenerationComplete [OnSpeakAudioGenerationComplete](#)  
*An event triggered whenever a speak audio generation is completed.*
- static ErrorInfo [OnErrorInfo](#)  
*An event triggered whenever an error occurs.*

### 5.24.1 Detailed Description

Base class for voice providers.

### 5.24.2 Member Function Documentation

#### 5.24.2.1 Generate()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.Generate (
    Model Wrapper wrapper ) [pure virtual]
```

The current provider generates an audio file from a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

### 5.24.2.2 GenerateInEditor()

```
abstract void Crosstales.RTVoice.Provider.BaseVoiceProvider.GenerateInEditor (
    Model.Wrapper wrapper ) [pure virtual]
```

Generates an audio file with the current provider (Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), and [Crosstales.RTVoice.Provider.VoiceProviderIOS](#).

### 5.24.2.3 Load()

```
abstract void Crosstales.RTVoice.Provider.BaseVoiceProvider.Load (
    bool forceReload = false ) [pure virtual]
```

Load the provider (e.g. all voices).

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

### 5.24.2.4 Silence() [1/2]

```
virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

### 5.24.2.5 Silence() [2/2]

```
virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

## Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.Provider.VoiceProviderIOS](#).

### 5.24.2.6 Speak()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.Speak (
    Model Wrapper wrapper ) [pure virtual]
```

The current provider speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

### 5.24.2.7 SpeakNative()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.SpeakNative (
    Model Wrapper wrapper ) [pure virtual]
```

The current provider speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

### 5.24.2.8 SpeakWithClip()

```
virtual IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.SpeakWithClip (
    Model Wrapper wrapper,
    AudioClip clip ) [virtual]
```

The provider speaks a text with a given AudioClip.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
<i>clip</i>	AudioClip with the speech audio.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

## 5.24.3 Member Data Documentation

### 5.24.3.1 processes

```
readonly System.Collections.Generic.Dictionary<string, System.Diagnostics.Process> Crosstales.RTVoice.Provider.BaseVoiceProvider.processes [protected]
```

#### Initial value:

```
=  
    new System.Collections.Generic.Dictionary<string, System.Diagnostics.Process>()
```

## 5.24.4 Event Documentation

### 5.24.4.1 OnErrorInfo

```
ErrorInfo Crosstales.RTVoice.Provider.BaseVoiceProvider.OnErrorInfo [static]
```

An event triggered whenever an error occurs.

### 5.24.4.2 OnSpeakAudioGenerationComplete

```
SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationComplete [static]
```

An event triggered whenever a speak audio generation is completed.

#### 5.24.4.3 OnSpeakAudioGenerationStart

```
SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationStart [static]
```

An event triggered whenever a speak audio generation is started.

#### 5.24.4.4 OnSpeakComplete

```
SpeakComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakComplete [static]
```

An event triggered whenever a speak is completed.

#### 5.24.4.5 OnSpeakCurrentPhoneme

```
SpeakCurrentPhoneme Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentPhoneme [static]
```

An event triggered whenever a new phoneme is spoken (native mode, Windows only).

#### 5.24.4.6 OnSpeakCurrentViseme

```
SpeakCurrentViseme Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentViseme [static]
```

An event triggered whenever a new viseme is spoken (native mode, Windows only).

#### 5.24.4.7 OnSpeakCurrentWord

```
SpeakCurrentWord Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentWord [static]
```

An event triggered whenever a new word is spoken (native, Windows and iOS only).

#### 5.24.4.8 OnSpeakStart

```
SpeakStart Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakStart [static]
```

An event triggered whenever a speak is started.

#### 5.24.4.9 OnVoicesReady

`VoicesReady` `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnVoicesReady` [static]

An event triggered whenever the voices of a provider are ready.

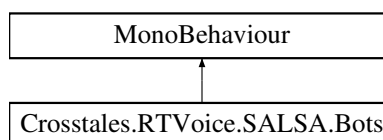
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/BaseVoiceProvider.cs`

## 5.25 Crosstales.RTVoice.SALSA.Bots Class Reference

This is a class for conversations between two SALSA-Bots.

Inheritance diagram for `Crosstales.RTVoice.SALSA.Bots`:



### Public Attributes

- `AudioSource` **SourceA**
- `AudioSource` **SourceB**
- `string[]` **ConversationsA**
- `string[]` **ConversationsB**

### 5.25.1 Detailed Description

This is a class for conversations between two SALSA-Bots.

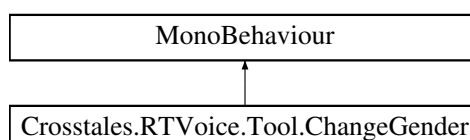
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SALSA/Scripts/Bots.cs`

## 5.26 Crosstales.RTVoice.Tool.ChangeGender Class Reference

Change the gender of all voices (useful for eSpeak).

Inheritance diagram for `Crosstales.RTVoice.Tool.ChangeGender`:



## Public Member Functions

- void **GenderChanged** (System.Int32 index)
- void **Change** ()

## Public Attributes

- [Model.Enum.Gender NewGender](#)  
*The new gender for all voices.*
- bool [ESpeakOnly](#) = true  
*Change voices only when eSpeak is used (default: true).*

### 5.26.1 Detailed Description

Change the gender of all voices (useful for eSpeak).

### 5.26.2 Member Data Documentation

#### 5.26.2.1 ESpeakOnly

```
bool Crosstales.RTVoice.Tool.ChangeGender.ESpeakOnly = true
```

Change voices only when eSpeak is used (default: true).

#### 5.26.2.2 NewGender

```
Model.Enum.Gender Crosstales.RTVoice.Tool.ChangeGender.NewGender
```

The new gender for all voices.

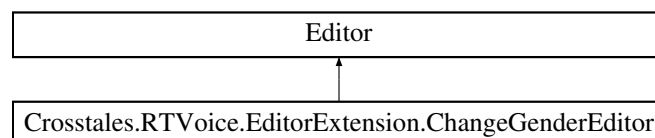
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/ChangeGender.cs↔

## 5.27 Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference

Custom editor for the 'ChangeGender'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ChangeGenderEditor:



## Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

### 5.27.1 Detailed Description

Custom editor for the 'ChangeGender'-class.

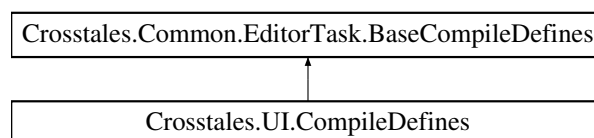
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/ChangeGenderEditor.cs

## 5.28 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



## Additional Inherited Members

### 5.28.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

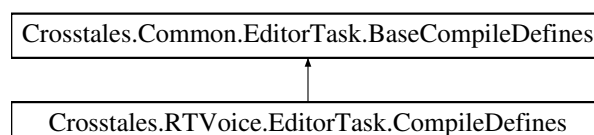
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Editor/CompileDefines.cs

## 5.29 Crosstales.RTVoice.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.RTVoice.EditorTask.CompileDefines:





## Additional Inherited Members

### 5.29.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/CompileDefines.cs

## 5.30 Crosstales.RTVoice.Util.Config Class Reference

Configuration for the asset.

### Static Public Member Functions

- static void [Reset](#) ()  
*Resets all changeable variables to their default value.*
- static void [Load](#) ()  
*Loads all changeable variables.*
- static void [Save](#) ()  
*Saves all changeable variables.*

### Static Public Attributes

- static string [ASSET\\_PATH](#) = "/Plugins/crosstales/RTVoice/"  
*Path to the asset inside the Unity project.*
- static bool [DEBUG](#) = Constants.DEFAULT\_DEBUG || [Constants.DEV\\_DEBUG](#)  
*Enable or disable debug logging for the asset.*
- static bool [AUDIOFILE\\_AUTOMATIC\\_DELETE](#) = Constants.DEFAULT\_AUDIOFILE\_AUTOMATIC\_DELETE  
*Automatically delete the generated audio files.*
- static bool [ENFORCE\\_STANDALONE\\_TTS](#) = Constants.DEFAULT\_ENFORCE\_STANDALONE\_TTS  
*Enforce standalone TTS (for development).*
- static string [TTS\\_MACOS](#) = Constants.DEFAULT\_TTS\_MACOS  
*Location of the TTS-system under MacOS.*
- static string [TTS\\_LINUX](#) = Constants.DEFAULT\_TTS\_LINUX  
*Location of the TTS-system under Linux.*
- static string [TTS\\_LINUX\\_DATA](#) = Constants.DEFAULT\_TTS\_LINUX\_DATA  
*Location of the data for the TTS-system under Linux.*
- static bool [ENSURE\\_NAME](#) = Constants.DEFAULT\_ENSURE\_NAME  
*Enable or disable the ensuring the name of the [RTVoice](#) gameobject.*
- static bool [isLoading](#) = false  
*Is the configuration loaded?*

## Properties

- static string `AUDIOFILE_PATH` [get, set]  
*Path to the generated audio files.*

### 5.30.1 Detailed Description

Configuration for the asset.

### 5.30.2 Member Function Documentation

#### 5.30.2.1 Load()

```
static void Crosstales.RTVoice.Util.Config.Load ( ) [static]
```

Loads all changeable variables.

#### 5.30.2.2 Reset()

```
static void Crosstales.RTVoice.Util.Config.Reset ( ) [static]
```

Resets all changeable variables to their default value.

#### 5.30.2.3 Save()

```
static void Crosstales.RTVoice.Util.Config.Save ( ) [static]
```

Saves all changeable variables.

### 5.30.3 Member Data Documentation

#### 5.30.3.1 ASSET\_PATH

```
string Crosstales.RTVoice.Util.Config.ASSET_PATH = "/Plugins/crosstales/RTVoice/" [static]
```

Path to the asset inside the Unity project.

### 5.30.3.2 AUDIOFILE\_AUTOMATIC\_DELETE

```
bool Crosstales.RTVoice.Util.Config.AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE←  
_AUTOMATIC_DELETE [static]
```

Automatically delete the generated audio files.

### 5.30.3.3 DEBUG

```
bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG  
[static]
```

Enable or disable debug logging for the asset.

### 5.30.3.4 ENFORCE\_STANDALONE\_TTS

```
bool Crosstales.RTVoice.Util.Config.ENFORCE_STANDALONE_TTS = Constants.DEFAULT_ENFORCE_STAND←  
ALONE_TTS [static]
```

Enforce standalone TTS (for development).

### 5.30.3.5 ENSURE\_NAME

```
bool Crosstales.RTVoice.Util.Config.ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME [static]
```

Enable or disable the ensuring the name of the [RTVoice](#) gameobject.

### 5.30.3.6 isLoaded

```
bool Crosstales.RTVoice.Util.Config.isLoaded = false [static]
```

Is the configuration loaded?

### 5.30.3.7 TTS\_LINUX

```
string Crosstales.RTVoice.Util.Config.TTS_LINUX = Constants.DEFAULT_TTS_LINUX [static]
```

Location of the TTS-system under Linux.

### 5.30.3.8 TTS\_LINUX\_DATA

```
string Crosstales.RTVoice.Util.Config.TTS_LINUX_DATA = Constants.DEFAULT_TTS_LINUX_DATA [static]
```

Location of the data for the TTS-system under Linux.

### 5.30.3.9 TTS\_MACOS

```
string Crosstales.RTVoice.Util.Config.TTS_MACOS = Constants.DEFAULT_TTS_MACOS [static]
```

Location of the TTS-system under MacOS.

## 5.30.4 Property Documentation

### 5.30.4.1 AUDIOFILE\_PATH

```
string Crosstales.RTVoice.Util.Config.AUDIOFILE_PATH [static], [get], [set]
```

Path to the generated audio files.

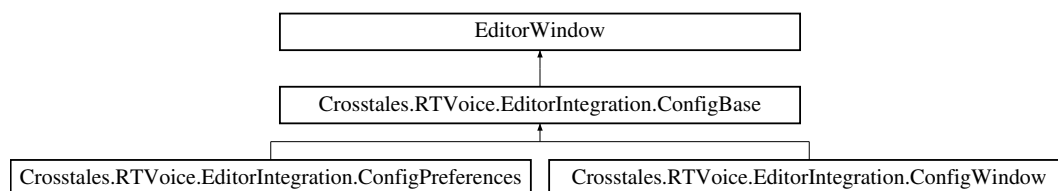
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Config.[↔](#)cs

## 5.31 Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigBase:



### Protected Member Functions

- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()

## Static Protected Member Functions

- static void **save** ()

### 5.31.1 Detailed Description

Base class for editor windows.

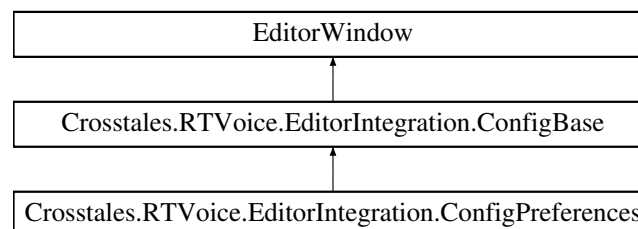
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Integration/ConfigBase.cs

## 5.32 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:



## Additional Inherited Members

### 5.32.1 Detailed Description

Unity "Preferences" extension.

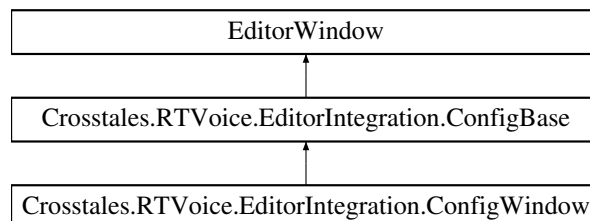
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Integration/ConfigPreferences.cs

## 5.33 Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigWindow:



### Public Member Functions

- delegate void **StopPlayback** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OnGUI** ()
- void **OnInspectorUpdate** ()

### Static Public Member Functions

- static void **ShowWindow** ()
- static void **ShowWindow** (int tab)

### Events

- static StopPlayback **OnStopPlayback**

### Additional Inherited Members

#### 5.33.1 Detailed Description

Editor window extension.

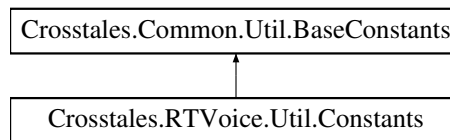
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Integration/ConfigWindow.cs

## 5.34 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.RTVoice.Util.Constants:



### Static Public Attributes

- const string **ASSET\_NAME** = "RT-Voice PRO"  
*Name of the asset.*
- const string **ASSET\_NAME\_SHORT** = "RTV PRO"  
*Short name of the asset.*
- const string **ASSET\_VERSION** = "2020.4.0"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 20200907  
*Build number of the asset.*
- static readonly System.DateTime **ASSET\_CREATED** = new System.DateTime(2015, 4, 29)  
*Create date of the asset (YYYY, MM, DD).*
- static readonly System.DateTime **ASSET\_CHANGED** = new System.DateTime(2020, 9, 7)  
*Change date of the asset (YYYY, MM, DD).*
- const string **ASSET\_PRO\_URL** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"  
*URL of the PRO asset in UAS.*
- const string **ASSET\_2019\_URL** = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT"  
*URL of the 2019 asset in UAS.*
- const string **ASSET\_3P\_URL** = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=1011INGT"  
*URL of the 3rd party assets in UAS.*
- const string **ASSET\_UPDATE\_CHECK\_URL** = "https://www.crosstales.com/media/assets/rtvoice\_↔versions.txt"  
*URL for update-checks of the asset*
- const string **ASSET\_CONTACT** = "rtvoice@crosstales.com"  
*Contact to the owner of the asset.*
- const string **ASSET\_MANUAL\_URL** = "https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf"  
*URL of the asset manual.*
- const string **ASSET\_API\_URL** = "http://www.crosstales.com/en/assets/rtvoice/api/"  
*URL of the asset API.*
- const string **ASSET\_FORUM\_URL** = "http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/"  
*URL of the asset forum.*
- const string **ASSET\_WEB\_URL** = "https://www.crosstales.com/en/portfolio/rtvoice/"  
*URL of the asset in crosstales.*
- const string **ASSET\_VIDEO\_PROMO** = "https://youtu.be/iVhTWDLY7g8?list=PLgtonlOr6Tb41XTMee↔Z836tjHIKgOO84S"  
*URL of the promotion video of the asset (Youtube).*

- const string **ASSET\_VIDEO\_TUTORIAL** = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"  
*URL of the tutorial video of the asset (Youtube).*
- const string **ASSET\_3P\_ADVENTURE\_CREATOR** = "https://assetstore.unity.com/packages/slug/11896?aid=1011l↵NGT"  
*URL of the 3rd party asset "Adventure Creator".*
- const string **ASSET\_3P\_CINEMA\_DIRECTOR** = "https://assetstore.unity.com/packages/slug/19779?aid=1011l↵NGT"  
*URL of the 3rd party asset "Cinema Director".*
- const string **ASSET\_3P\_DIALOGUE\_SYSTEM** = "https://assetstore.unity.com/packages/slug/11672?aid=1011l↵NGT"  
*URL of the 3rd party asset "Dialogue System".*
- const string **ASSET\_3P\_LOCALIZED\_DIALOGS** = "https://assetstore.unity.com/packages/slug/5020?aid=1011l↵NGT"  
*URL of the 3rd party asset "Localized Dialogs".*
- const string **ASSET\_3P\_LIPSYNC** = "https://assetstore.unity.com/packages/slug/32117?aid=1011lNGT"  
*URL of the 3rd party asset "LipSync Pro".*
- const string **ASSET\_3P\_NPC\_CHAT** = "https://assetstore.unity.com/packages/slug/9723?aid=1011lNGT"  
*URL of the 3rd party asset "NPC Chat".*
- const string **ASSET\_3P\_QUEST\_SYSTEM** = "https://assetstore.unity.com/packages/slug/63460?aid=1011l↵NGT"  
*URL of the 3rd party asset "Quest System Pro".*
- const string **ASSET\_3P\_SALSA** = "https://assetstore.unity.com/packages/slug/148442?aid=1011lNGT"  
*URL of the 3rd party asset "SALSA".*
- const string **ASSET\_3P\_SLATE** = "https://assetstore.unity.com/packages/slug/56558?aid=1011lNGT"  
*URL of the 3rd party asset "SLATE".*
- const string **ASSET\_3P\_AMPLITUDE** = "https://assetstore.unity.com/packages/slug/111277?aid=1011lNGT"  
*URL of the 3rd party asset "THE Dialogue Engine".*
- const string **ASSET\_3P\_KLATTERSYNTH** = "https://assetstore.unity.com/packages/slug/95453?aid=1011l↵NGT"  
*URL of the 3rd party asset "uSequencer".*
- const string **ASSET\_3P\_WEBGL** = "https://assetstore.unity.com/packages/slug/81861?aid=1011lNGT"  
*URL of the 3rd party asset "WebGL Speech Synthesis".*
- const string **ASSET\_3P\_GOOGLE** = "https://assetstore.unity.com/packages/slug/115170?aid=1011lNGT"  
*URL of the 3rd party asset "Google Cloud Text To Speech".*
- const string **KEY\_PREFIX** = "RTVOICE\_CFG\_"
- const string **KEY\_ASSET\_PATH** = KEY\_PREFIX + "ASSET\_PATH"
- const string **KEY\_DEBUG** = KEY\_PREFIX + "DEBUG"
- const string **KEY\_AUDIOFILE\_PATH** = KEY\_PREFIX + "AUDIOFILE\_PATH"
- const string **KEY\_AUDIOFILE\_AUTOMATIC\_DELETE** = KEY\_PREFIX + "AUDIOFILE\_AUTOMATIC\_DELETE"
- const string **KEY\_ENFORCE\_32BIT\_WINDOWS** = KEY\_PREFIX + "ENFORCE\_32BIT\_WINDOWS"
- const string **KEY\_ENFORCE\_STANDALONE\_TTS** = KEY\_PREFIX + "ENFORCE\_STANDALONE\_TTS"
- const string **KEY\_ENSURE\_NAME** = KEY\_PREFIX + "ENSURE\_NAME"
- static readonly string **DEFAULT\_AUDIOFILE\_PATH** = [Helper.ValidatePath](#)(Application.temporaryCache↵Path)
- const bool **DEFAULT\_AUDIOFILE\_AUTOMATIC\_DELETE** = true
- const bool **DEFAULT\_ENFORCE\_32BIT\_WINDOWS** = false
- const bool **DEFAULT\_ENFORCE\_STANDALONE\_TTS** = true
- const string **DEFAULT\_TTS\_MACOS** = "say"
- const int **DEFAULT\_CACHE\_SIZE\_CLIPS** = 256
- const int **DEFAULT\_MAX\_CACHE\_SIZE\_CLIPS** = 1024
- const int **DEFAULT\_TTS\_KILL\_TIME** = 7000



- const bool **DEFAULT\_ENSURE\_NAME** = true
- const string **RTVOICE\_SCENE\_OBJECT\_NAME** = "RTVoice"  
*RTVoice* prefab scene name.
- const string **GLOBALCACHE\_SCENE\_OBJECT\_NAME** = "GlobalCache"  
*GlobalCache* prefab scene name.
- const string **DEFAULT\_TTS\_LINUX** = "C:\\Program Files (x86)\\eSpeak\\command\_line\\espeak.exe"
- const string **DEFAULT\_TTS\_LINUX\_DATA** = ""
- static string **TTS\_WINDOWS\_SUBPATH** = "RTVoiceTTSTWrapper.exe"  
*Sub-path to the TTS-wrapper under Windows.*
- static string **TTS\_WINDOWS\_x86\_SUBPATH** = "RTVoiceTTSTWrapper\_x86.exe"  
*Sub-path to the TTS-wrapper (32bit) under Windows.*
- static string **ESPEAK\_FEMALE\_MODIFIER** = "+f3"  
*Female modifier for eSpeak.*
- static string **AUDIOFILE\_PREFIX** = "rtvoice\_"  
*Audio file prefix to identify the files.*
- static float **SPEAK\_CALL\_SPEED** = 0.5f  
*Defines the speed of 'Speak'-calls in seconds.*

## Additional Inherited Members

### 5.34.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.34.2 Member Data Documentation

#### 5.34.2.1 ASSET\_2019\_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_2019_URL = "https://www.assetstore.↵
unity3d.com/#!/content/41068?aid=10111NGT" [static]
```

URL of the 2019 asset in UAS.

#### 5.34.2.2 ASSET\_3P\_ADVENTURE\_CREATOR

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://assetstore.↵
unity.com/packages/slug/11896?aid=10111NGT" [static]
```

URL of the 3rd party asset "Adventure Creator".

### 5.34.2.3 ASSET\_3P\_AMPLITUDE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_AMPLITUDE = "https://assetstore.unity.com/packages/slug/111277?aid=10111NGT" [static]
```

URL of the 3rd party asset "THE Dialogue Engine".

### 5.34.2.4 ASSET\_3P\_CINEMA\_DIRECTOR

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR = "https://assetstore.unity.com/packages/slug/19779?aid=10111NGT" [static]
```

URL of the 3rd party asset "Cinema Director".

### 5.34.2.5 ASSET\_3P\_DIALOGUE\_SYSTEM

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_SYSTEM = "https://assetstore.unity.com/packages/slug/11672?aid=10111NGT" [static]
```

URL of the 3rd party asset "Dialogue System".

### 5.34.2.6 ASSET\_3P\_GOOGLE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_GOOGLE = "https://assetstore.unity.com/packages/slug/115170?aid=10111NGT" [static]
```

URL of the 3rd party asset "Google Cloud Text To Speech".

### 5.34.2.7 ASSET\_3P\_KLATTERSYNTH

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_KLATTERSYNTH = "https://assetstore.unity.com/packages/slug/95453?aid=10111NGT" [static]
```

URL of the 3rd party asset "uSequencer".

### 5.34.2.8 ASSET\_3P\_LIPSYNC

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://assetstore.unity.com/packages/slug/32117?aid=10111NGT" [static]
```

URL of the 3rd party asset "LipSync Pro".

#### 5.34.2.9 ASSET\_3P\_LOCALIZED\_DIALOGS

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://assetstore.unity.com/packages/slug/5020?aid=10111NGT" [static]
```

URL of the 3rd party asset "Localized Dialogs".

#### 5.34.2.10 ASSET\_3P\_NPC\_CHAT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://assetstore.unity.com/packages/slug/9723?aid=10111NGT" [static]
```

URL of the 3rd party asset "NPC Chat".

#### 5.34.2.11 ASSET\_3P\_QUEST\_SYSTEM

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://assetstore.unity.com/packages/slug/63460?aid=10111NGT" [static]
```

URL of the 3rd party asset "Quest System Pro".

#### 5.34.2.12 ASSET\_3P\_SALSA

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://assetstore.unity.com/packages/slug/148442?aid=10111NGT" [static]
```

URL of the 3rd party asset "SALSA".

#### 5.34.2.13 ASSET\_3P\_SLATE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://assetstore.unity.com/packages/slug/56558?aid=10111NGT" [static]
```

URL of the 3rd party asset "SLATE".

#### 5.34.2.14 ASSET\_3P\_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=10111NGT" [static]
```

URL of the 3rd party assets in UAS.

#### 5.34.2.15 ASSET\_3P\_WEBGL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_WEBGL = "https://assetstore.unity.com/packages/slug/81861?aid=10111NGT" [static]
```

URL of the 3rd party asset "WebGL Speech Synthesis".

#### 5.34.2.16 ASSET\_API\_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "http://www.crosstales.com/en/assets/rtvoice/ap [static]
```

URL of the asset API.

#### 5.34.2.17 ASSET\_BUILD

```
const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 20200907 [static]
```

Build number of the asset.

#### 5.34.2.18 ASSET\_CHANGED

```
readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.Date↵Time(2020, 9, 7) [static]
```

Change date of the asset (YYYY, MM, DD).

#### 5.34.2.19 ASSET\_CONTACT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_CONTACT = "rtvoice@crosstales.com" [static]
```

Contact to the owner of the asset.

#### 5.34.2.20 ASSET\_CREATED

```
readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CREATED = new System.Date↵Time(2015, 4, 29) [static]
```

Create date of the asset (YYYY, MM, DD).

#### 5.34.2.21 ASSET\_FORUM\_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/" [static]
```

URL of the asset forum.

#### 5.34.2.22 ASSET\_MANUAL\_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf" [static]
```

URL of the asset manual.

#### 5.34.2.23 ASSET\_NAME

```
const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RT-Voice PRO" [static]
```

Name of the asset.

#### 5.34.2.24 ASSET\_NAME\_SHORT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_NAME_SHORT = "RTV PRO" [static]
```

Short name of the asset.

#### 5.34.2.25 ASSET\_PRO\_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the PRO asset in UAS.

#### 5.34.2.26 ASSET\_UPDATE\_CHECK\_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/rtvoice_versions.txt" [static]
```

URL for update-checks of the asset

#### 5.34.2.27 ASSET\_VERSION

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2020.4.0" [static]
```

Version of the asset.

#### 5.34.2.28 ASSET\_VIDEO\_PROMO

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDL↵  
Y7g8?list=PLgtonIOr6Tb4lXTMeeZ836tjHlKg0O84S" [static]
```

URL of the promotion video of the asset (Youtube).

#### 5.34.2.29 ASSET\_VIDEO\_TUTORIAL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJy↵  
VgCmX3wU?list=PLgtonIOr6Tb4lXTMeeZ836tjHlKg0O84S" [static]
```

URL of the tutorial video of the asset (Youtube).

#### 5.34.2.30 ASSET\_WEB\_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.↵  
com/en/portfolio/rtvoice/" [static]
```

URL of the asset in crosstales.

#### 5.34.2.31 AUDIOFILE\_PREFIX

```
string Crosstales.RTVoice.Util.Constants.AUDIOFILE_PREFIX = "rtvoice_" [static]
```

Audio file prefix to identify the files.

#### 5.34.2.32 ESPEAK\_FEMALE\_MODIFIER

```
string Crosstales.RTVoice.Util.Constants.ESPEAK_FEMALE_MODIFIER = "+f3" [static]
```

Female modifier for eSpeak.

### 5.34.2.33 GLOBALCACHE\_SCENE\_OBJECT\_NAME

```
const string Crosstales.RTVoice.Util.Constants.GLOBALCACHE_SCENE_OBJECT_NAME = "GlobalCache"
[static]
```

[GlobalCache](#) prefab scene name.

### 5.34.2.34 RTVOICE\_SCENE\_OBJECT\_NAME

```
const string Crosstales.RTVoice.Util.Constants.RTVOICE_SCENE_OBJECT_NAME = "RTVoice" [static]
```

[RTVoice](#) prefab scene name.

### 5.34.2.35 SPEAK\_CALL\_SPEED

```
float Crosstales.RTVoice.Util.Constants.SPEAK_CALL_SPEED = 0.5f [static]
```

Defines the speed of 'Speak'-calls in seconds.

### 5.34.2.36 TTS\_WINDOWS\_SUBPATH

```
string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_SUBPATH = "RTVoiceTTSWrapper.exe" [static]
```

Sub-path to the TTS-wrapper under Windows.

### 5.34.2.37 TTS\_WINDOWS\_x86\_SUBPATH

```
string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "RTVoiceTTSWrapper_x86.exe"
[static]
```

Sub-path to the TTS-wrapper (32bit) under Windows.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Constants.↵  
cs

## 5.35 Crosstales.RTVoice.Util.Context Class Reference

[Context](#) for the asset.

## Static Public Attributes

- static int [NumberOfSpeeches](#) = 0  
*The total number of speeches.*
- static int [NumberOfAudioFiles](#) = 0  
*The total number of generated audio files.*
- static int [NumberOfCharacters](#) = 0  
*The total number of characters spoken.*
- static float [TotalSpeechLength](#) = 0  
*The total speech length in seconds.*
- static int [NumberOfCachedSpeeches](#) = 0  
*The total number of cached speeches.*
- static int [NumberOfNonCachedSpeeches](#) = 0  
*The total number of non-cached speeches.*

## Properties

- static float [CacheEfficiency](#) [get]  
*The current cache efficiency.*

### 5.35.1 Detailed Description

[Context](#) for the asset.

### 5.35.2 Member Data Documentation

#### 5.35.2.1 NumberOfAudioFiles

```
int Crosstales.RTVoice.Util.Context.NumberOfAudioFiles = 0 [static]
```

The total number of generated audio files.

#### 5.35.2.2 NumberOfCachedSpeeches

```
int Crosstales.RTVoice.Util.Context.NumberOfCachedSpeeches = 0 [static]
```

The total number of cached speeches.



### 5.35.2.3 NumberOfCharacters

```
int Crosstales.RTVoice.Util.Context.NumberOfCharacters = 0 [static]
```

The total number of characters spoken.

### 5.35.2.4 NumberOfNonCachedSpeeches

```
int Crosstales.RTVoice.Util.Context.NumberOfNonCachedSpeeches = 0 [static]
```

The total number of non-cached speeches.

>

### 5.35.2.5 NumberOfSpeeches

```
int Crosstales.RTVoice.Util.Context.NumberOfSpeeches = 0 [static]
```

The total number of speeches.

### 5.35.2.6 TotalSpeechLength

```
float Crosstales.RTVoice.Util.Context.TotalSpeechLength = 0 [static]
```

The total speech length in seconds.

## 5.35.3 Property Documentation

### 5.35.3.1 CacheEfficiency

```
float Crosstales.RTVoice.Util.Context.CacheEfficiency [static], [get]
```

The current cache efficiency.

>

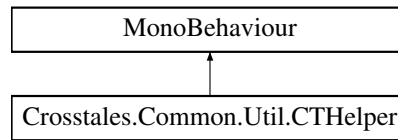
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Context.[↵](#)  
CS

## 5.36 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



### 5.36.1 Detailed Description

Helper to reset the necessary settings.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Base↵  
Helper.cs

## 5.37 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

### Static Public Member Functions

- static bool [HasKey](#) (string key)  
*Exists the key?*
- static void [DeleteAll](#) ()  
*Deletes all keys.*
- static void [DeleteKey](#) (string key)  
*Delete the key.*
- static void [Save](#) ()  
*Saves all modifications.*
- static string [GetString](#) (string key)  
*Allows to get a string from a key.*
- static float [GetFloat](#) (string key)  
*Allows to get a float from a key.*
- static int [GetInt](#) (string key)  
*Allows to get an int from a key.*
- static bool [GetBool](#) (string key)  
*Allows to get a bool from a key.*
- static System.DateTime [GetDate](#) (string key)  
*Allows to get a DateTime from a key.*
- static void [SetString](#) (string key, string value)  
*Allows to set a string for a key.*

- static void [SetFloat](#) (string key, float value)  
*Allows to set a float for a key.*
- static void [SetInt](#) (string key, int value)  
*Allows to set an int for a key.*
- static void [SetBool](#) (string key, bool value)  
*Allows to set a bool for a key.*
- static void [SetDate](#) (string key, System.DateTime value)  
*Allows to set a DateTime for a key.*

### 5.37.1 Detailed Description

Wrapper for the PlayerPrefs.

## 5.37.2 Member Function Documentation

### 5.37.2.1 DeleteAll()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteAll ( ) [static]
```

Deletes all keys.

### 5.37.2.2 DeleteKey()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteKey (
    string key ) [static]
```

Delete the key.

#### Parameters

<i>key</i>	Key to delete in the PlayerPrefs.
------------	-----------------------------------

### 5.37.2.3 GetBool()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.GetBool (
    string key ) [static]
```

Allows to get a bool from a key.

**Parameters**

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

**Returns**

Value for the key.

**5.37.2.4 GetDate()**

```
static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate (
    string key ) [static]
```

Allows to get a DateTime from a key.

**Parameters**

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

**Returns**

Value for the key.

**5.37.2.5 GetFloat()**

```
static float Crosstales.Common.Util.CTPlayerPrefs.GetFloat (
    string key ) [static]
```

Allows to get a float from a key.

**Parameters**

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

**Returns**

Value for the key.

**5.37.2.6 GetInt()**

```
static int Crosstales.Common.Util.CTPlayerPrefs.GetInt (
    string key ) [static]
```

Allows to get an int from a key.

**Parameters**

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

**Returns**

Value for the key.

**5.37.2.7 GetString()**

```
static string Crosstales.Common.Util.CTPlayerPrefs.GetString (  
    string key ) [static]
```

Allows to get a string from a key.

**Parameters**

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

**Returns**

Value for the key.

**5.37.2.8 HasKey()**

```
static bool Crosstales.Common.Util.CTPlayerPrefs.HasKey (  
    string key ) [static]
```

Exists the key?

**Parameters**

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

**Returns**

Value for the key.

**5.37.2.9 Save()**

```
static void Crosstales.Common.Util.CTPlayerPrefs.Save ( ) [static]
```

Saves all modifications.

#### 5.37.2.10 SetBool()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetBool (
    string key,
    bool value ) [static]
```

Allows to set a bool for a key.

##### Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

#### 5.37.2.11 SetDate()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetDate (
    string key,
    System.DateTime value ) [static]
```

Allows to set a DateTime for a key.

##### Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

#### 5.37.2.12 SetFloat()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetFloat (
    string key,
    float value ) [static]
```

Allows to set a float for a key.

##### Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

### 5.37.2.13 SetInt()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetInt (
    string key,
    int value ) [static]
```

Allows to set an int for a key.

#### Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

### 5.37.2.14 SetString()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetString (
    string key,
    string value ) [static]
```

Allows to set a string for a key.

#### Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

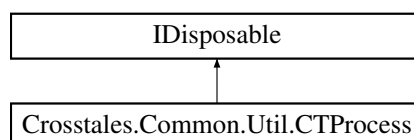
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CT↵  
PlayerPrefs.cs

## 5.38 Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:





## Public Member Functions

- void **Start** ()  
*Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.*
- void **Start** (CTProcessStartInfo info)  
*Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..*
- void **Kill** ()  
*Immediately stops the associated process.*
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void **Start** ()  
*Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.*
- void **Start** (CTProcessStartInfo info)  
*Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..*
- void **Kill** ()  
*Immediately stops the associated process.*
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

## Public Attributes

- uint **ExitCode** => exitCode  
*Gets the value that the associated process specified when it terminated.*

## Properties

- System.IntPtr **Handle** [get]  
*Gets the native handle of the associated process.*
- int **Id** [get]  
*Gets the unique identifier for the associated process.*
- CTProcessStartInfo **StartInfo** [get, set]  
*Gets or sets the properties to pass to the **Start()** method of the Process.*
- bool **HasExited** [get]  
*Gets a value indicating whether the associated process has been terminated.*
- System.DateTime **StartTime** [get]  
*Gets the time that the associated process was started.*
- System.DateTime **ExitTime** [get]  
*Gets the time that the associated process exited.*
- System.IO.StreamReader **StandardOutput** [get]  
*Gets a stream used to read the textual output of the application.*
- System.IO.StreamReader **StandardError** [get]  
*Gets a stream used to read the error output of the application.*
- bool **isBusy** [get]  
*Gets a value indicating whether the associated process has been busy.*

## Events

- System.EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

### 5.38.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

### 5.38.2 Member Function Documentation

#### 5.38.2.1 Kill() [1/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

#### 5.38.2.2 Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

#### 5.38.2.3 Start() [1/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

#### 5.38.2.4 Start() [2/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

### 5.38.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

### 5.38.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

## 5.38.3 Member Data Documentation

### 5.38.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode => exitCode
```

Gets the value that the associated process specified when it terminated.

## 5.38.4 Property Documentation

### 5.38.4.1 ExitTime

```
System.DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]
```

Gets the time that the associated process exited.

### 5.38.4.2 Handle

```
System.IntPtr Crosstales.Common.Util.CTProcess.Handle [get]
```

Gets the native handle of the associated process.

#### 5.38.4.3 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited [get]
```

Gets a value indicating whether the associated process has been terminated.

#### 5.38.4.4 Id

```
int Crosstales.Common.Util.CTProcess.Id [get]
```

Gets the unique identifier for the associated process.

#### 5.38.4.5 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy [get]
```

Gets a value indicating whether the associated process has been busy.

#### 5.38.4.6 StandardError

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]
```

Gets a stream used to read the error output of the application.

#### 5.38.4.7 StandardOutput

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]
```

Gets a stream used to read the textual output of the application.

#### 5.38.4.8 StartInfo

```
CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]
```

Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.

#### 5.38.4.9 StartTime

`System.DateTime Crosstales.Common.Util.CTProcess.StartTime [get]`

Gets the time that the associated process was started.

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CT↵  
Process.cs`

## 5.39 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵  
StartInfo"-class with the most important properties).

### Properties

- bool [UseThread](#) [get, set]  
*Gets or sets the application to be threaded.*
- bool [UseCmdExecute](#) [get, set]  
*Gets or sets the application to be started in cmd (command prompt).*
- string [FileName](#) [get, set]  
*Gets or sets the application or document to start.*
- string [Arguments](#) [get, set]  
*Gets or sets the set of command-line arguments to use when starting the application.*
- bool [CreateNoWindow](#) [get, set]  
*Gets or sets a value indicating whether to start the process in a new window.*
- string [WorkingDirectory](#) [get, set]  
*Gets or sets the working directory for the process to be started.*
- bool [RedirectStandardOutput](#) [get, set]  
*Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.*
- bool [RedirectStandardError](#) [get, set]  
*Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.*
- System.Text.Encoding [StandardOutputEncoding](#) [get, set]  
*Gets or sets the preferred encoding for standard output (UTF8 per default).*
- System.Text.Encoding [StandardErrorEncoding](#) [get, set]  
*Gets or sets the preferred encoding for error output (UTF8 per default).*
- bool [UseShellExecute](#) [get, set]  
*Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).*

### 5.39.1 Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵  
StartInfo"-class with the most important properties).

## 5.39.2 Property Documentation

### 5.39.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

### 5.39.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

### 5.39.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

### 5.39.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

### 5.39.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

### 5.39.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],  
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

### 5.39.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],  
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

### 5.39.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

### 5.39.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

### 5.39.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

### 5.39.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

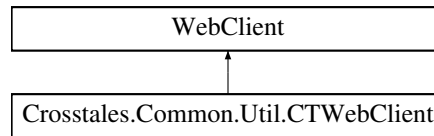
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CT↵  
Process.cs

## 5.40 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



### Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

### Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

### Properties

- int **Timeout** [get, set]  
*Timeout in milliseconds*
- int **ConnectionLimit** [get, set]  
*Connection limit for all WebClients*

#### 5.40.1 Detailed Description

Specialized WebClient.

#### 5.40.2 Property Documentation

##### 5.40.2.1 ConnectionLimit

```
int Crosstales.Common.Util.CTWebClient.ConnectionLimit [get], [set]
```

Connection limit for all WebClients



### 5.40.2.2 Timeout

```
int Crosstales.Common.Util.CTWebClient.Timeout [get], [set]
```

Timeout in milliseconds

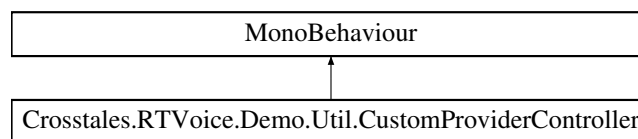
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

## 5.41 Crosstales.RTVoice.Demo.Util.CustomProviderController Class Reference

Class for demo builds.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.CustomProviderController:



### Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()

### Public Attributes

- [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#) **Provider**

### 5.41.1 Detailed Description

Class for demo builds.

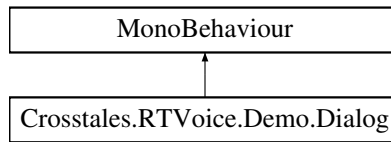
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Util/CustomProviderController.cs

## 5.42 Crosstales.RTVoice.Demo.Dialog Class Reference

Simple dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



### Public Member Functions

- IEnumerator **DialogSequence** ()

### Public Attributes

- string **CultureA** = "en"
- string **CultureB** = "en"
- float **RateA** = 1f
- float **RateB** = 1f
- float **PitchA** = 1f
- float **PitchB** = 1f
- float **VolumeA** = 1f
- float **VolumeB** = 1f
- [Model.Enum.Gender](#) **GenderA** = Model.Enum.Gender.UNKNOWN
- [Model.Enum.Gender](#) **GenderB** = Model.Enum.Gender.UNKNOWN
- AudioSource **AudioPersonA**
- AudioSource **AudioPersonB**
- [Model.Enum.SpeakMode](#) **ModeA** = Model.Enum.SpeakMode.Speak
- [Model.Enum.SpeakMode](#) **ModeB** = Model.Enum.SpeakMode.Speak
- string[] **DialogPersonA**
- string[] **DialogPersonB**
- string **CurrentDialogA** = string.Empty
- string **CurrentDialogB** = string.Empty
- bool **Running** = false

### 5.42.1 Detailed Description

Simple dialog system with TTS voices.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Dialog.[↔](#)cs

## 5.43 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

### Static Public Member Functions

- static void [Reset](#) ()  
*Resets all changeable variables to their default value.*
- static void [Load](#) ()  
*Loads all changeable variables.*
- static void [Save](#) ()  
*Saves all changeable variables.*

### Static Public Attributes

- static bool [UPDATE\\_CHECK](#) = EditorConstants.DEFAULT\_UPDATE\_CHECK  
*Enable or disable update-checks for the asset.*
- static bool [COMPILE\\_DEFINES](#) = EditorConstants.DEFAULT\_COMPILE\_DEFINES  
*Enable or disable adding compile define "CT\_RTV" for the asset.*
- static bool [PREFAB\\_AUTOLOAD](#) = EditorConstants.DEFAULT\_PREFAB\_AUTOLOAD  
*Automatically load and add the prefabs to the scene.*
- static bool [HIERARCHY\\_ICON](#) = EditorConstants.DEFAULT\_HIERARCHY\_ICON  
*Enable or disable the icon in the hierarchy.*
- static bool [isLoading](#) = false  
*Is the configuration loaded?*
- static string [PREFAB\\_PATH](#) => [ASSET\\_PATH](#) + EditorConstants.PREFAB\_SUBPATH  
*Returns the path of the prefabs.*

### Properties

- static string [ASSET\\_PATH](#) [get]  
*Returns the path to the asset inside the Unity project.*

#### 5.43.1 Detailed Description

Editor configuration for the asset.

#### 5.43.2 Member Function Documentation

##### 5.43.2.1 Load()

```
static void Crosstales.RTVoice.EditorUtil.EditorConfig.Load ( ) [static]
```

Loads all changeable variables.

### 5.43.2.2 Reset()

```
static void Crosstales.RTVoice.EditorUtil.EditorConfig.Reset ( ) [static]
```

Resets all changeable variables to their default value.

### 5.43.2.3 Save()

```
static void Crosstales.RTVoice.EditorUtil.EditorConfig.Save ( ) [static]
```

Saves all changeable variables.

## 5.43.3 Member Data Documentation

### 5.43.3.1 COMPILE\_DEFINES

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT_COMPILE_DEFINES [static]
```

Enable or disable adding compile define "CT\_RTV" for the asset.

### 5.43.3.2 HIERARCHY\_ICON

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

### 5.43.3.3 isLoading

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.isLoading = false [static]
```

Is the configuration loaded?

#### 5.43.3.4 PREFAB\_AUTOLOAD

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

#### 5.43.3.5 PREFAB\_PATH

```
string Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBPATH [static]
```

Returns the path of the prefabs.

##### Returns

The path of the prefabs.

#### 5.43.3.6 UPDATE\_CHECK

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK [static]
```

Enable or disable update-checks for the asset.

### 5.43.4 Property Documentation

#### 5.43.4.1 ASSET\_PATH

```
string Crosstales.RTVoice.EditorUtil.EditorConfig.ASSET_PATH [static], [get]
```

Returns the path to the asset inside the Unity project.

##### Returns

The path to the asset inside the Unity project.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Util/EditorConfig.cs

## 5.44 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference

Collected constants of very general utility for the asset.

### Static Public Attributes

- const string **KEY\_UPDATE\_CHECK** = Util.Constants.KEY\_PREFIX + "UPDATE\_CHECK"
- const string **KEY\_COMPILE\_DEFINES** = Util.Constants.KEY\_PREFIX + "COMPILE\_DEFINES"
- const string **KEY\_PREFAB\_AUTOLOAD** = Util.Constants.KEY\_PREFIX + "PREFAB\_AUTOLOAD"
- const string **KEY\_HIERARCHY\_ICON** = Util.Constants.KEY\_PREFIX + "HIERARCHY\_ICON"
- const string **KEY\_UPDATE\_DATE** = Util.Constants.KEY\_PREFIX + "UPDATE\_DATE"
- const string **DEFAULT\_ASSET\_PATH** = "/Plugins/crosstales/RTVoice/"
- const bool **DEFAULT\_UPDATE\_CHECK** = false
- const bool **DEFAULT\_COMPILE\_DEFINES** = true
- const bool **DEFAULT\_PREFAB\_AUTOLOAD** = false
- const bool **DEFAULT\_HIERARCHY\_ICON** = false
- static string **PREFAB\_SUBPATH** = "Prefabs/"  
*Sub-path to the prefabs.*
- static string **ASSET\_URL** => Util.Constants.ASSET\_PRO\_URL  
*Returns the URL of the asset in UAS.*
- static string **ASSET\_ID** => "41068"  
*Returns the ID of the asset in UAS.*
- static System.Guid **ASSET\_UID** => new System.Guid("181f4dab-261f-4746-85f8-849c2866d353")  
*Returns the UID of the asset.*

### 5.44.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.44.2 Member Data Documentation

#### 5.44.2.1 ASSET\_ID

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_ID => "41068" [static]
```

Returns the ID of the asset in UAS.

#### Returns

The ID of the asset in UAS.

### 5.44.2.2 ASSET\_UID

```
System.Guid Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("181f4dab-261f-4746-8550-000000000000")  
[static]
```

Returns the UID of the asset.

#### Returns

The UID of the asset.

### 5.44.2.3 ASSET\_URL

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_URL => Util.Constants.ASSET_PRO_URL  
[static]
```

Returns the URL of the asset in UAS.

#### Returns

The URL of the asset in UAS.

### 5.44.2.4 PREFAB\_SUBPATH

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Prefabs/" [static]
```

Sub-path to the prefabs.

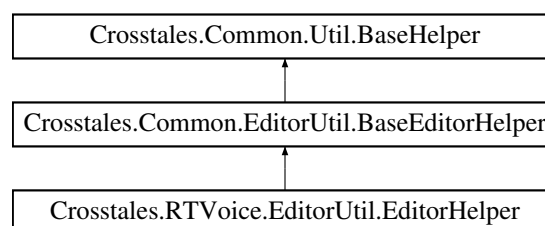
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Util/EditorConstants.cs

## 5.45 Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.RTVoice.EditorUtil.EditorHelper:



## Static Public Member Functions

- static void [RTVUnavailable](#) ()  
*Shows an "Online Check unavailable"-UI.*
- static void [NoVoicesUI](#) ()  
*Shows the "no voices found"-UI.*
- static void [InstantiatePrefab](#) (string prefabName)  
*Instantiates a prefab.*
- static void [BannerOC](#) ()  
*Shows a banner for "Online Check".*

## Static Public Attributes

- const int [GO\\_ID](#) = 20  
*Start index inside the "GameObject"-menu.*
- const int [MENU\\_ID](#) = 11820  
*Start index inside the "Tools"-menu.*
- static Texture2D [Logo\\_Asset](#) => loadImage(ref logo\_asset, "logo\_asset\_pro.png")
- static Texture2D [Logo\\_Asset\\_Small](#) => loadImage(ref logo\_asset\_small, "logo\_asset\_small\_pro.png")
- static Texture2D [Icon\\_Speak](#) => loadImage(ref icon\_speak, "icon\_speak.png")
- static Texture2D [Icon\\_Silence](#) => loadImage(ref icon\_silence, "icon\_silence.png")
- static Texture2D [Icon\\_Next](#) => loadImage(ref icon\_next, "icon\_next.png")
- static Texture2D [Icon\\_Previous](#) => loadImage(ref icon\_previous, "icon\_previous.png")
- static Texture2D [Store\\_AdventureCreator](#) => loadImage(ref store\_AdventureCreator, "Store\_AdventureCreator.png")
- static Texture2D [Store\\_CinemaDirector](#) => loadImage(ref store\_CinemaDirector, "Store\_CinemaDirector.png")
- static Texture2D [Store\\_DialogueSystem](#) => loadImage(ref store\_DialogueSystem, "Store\_DialogueSystem.png")
- static Texture2D [Store\\_LDC](#) => loadImage(ref store\_LDC, "Store\_LDC.png")
- static Texture2D [Store\\_LipSync](#) => loadImage(ref store\_LipSync, "Store\_LipSync.png")
- static Texture2D [Store\\_NPC\\_Chat](#) => loadImage(ref store\_NPC\_Chat, "Store\_NPC\_Chat.png")
- static Texture2D [Store\\_QuestSystem](#) => loadImage(ref store\_QuestSystem, "Store\_QuestSystem.png")
- static Texture2D [Store\\_SALSA](#) => loadImage(ref store\_SALSA, "Store\_SALSA.png")
- static Texture2D [Store\\_SLATE](#) => loadImage(ref store\_SLATE, "Store\_SLATE.png")
- static Texture2D [Store\\_Amplitude](#) => loadImage(ref store\_Amplitude, "Store\_Amplitude.png")
- static Texture2D [Store\\_Klattersynth](#) => loadImage(ref store\_Klattersynth, "Store\_Klattersynth.png")
- static Texture2D [Store\\_WebGL](#) => loadImage(ref store\_WebGL, "Store\_WebGL.png")
- static Texture2D [Store\\_Google](#) => loadImage(ref store\_Google, "Store\_Google.png")

## Properties

- static bool [isRTVoiceInScene](#) [get]  
*Checks if the "RTVoice"-prefab is in the scene.*
- static bool [isGlobalCacheInScene](#) [get]  
*Checks if the "GlobalCache"-prefab is in the scene.*

## Additional Inherited Members

### 5.45.1 Detailed Description

Editor helper class.



## 5.45.2 Member Function Documentation

### 5.45.2.1 BannerOC()

```
static void Crosstales.RTVoice.EditorUtil.EditorHelper.BannerOC ( ) [static]
```

Shows a banner for "Online Check".

### 5.45.2.2 InstantiatePrefab()

```
static void Crosstales.RTVoice.EditorUtil.EditorHelper.InstantiatePrefab (
    string prefabName ) [static]
```

Instantiates a prefab.

#### Parameters

<i>prefabName</i>	Name of the prefab.
-------------------	---------------------

### 5.45.2.3 NoVoicesUI()

```
static void Crosstales.RTVoice.EditorUtil.EditorHelper.NoVoicesUI ( ) [static]
```

Shows the "no voices found"-[UI](#).

### 5.45.2.4 RTVUnavailable()

```
static void Crosstales.RTVoice.EditorUtil.EditorHelper.RTVUnavailable ( ) [static]
```

Shows an "Online Check unavailable"-[UI](#).

## 5.45.3 Member Data Documentation

### 5.45.3.1 GO\_ID

```
const int Crosstales.RTVoice.EditorUtil.EditorHelper.GO_ID = 20 [static]
```

Start index inside the "GameObject"-menu.

### 5.45.3.2 MENU\_ID

```
const int Crosstales.RTVoice.EditorUtil.EditorHelper.MENU_ID = 11820 [static]
```

Start index inside the "Tools"-menu.

## 5.45.4 Property Documentation

### 5.45.4.1 isGlobalCacheInScene

```
bool Crosstales.RTVoice.EditorUtil.EditorHelper.isGlobalCacheInScene [static], [get]
```

Checks if the "GlobalCache"-prefab is in the scene.

#### Returns

True if the "GlobalCache"-prefab is in the scene.

### 5.45.4.2 isRTVoiceInScene

```
bool Crosstales.RTVoice.EditorUtil.EditorHelper.isRTVoiceInScene [static], [get]
```

Checks if the "RTVoice"-prefab is in the scene.

#### Returns

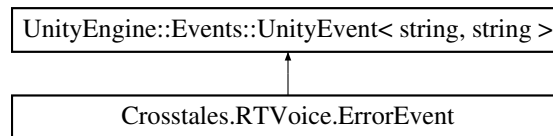
True if the "RTVoice"-prefab is in the scene.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Util/Editor↔Helper.cs

## 5.46 Crosstales.RTVoice.ErrorEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ErrorEvent:



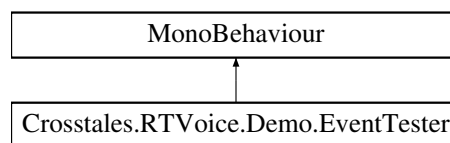
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.↔  
cs

## 5.47 Crosstales.RTVoice.Demo.EventTester Class Reference

[Simple](#) test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.RTVoice.Demo.EventTester:



### Public Member Functions

- void **OnReady** ()
- void **OnSpeakStarted** (string uid)
- void **OnSpeakCompleted** (string uid)
- void **OnProviderChanged** (string provider)
- void **OnError** (string uid, string info)
- void **AudioFileGeneratorStarted** ()
- void **AudioFileGeneratorCompleted** ()
- void **ParalanguageStarted** ()
- void **ParalanguageCompleted** ()
- void **SpeechTextStarted** ()
- void **SpeechTextCompleted** ()
- void **TextFileSpeakerStarted** ()
- void **TextFileSpeakerCompleted** ()

### 5.47.1 Detailed Description

[Simple](#) test script for all UnityEvent-callbacks.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Event↔  
Tester.cs

## 5.48 Crosstales.ExtensionMethods Class Reference

Various extension methods.

### Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)  
*Extension method for strings. Converts a string to title case (first letter uppercase).*
- static string [CTReverse](#) (this string str)  
*Extension method for strings. Reverses a string.*
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Case insensitive 'Replace'.*
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Case insensitive 'Equals'.*
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Case insensitive 'Contains'.*
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar=' ')  
*Extension method for strings. Contains any given string.*
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar=' ')  
*Extension method for strings. Contains all given strings.*
- static bool [CTIsNumeric](#) (this string str)  
*Extension method for strings. Checks if the string is numeric.*
- static bool [CTIsInteger](#) (this string str)  
*Extension method for strings. Checks if the string is integer.*
- static void [CTShuffle< T >](#) (this T[] array, int seed=0)  
*Extension method for Arrays. Shuffles an Array.*
- static string [CTDump< T >](#) (this T[] array, string prefix="", string postfix="")  
*Extension method for Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Quaternion[] array)  
*Extension method for Quaternion-Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector2[] array)  
*Extension method for Vector2-Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector3[] array)  
*Extension method for Vector3-Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector4[] array)  
*Extension method for Vector4-Arrays. Dumps an array to a string.*
- static string[] [CTToString< T >](#) (this T[] array)  
*Extension method for Arrays. Generates a string array with all entries (via ToString).*
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)  
*Extension method for IList. Shuffles a List.*
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")  
*Extension method for IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)  
*Extension method for Quaternion-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)  
*Extension method for Vector2-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)

- Extension method for Vector3-IList. Dumps a list to a string.*
  - static string **CTDump** (this System.Collections.Generic.IList< Vector4 > list)
- Extension method for Vector4-IList. Dumps a list to a string.*
  - static System.Collections.Generic.List< string > **CTToString< T >** (this System.Collections.Generic.IList< T > list)
- Extension method for IList. Generates a string list with all entries (via ToString).*
  - static string **CTDump< K, V >** (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="")
- Extension method for IDictionary. Dumps a dictionary to a string.*
  - static void **CTAddRange< K, V >** (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)
- Extension method for IDictionary. Adds a dictionary to an existing one.*
  - static bool **CTIsVisibleFrom** (this Renderer renderer, Camera camera)
- Extension method for Renderer. Determines if the renderer is visible from a certain camera.*
  - static Transform **CTDeepSearch** (Transform parent, string name)
- Extension method for Transform. Recursively searches all children of a parent transform for specific named transform*
  - static byte[] **CTReadFully** (this System.IO.Stream input, int bufferSize=16384)
- Extension method for Stream. Reads the full content of a Stream.*

## 5.48.1 Detailed Description

Various extension methods.

## 5.48.2 Member Function Documentation

### 5.48.2.1 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (
    this System.Collections.Generic.IDictionary< K, V > dict,
    System.Collections.Generic.IDictionary< K, V > collection ) [static]
```

Extension method for IDictionary. Adds a dictionary to an existing one.

#### Parameters

<i>dict</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

### 5.48.2.2 CTContains()

```
static bool Crosstales.ExtensionMethods.CTContains (
    this string str,
```

```
string toCheck,  
System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Contains'.

#### Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

#### Returns

True if the string contains the given string.

#### 5.48.2.3 CTContainsAll()

```
static bool Crosstales.ExtensionMethods.CTContainsAll (  
    this string str,  
    string searchTerms,  
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains all given strings.

#### Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

#### Returns

True if the string contains all parts of the given string.

#### 5.48.2.4 CTContainsAny()

```
static bool Crosstales.ExtensionMethods.CTContainsAny (  
    this string str,  
    string searchTerms,  
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains any given string.

## Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

## Returns

True if the string contains any parts of the given string.

### 5.48.2.5 CTDeepSearch()

```
static Transform Crosstales.ExtensionMethods.CTDeepSearch (
    Transform parent,
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

## Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the transform.

## Returns

True if the renderer is visible by the given camera.

### 5.48.2.6 CTDump() [1/8]

```
static string Crosstales.ExtensionMethods.CTDump (
    this Quaternion[] array ) [static]
```

Extension method for Quaternion-Arrays. Dumps an array to a string.

## Parameters

<i>array</i>	Quaternion-Array-instance to dump.
--------------	------------------------------------

## Returns

String with lines for all array entries.

### 5.48.2.7 CTDump() [2/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Quaternion > list ) [static]
```

Extension method for Quaternion-IList. Dumps a list to a string.

#### Parameters

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

#### Returns

String with lines for all list entries.

### 5.48.2.8 CTDump() [3/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector2 > list ) [static]
```

Extension method for Vector2-IList. Dumps a list to a string.

#### Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

#### Returns

String with lines for all list entries.

### 5.48.2.9 CTDump() [4/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector3 > list ) [static]
```

Extension method for Vector3-IList. Dumps a list to a string.

#### Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

#### Returns

String with lines for all list entries.



**5.48.2.10 CTDump()** [5/8]

```
static string Crosstales.ExtensionMethods.CTDump (
    this System.Collections.Generic.IList< Vector4 > list ) [static]
```

Extension method for Vector4-IList. Dumps a list to a string.

**Parameters**

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

**Returns**

String with lines for all list entries.

**5.48.2.11 CTDump()** [6/8]

```
static string Crosstales.ExtensionMethods.CTDump (
    this Vector2[] array ) [static]
```

Extension method for Vector2-Arrays. Dumps an array to a string.

**Parameters**

<i>array</i>	Vector2-Array-instance to dump.
--------------	---------------------------------

**Returns**

String with lines for all array entries.

**5.48.2.12 CTDump()** [7/8]

```
static string Crosstales.ExtensionMethods.CTDump (
    this Vector3[] array ) [static]
```

Extension method for Vector3-Arrays. Dumps an array to a string.

**Parameters**

<i>array</i>	Vector3-Array-instance to dump.
--------------	---------------------------------

**Returns**

String with lines for all array entries.

**5.48.2.13 CTDump()** [8/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector4[] array ) [static]
```

Extension method for Vector4-Arrays. Dumps an array to a string.

**Parameters**

<i>array</i>	Vector4-Array-instance to dump.
--------------	---------------------------------

**Returns**

String with lines for all array entries.

**5.48.2.14 CTDump< K, V >()**

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (  
    this System.Collections.Generic.IDictionary< K, V > dict,  
    string prefix = "",  
    string postfix = "" ) [static]
```

Extension method for IDictionary. Dumps a dictionary to a string.

**Parameters**

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

**Returns**

String with lines for all dictionary entries.

**5.48.2.15 CTDump< T >()** [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (  
    this System.Collections.Generic.IList< T > list,
```

```
string prefix = "",  
string postfix = "" ) [static]
```

Extension method for IList. Dumps a list to a string.

## Parameters

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

## Returns

String with lines for all list entries.

**5.48.2.16 CTDump< T >() [2/2]**

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this T[] array,
    string prefix = "",
    string postfix = "" ) [static]
```

Extension method for Arrays. Dumps an array to a string.

## Parameters

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

## Returns

String with lines for all array entries.

**5.48.2.17 CTEquals()**

```
static bool Crosstales.ExtensionMethods.CTEquals (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Equals'.

## Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

**Returns**

True if the string contains the given string.

**5.48.2.18 CTisInteger()**

```
static bool Crosstales.ExtensionMethods.CTisInteger (
    this string str ) [static]
```

Extension method for strings. Checks if the string is integer.

**Parameters**

<i>str</i>	String-instance.
------------	------------------

**Returns**

True if the string is integer.

**5.48.2.19 CTisNumeric()**

```
static bool Crosstales.ExtensionMethods.CTisNumeric (
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

**Parameters**

<i>str</i>	String-instance.
------------	------------------

**Returns**

True if the string is numeric.

**5.48.2.20 CTisVisibleFrom()**

```
static bool Crosstales.ExtensionMethods.CTisVisibleFrom (
    this Renderer renderer,
    Camera camera ) [static]
```

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

**Parameters**

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

**Returns**

True if the renderer is visible by the given camera.

**5.48.2.21 CTReadFully()**

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (  
    this System.IO.Stream input,  
    int bufferSize = 16384 ) [static]
```

Extension method for Stream. Reads the full content of a Stream.

**Parameters**

<i>input</i>	Stream-instance to read.
<i>bufferSize</i>	Buffer size in bytes (default: 16384, optional).

**Returns**

Byte-array of the Stream content.

**5.48.2.22 CTReplace()**

```
static string Crosstales.ExtensionMethods.CTReplace (  
    this string str,  
    string oldString,  
    string newString,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Replace'.

**Parameters**

<i>str</i>	String-instance.
<i>oldString</i>	String to replace.
<i>newString</i>	New replacement string.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

**Returns**

Replaced string.

**5.48.2.23 CTReverse()**

```
static string Crosstales.ExtensionMethods.CTReverse (
    this string str ) [static]
```

Extension method for strings. Reverses a string.

**Parameters**

<i>str</i>	String-instance.
------------	------------------

**Returns**

Reversed string.

**5.48.2.24 CTShuffle< T >() [1/2]**

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this System.Collections.Generic.IList< T > list,
    int seed = 0 ) [static]
```

Extension method for IList. Shuffles a List.

**Parameters**

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

**5.48.2.25 CTShuffle< T >() [2/2]**

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this T[] array,
    int seed = 0 ) [static]
```

Extension method for Arrays. Shuffles an Array.

**Parameters**

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

**5.48.2.26 CToString< T >() [1/2]**

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CToString< T > (  
    this System.Collections.Generic.IList< T > list ) [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

**Parameters**

<i>list</i>	IList-instance to ToString.
-------------	-----------------------------

**Returns**

String list with all entries (via ToString).

**5.48.2.27 CToString< T >() [2/2]**

```
static string [] Crosstales.ExtensionMethods.CToString< T > (  
    this T[] array ) [static]
```

Extension method for Arrays. Generates a string array with all entries (via ToString).

**Parameters**

<i>array</i>	Array-instance to ToString.
--------------	-----------------------------

**Returns**

String array with all entries (via ToString).

**5.48.2.28 CToTitleCase()**

```
static string Crosstales.ExtensionMethods.CToTitleCase (  
    this string str ) [static]
```

Extension method for strings. Converts a string to title case (first letter uppercase).

**Parameters**

<i>str</i>	String-instance.
------------	------------------



### Returns

Converted string in title case.

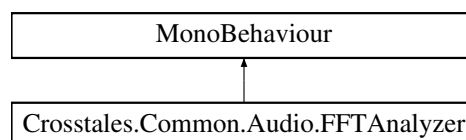
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs](#)

## 5.49 Crosstales.Common.Audio.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Audio.FFTAnalyzer:



### Public Attributes

- float[] **Samples** = new float[256]  
*Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).*
- int **Channel** = 0  
*summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).*
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

### 5.49.1 Detailed Description

FFT analyzer for an audio channel.

### 5.49.2 Member Data Documentation

#### 5.49.2.1 Channel

```
int Crosstales.Common.Audio.FFTAnalyzer.Channel = 0
```

*summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).*

### 5.49.2.2 Samples

```
float [ ] Crosstales.Common.Audio.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary> Analyzed channel (0 = right, 1 = left, default: 0).

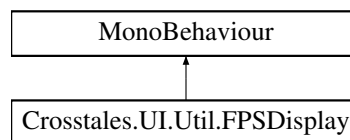
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Audio/FFTAnalyzer.cs

## 5.50 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



### Public Attributes

- Text [FPS](#)  
*Text component to display the FPS.*

### 5.50.1 Detailed Description

Simple FPS-Counter.

### 5.50.2 Member Data Documentation

#### 5.50.2.1 FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

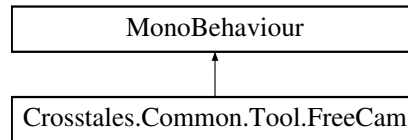
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs

## 5.51 Crosstales.Common.Tool.FreeCam Class Reference

A simple free camera to be added to a Unity game object.

Inheritance diagram for Crosstales.Common.Tool.FreeCam:



### Public Member Functions

- void [StartLooking](#) ()  
*Enable free looking.*
- void [StopLooking](#) ()  
*Disable free looking.*

### Public Attributes

- float [MovementSpeed](#) = 10f  
*Normal speed of camera movement.*
- float [FastMovementSpeed](#) = 100f  
*Speed of camera movement when shift is held down.*
- float [FreeLookSensitivity](#) = 3f  
*Sensitivity for free look.*
- float [ZoomSensitivity](#) = 10f  
*Amount to zoom the camera when using the mouse wheel.*
- float [FastZoomSensitivity](#) = 50f  
*Amount to zoom the camera when using the mouse wheel (fast mode).*

#### 5.51.1 Detailed Description

A simple free camera to be added to a Unity game object.

Keys: wasd / arrows - movement q/e - up/down (local space) r/f - up/down (world space) pageup/pagedown - up/down (world space) hold shift - enable fast movement mode right mouse - enable free look mouse - free look / rotation

#### 5.51.2 Member Function Documentation

### 5.51.2.1 StartLooking()

```
void Crosstales.Common.Tool.FreeCam.StartLooking ( )
```

Enable free looking.

### 5.51.2.2 StopLooking()

```
void Crosstales.Common.Tool.FreeCam.StopLooking ( )
```

Disable free looking.

## 5.51.3 Member Data Documentation

### 5.51.3.1 FastMovementSpeed

```
float Crosstales.Common.Tool.FreeCam.FastMovementSpeed = 100f
```

Speed of camera movement when shift is held down.

### 5.51.3.2 FastZoomSensitivity

```
float Crosstales.Common.Tool.FreeCam.FastZoomSensitivity = 50f
```

Amount to zoom the camera when using the mouse wheel (fast mode).

### 5.51.3.3 FreeLookSensitivity

```
float Crosstales.Common.Tool.FreeCam.FreeLookSensitivity = 3f
```

Sensitivity for free look.

### 5.51.3.4 MovementSpeed

```
float Crosstales.Common.Tool.FreeCam.MovementSpeed = 10f
```

Normal speed of camera movement.

### 5.51.3.5 ZoomSensitivity

```
float Crosstales.Common.Tool.FreeCam.ZoomSensitivity = 10f
```

Amount to zoom the camera when using the mouse wheel.

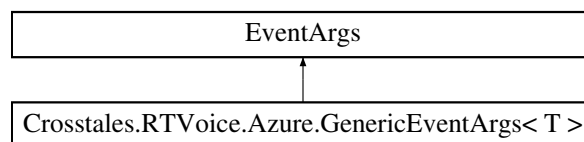
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Tool/FreeCam.cs

## 5.52 Crosstales.RTVoice.Azure.GenericEventArgs< T > Class Template Reference

Generic event args

Inheritance diagram for Crosstales.RTVoice.Azure.GenericEventArgs< T >:



### Public Member Functions

- [GenericEventArgs](#) (T eventData)  
*Initializes a new instance of the [GenericEventArgs< T >](#) class.*

### Properties

- T [EventData](#) [get]  
*Gets the event data.*

### 5.52.1 Detailed Description

Generic event args

Template Parameters

<i>T</i>	Any type T
----------	------------

### 5.52.2 Constructor & Destructor Documentation

### 5.52.2.1 GenericEventArgs()

```
Crosstales.RTVoice.Azure.GenericEventArgs< T >.GenericEventArgs (
    T eventData )
```

Initializes a new instance of the [GenericEventArgs<T>](#) class.

#### Parameters

<i>eventData</i>	The event data.
------------------	-----------------

## 5.52.3 Property Documentation

### 5.52.3.1 EventData

```
T Crosstales.RTVoice.Azure.GenericEventArgs< T >.EventData [get]
```

Gets the event data.

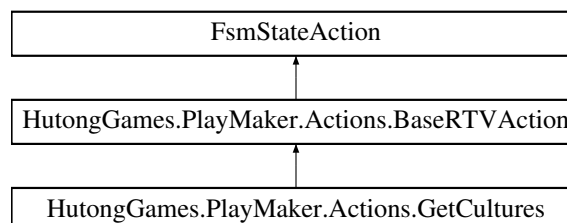
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/TTSClient.cs

## 5.53 HutongGames.PlayMaker.Actions.GetCultures Class Reference

GetCultures-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GetCultures:



### Public Member Functions

- override void **OnEnter** ()

## Public Attributes

- FsmArray [Cultures](#)

*Found cultures (output array).*

### 5.53.1 Detailed Description

GetCultures-action for [PlayMaker](#).

### 5.53.2 Member Data Documentation

#### 5.53.2.1 Cultures

```
FsmArray HutongGames.PlayMaker.Actions.GetCultures.Cultures
```

Found cultures (output array).

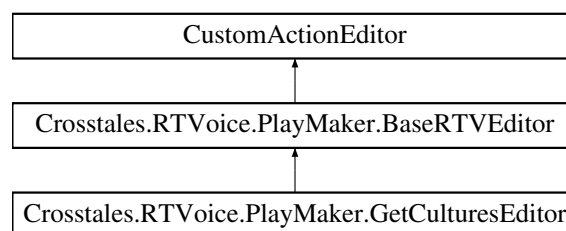
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/GetCultures.cs

## 5.54 Crosstales.RTVoice.PlayMaker.GetCulturesEditor Class Reference

Custom editor for the GetCultures-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetCulturesEditor:



## Additional Inherited Members

### 5.54.1 Detailed Description

Custom editor for the GetCultures-action.

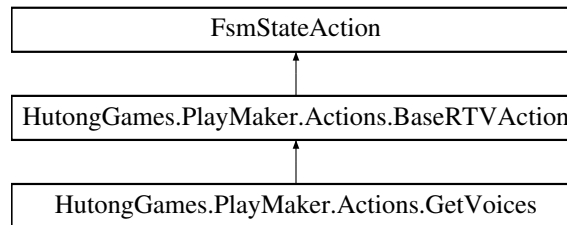
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/GetCulturesEditor.cs

## 5.55 HutongGames.PlayMaker.Actions.GetVoices Class Reference

GetVoices-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GetVoices:



### Public Member Functions

- override void **OnEnter** ()

### Public Attributes

- FsmString [Culture](#)  
*Culture of the voices (e.g. 'en', blank for all cultures).*
- FsmString [Gender](#)  
*Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).*
- FsmArray [Voices](#)  
*Found voices (output array).*

### 5.55.1 Detailed Description

GetVoices-action for [PlayMaker](#).

### 5.55.2 Member Data Documentation

#### 5.55.2.1 Culture

FsmString HutongGames.PlayMaker.Actions.GetVoices.Culture

Culture of the voices (e.g. 'en', blank for all cultures).



### 5.55.2.2 Gender

```
FsmString HutongGames.PlayMaker.Actions.GetVoices.Gender
```

Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).

### 5.55.2.3 Voices

```
FsmArray HutongGames.PlayMaker.Actions.GetVoices.Voices
```

Found voices (output array).

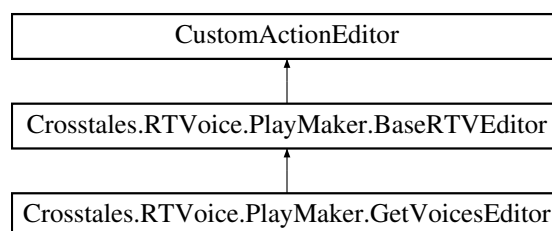
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/GetVoices.cs

## 5.56 Crosstales.RTVoice.PlayMaker.GetVoicesEditor Class Reference

Custom editor for the GetVoices-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetVoicesEditor:



### Additional Inherited Members

#### 5.56.1 Detailed Description

Custom editor for the GetVoices-action.

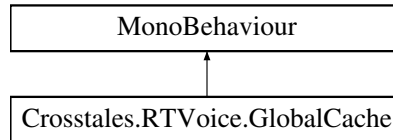
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/GetVoicesEditor.cs

## 5.57 Crosstales.RTVoice.GlobalCache Class Reference

Global cache for wrappers.

Inheritance diagram for Crosstales.RTVoice.GlobalCache:



### Public Member Functions

- AudioClip [GetClip](#) ([Model Wrapper](#) key)  
*Returns the AudioClip for a given key.*
- void [RemoveClip](#) ([Model Wrapper](#) key)  
*Removes an AudioClip for a given key.*
- void [AddClip](#) ([Model Wrapper](#) key, AudioClip data)  
*Adds an AudioClip for a given key.*
- void [ClearClipCache](#) ()  
*Clears the clips cache.*
- void [ClearCache](#) ()  
*Clears the complete cache.*

### Static Public Member Functions

- static void [ResetObject](#) ()  
*Resets this object.*

### Public Attributes

- readonly System.Collections.Generic.Dictionary< [Model Wrapper](#), AudioClip > **Clips** = new System.Collections.Generic.Dictionary<[Model Wrapper](#), AudioClip>()
- int [CurrentClipCacheSize](#) => Clips.Sum(pair => pair.Value.samples \* 2 \* 4)  
*Current size of the clip cache in Bytes.*

### Properties

- static [GlobalCache Instance](#) [get]  
*Returns the singleton instance of this class.*
- int **ClipCacheSize** [get, set]
- bool [DontDestroy](#) [get, set]  
*Don't destroy gameobject during scene switches.*

#### 5.57.1 Detailed Description

Global cache for wrappers.

## 5.57.2 Member Function Documentation

### 5.57.2.1 AddClip()

```
void Crosstales.RTVoice.GlobalCache.AddClip (
    Model Wrapper key,
    AudioClip data )
```

Adds an AudioClip for a given key.

#### Parameters

<i>key</i>	Key for the AudioClip.
<i>data</i>	AudioClip for the key.

### 5.57.2.2 ClearCache()

```
void Crosstales.RTVoice.GlobalCache.ClearCache ( )
```

Clears the complete cache.

### 5.57.2.3 ClearClipCache()

```
void Crosstales.RTVoice.GlobalCache.ClearClipCache ( )
```

Clears the clips cache.

### 5.57.2.4 GetClip()

```
AudioClip Crosstales.RTVoice.GlobalCache.GetClip (
    Model Wrapper key )
```

Returns the AudioClip for a given key.

#### Parameters

<i>key</i>	Key for the AudioClip.
------------	------------------------

### Returns

AudioClip for the given key.

#### 5.57.2.5 RemoveClip()

```
void Crosstales.RTVoice.GlobalCache.RemoveClip (
    Model.Wrapper key )
```

Removes an AudioClip for a given key.

### Parameters

<i>key</i>	Key for the AudioClip.
------------	------------------------

#### 5.57.2.6 ResetObject()

```
static void Crosstales.RTVoice.GlobalCache.ResetObject ( ) [static]
```

Resets this object.

### 5.57.3 Member Data Documentation

#### 5.57.3.1 CurrentClipCacheSize

```
int Crosstales.RTVoice.GlobalCache.CurrentClipCacheSize => Clips.Sum(pair => pair.Value.↔
samples * 2 * 4)
```

Current size of the clip cache in Bytes.

### 5.57.4 Property Documentation

#### 5.57.4.1 DontDestroy

```
bool Crosstales.RTVoice.GlobalCache.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

### 5.57.4.2 Instance

`GlobalCache` Crosstales.RTVoice.GlobalCache.Instance [static], [get]

Returns the singleton instance of this class.

#### Returns

Singleton instance of this class.

summary>Size of the clip cache in Bytes.

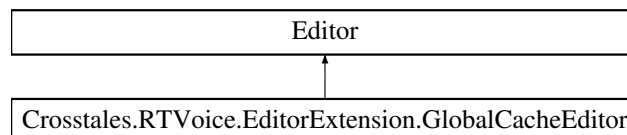
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/GlobalCache.cs

## 5.58 Crosstales.RTVoice.EditorExtension.GlobalCacheEditor Class Reference

Custom editor for the '`GlobalCache`'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.GlobalCacheEditor:



### Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

### 5.58.1 Detailed Description

Custom editor for the '`GlobalCache`'-class.

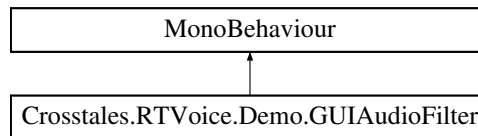
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/GlobalCacheEditor.cs

## 5.59 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

Simple GUI for audio filters.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIAudioFilter:



### Public Member Functions

- void **ResetFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

### Public Attributes

- AudioSource **Source**
- AudioReverbFilter **ReverbFilter**
- AudioChorusFilter **ChorusFilter**
- AudioEchoFilter **EchoFilter**
- AudioDistortionFilter **DistortionFilter**
- AudioLowPassFilter **LowPassFilter**
- AudioHighPassFilter **HighPassFilter**
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

### 5.59.1 Detailed Description

Simple GUI for audio filters.

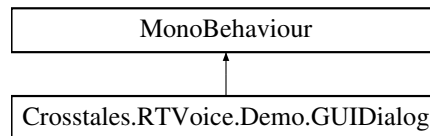
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUIAudioFilter.cs

## 5.60 Crosstales.RTVoice.Demo.GUIDialog Class Reference

[Simple](#) GUI for runtime dialogs with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIDialog:



### Public Member Functions

- void **StartDialog** ()
- void **Silence** ()
- void **ChangeRateA** (float value)
- void **ChangeRateB** (float value)
- void **ChangePitchA** (float value)
- void **ChangePitchB** (float value)
- void **ChangeVolumeA** (float value)
- void **ChangeVolumeB** (float value)
- void **GenderAChanged** (System.Int32 index)
- void **GenderBChanged** (System.Int32 index)

### Public Attributes

- [Dialog](#) **DialogScript**
- Color32 **SpeakerColor** = new Color32(0, 255, 0, 192)
- Image **PanelPersonA**
- Image **PanelPersonB**
- Text **PersonA**
- Text **PersonB**

#### 5.60.1 Detailed Description

[Simple](#) GUI for runtime dialogs with all available OS voices.

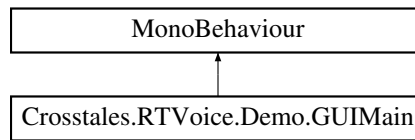
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUIDialog.cs

## 5.61 Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:



### Public Member Functions

- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

### Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- GameObject **NoVoices**
- Text **Errors**

### 5.61.1 Detailed Description

Main GUI component for all demo scenes.

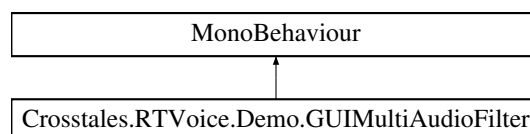
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUIMain.cs

## 5.62 Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference

[Simple](#) GUI for audio filters on multiple objects.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMultiAudioFilter:





## Public Member Functions

- void **ResetFilters** ()
- void **ClearFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

## Public Attributes

- System.Collections.Generic.List< AudioSource > **Sources** = new System.Collections.Generic.↵  
List<AudioSource>()
- System.Collections.Generic.List< AudioReverbFilter > **ReverbFilters** = new System.Collections.Generic.↵  
List<AudioReverbFilter>()
- System.Collections.Generic.List< AudioChorusFilter > **ChorusFilters** = new System.Collections.Generic.↵  
List<AudioChorusFilter>()
- System.Collections.Generic.List< AudioEchoFilter > **EchoFilters** = new System.Collections.Generic.↵  
List<AudioEchoFilter>()
- System.Collections.Generic.List< AudioDistortionFilter > **DistortionFilters** = new System.Collections.↵  
Generic.List<AudioDistortionFilter>()
- System.Collections.Generic.List< AudioLowPassFilter > **LowPassFilters** = new System.Collections.↵  
Generic.List<AudioLowPassFilter>()
- System.Collections.Generic.List< AudioHighPassFilter > **HighPassFilters** = new System.Collections.↵  
Generic.List<AudioHighPassFilter>()
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

### 5.62.1 Detailed Description

[Simple](#) GUI for audio filters on multiple objects.

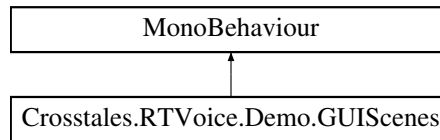
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/G↵  
UIMultiAudioFilter.cs

## 5.63 Crosstales.RTVoice.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIScenes:



### Public Member Functions

- void **LoadPreviousScene** ()
- void **LoadNextScene** ()

### Public Attributes

- string **PreviousScene**
- string **PreviousSceneWebGL**
- string **NextScene**
- string **NextSceneWebGL**

#### 5.63.1 Detailed Description

Main GUI scene manager for all demo scenes.

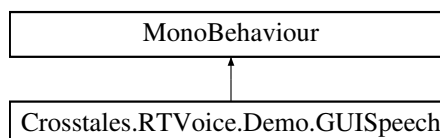
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/G↔UIScenes.cs

## 5.64 Crosstales.RTVoice.Demo.GUISpeech Class Reference

[Simple](#) GUI for runtime TTS with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUISpeech:



## Public Member Functions

- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **ChangeMaryTTS** (bool maryTTS)
- void **GenderChanged** (System.Int32 index)

## Public Attributes

- bool **StartAsNative** = false
- [GUIMultiAudioFilter](#) **AudioFilter**
- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)
- InputField **Input**
- InputField **Culture**
- Text **Cultures**
- Toggle **MaryToogle**
- Text **Voices**

## Static Public Attributes

- static float **Rate** = 1f
- static float **Pitch** = 1f
- static float **Volume** = 1f
- static bool **isNative** = false

### 5.64.1 Detailed Description

[Simple](#) GUI for runtime TTS with all available OS voices.

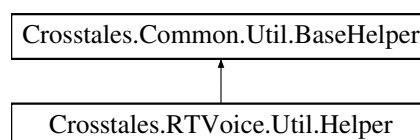
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/G↵UISpeech.cs

## 5.65 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.RTVoice.Util.Helper:



## Static Public Member Functions

- static [Model.Enum.Gender StringToGender](#) (string gender)  
*Converts a string to a Gender.*
- static [Model.Enum.Gender AppleVoiceNameToGender](#) (string voiceName)  
*Converts an Apple voice name to a Gender.*
- static [Model.Enum.Gender WSAVoiceNameToGender](#) (string voiceName)  
*Converts an WSA voice name to a Gender.*
- static string [CleanText](#) (string text, bool removeTags=true, bool clearSpaces=true, bool clearLine↵ Endings=true)  
*Cleans a given text to contain only letters or digits.*
- static string [MarkSpokenText](#) (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false, string markPrefix="<color=green><b>", string markPostfix="</b></color>")  
*Marks the current word or all spoken words from a given text array.*

## Static Public Attributes

- static readonly System.Collections.Generic.Dictionary< int, string > **LocaleCodes** = new System.↵ Collections.Generic.Dictionary<int, string>(161)
- static bool [hasBuiltInTTS](#) => [isWindowsBasedPlatform](#) || [isAppleBasedPlatform](#) || [isAndroidPlatform](#) || [isLinuxPlatform](#)  
*Checks if the current platform has built-in TTS.*

## Properties

- static [Model.Enum.ProviderType CurrentProviderType](#) [get]  
*The current provider type.*

## Additional Inherited Members

### 5.65.1 Detailed Description

Various helper functions.

### 5.65.2 Member Function Documentation

#### 5.65.2.1 AppleVoiceNameToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.AppleVoiceNameToGender (
    string voiceName ) [static]
```

Converts an Apple voice name to a Gender.

## Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

## Returns

Gender from the given Apple voice name.

## 5.65.2.2 CleanText()

```
static string Crosstales.RTVoice.Util.Helper.CleanText (
    string text,
    bool removeTags = true,
    bool clearSpaces = true,
    bool clearLineEndings = true ) [static]
```

Cleans a given text to contain only letters or digits.

## Parameters

<i>text</i>	Text to clean.
<i>removeTags</i>	Removes tags from text (default: true, optional).
<i>clearSpaces</i>	Clears multiple spaces from text (default: true, optional).
<i>clearLineEndings</i>	Clears line endings from text (default: true, optional).

## Returns

Clean text with only letters and digits.

## 5.65.2.3 MarkSpokenText()

```
static string Crosstales.RTVoice.Util.Helper.MarkSpokenText (
    string[] speechTextArray,
    int wordIndex,
    bool markAllSpokenWords = false,
    string markPrefix = "<color=green><b>",
    string markPostfix = "</b></color>" ) [static]
```

Marks the current word or all spoken words from a given text array.

## Parameters

<i>speechTextArray</i>	Array with all text fragments
<i>wordIndex</i>	Current word index
<i>markAllSpokenWords</i>	Mark the spoken words (default: false, optional)
<i>markPrefix</i>	Prefix for every marked word (default: green, optional)
<i>markPostfix</i>	Postfix for every marked word (default: green, optional)

#### Returns

Marked current word or all spoken words.

#### 5.65.2.4 StringToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.StringToGender (
    string gender ) [static]
```

Converts a string to a Gender.

#### Parameters

<i>gender</i>	Gender as text.
---------------	-----------------

#### Returns

Gender from the given string.

#### 5.65.2.5 WSAVoiceNameToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.WSAVoiceNameToGender (
    string voiceName ) [static]
```

Converts an WSA voice name to a Gender.

#### Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

#### Returns

Gender from the given WSA voice name.

### 5.65.3 Member Data Documentation

#### 5.65.3.1 hasBuiltInTTS

```
bool Crosstales.RTVoice.Util.Helper.hasBuiltInTTS => isWindowsBasedPlatform || isAppleBasedPlatform
|| isAndroidPlatform || isLinuxPlatform [static]
```

Checks if the current platform has built-in TTS.

#### Returns

True if the current platform has built-in TTS.

### 5.65.4 Property Documentation

#### 5.65.4.1 CurrentProviderType

`Model.Enum.ProviderType` `Crosstales.RTVoice.Util.Helper.CurrentProviderType` [static], [get]

The current provider type.

#### Returns

Current provider type.

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Helper.cs`

## 5.66 Crosstales.RTVoice.Azure.Synthesize.InputOptions Class Reference

Inputs Options for the TTS Service.

### Public Member Functions

- `InputOptions()`  
*Initializes a new instance of the Input class.*

### Properties

- `System.Uri RequestUri` [get, set]  
*Gets or sets the request URI.*
- `AudioOutputFormat OutputFormat` [get, set]  
*Gets or sets the audio output format.*
- `System.Collections.Generic.IEnumerable< System.Collections.Generic.KeyValuePair< string, string > > Headers` [get]  
*Gets or sets the headers.*
- `string Locale` [get, set]  
*Gets or sets the locale.*
- `Model.Enum.Gender VoiceType` [get, set]  
*Gets or sets the type of the voice; male/female.*
- `string VoiceName` [get, set]  
*Gets or sets the name of the voice.*
- `string AuthorizationToken` [get, set]  
*Authorization Token.*
- `string Text` [get, set]  
*Gets or sets the text.*

### 5.66.1 Detailed Description

Inputs Options for the TTS Service.

### 5.66.2 Constructor & Destructor Documentation

#### 5.66.2.1 InputOptions()

```
Crosstales.RTVoice.Azure.Synthesize.InputOptions.InputOptions ( )
```

Initializes a new instance of the Input class.

### 5.66.3 Property Documentation

#### 5.66.3.1 AuthorizationToken

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.AuthorizationToken [get], [set]
```

Authorization Token.

#### 5.66.3.2 Headers

```
System.Collections.Generic.IEnumerable<System.Collections.Generic.KeyValuePair<string, string>  
> Crosstales.RTVoice.Azure.Synthesize.InputOptions.Headers [get]
```

Gets or sets the headers.

#### 5.66.3.3 Locale

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.Locale [get], [set]
```

Gets or sets the locale.



### 5.66.3.4 OutputFormat

`AudioOutputFormat` Crosstales.RTVoice.Azure.Synthesize.InputOptions.OutputFormat [get], [set]

Gets or sets the audio output format.

### 5.66.3.5 RequestUri

`System.Uri` Crosstales.RTVoice.Azure.Synthesize.InputOptions.RequestUri [get], [set]

Gets or sets the request URI.

### 5.66.3.6 Text

`string` Crosstales.RTVoice.Azure.Synthesize.InputOptions.Text [get], [set]

Gets or sets the text.

### 5.66.3.7 VoiceName

`string` Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceName [get], [set]

Gets or sets the name of the voice.

### 5.66.3.8 VoiceType

`Model.Enum.Gender` Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceType [get], [set]

Gets or sets the type of the voice; male/female.

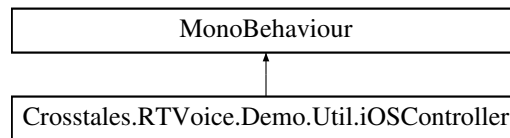
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/TTSCClient.cs

## 5.67 Crosstales.RTVoice.Demo.Util.iOSController Class Reference

Enables MaryTTS on iOS for specific scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.iOSController:



### Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnApplicationQuit** ()

#### 5.67.1 Detailed Description

Enables MaryTTS on iOS for specific scenes.

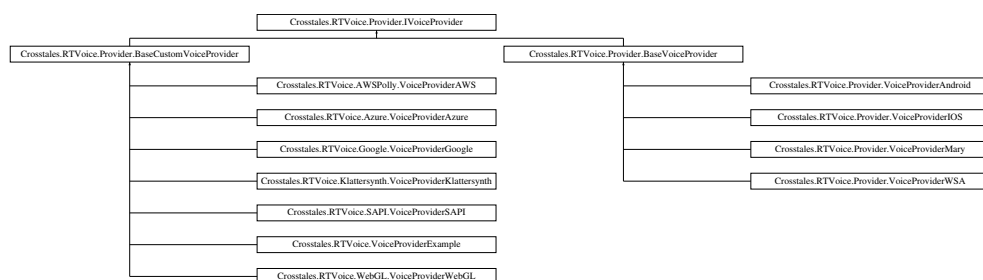
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↔ Util/iOSController.cs

## 5.68 Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference

Interface for all voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.IVoiceProvider:



## Public Member Functions

- void [Silence](#) ()  
*Silence all active TTS-providers.*
- void [Silence](#) (string uid)  
*Silence the current TTS-provider (native mode).*
- IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*
- IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- IEnumerator [SpeakWithClip](#) ([Model.Wrapper](#) wrapper, [AudioClip](#) clip)  
*The provider speaks a text with a given AudioClip.*
- void [Load](#) (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*
- void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)  
*Generates an audio file with the current provider (Editor only).*

## Properties

- string [AudioFileExtension](#) [get]  
*Returns the extension of the generated audio files.*
- [AudioType](#) [AudioFileType](#) [get]  
*Returns the type of the generated audio files.*
- string [DefaultVoiceName](#) [get]  
*Returns the default voice name of the current TTS-provider.*
- System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]  
*Get all available voices from the current TTS-provider and fills it into a given list.*
- int [MaxTextLength](#) [get]  
*Maximal length of the speech text (in characters).*
- bool [isWorkingInEditor](#) [get]  
*Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).*
- bool [isWorkingInPlaymode](#) [get]  
*Indicates if this provider is working with 'Play'-mode inside the Unity Editor.*
- bool [isSpeakNativeSupported](#) [get]  
*Indicates if this provider is supporting SpeakNative.*
- bool [isSpeakSupported](#) [get]  
*Indicates if this provider is supporting Speak.*
- bool [isPlatformSupported](#) [get]  
*Indicates if this provider is supporting the current platform.*
- bool [isSSMLSupported](#) [get]  
*Indicates if this provider is supporting SSML.*
- bool [isOnlineService](#) [get]  
*Indicates if this provider is an online service like MaryTTS or AWS Polly.*
- bool [hasCoRoutines](#) [get]  
*Indicates if this provider uses co-routines.*
- bool [isIL2CPPSupported](#) [get]

*Indicates if this provider is supporting IL2CPP.*

- bool [hasVoicesInEditor](#) [get]

*Indicates if this provider returns voices in the Editor mode.*

- System.Collections.Generic.List< string > [Cultures](#) [get]

*Get all available cultures from the current provider (ISO 639-1).*

## 5.68.1 Detailed Description

Interface for all voice providers.

## 5.68.2 Member Function Documentation

### 5.68.2.1 Generate()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Generate (
    Model Wrapper wrapper )
```

The current provider generates an audio file from a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.VoiceProviderExa](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.Base](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), and [Crosstales.RTVoice.Klatters](#)

### 5.68.2.2 GenerateInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.GenerateInEditor (
    Model Wrapper wrapper )
```

Generates an audio file with the current provider (Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProv](#)

[Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

### 5.68.2.3 Load()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Load (
    bool forceReload = false )
```

Load the provider (e.g. all voices).

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implemented in [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.AWSPolly.VoiceProviderPolly](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

### 5.68.2.4 Silence() [1/2]

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Silence ( )
```

Silence all active TTS-providers.

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), and [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.68.2.5 Silence() [2/2]

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Silence (
    string uid )
```

Silence the current TTS-provider (native mode).

#### Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Implemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), and [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.68.2.6 Speak()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Speak (
    Model Wrapper wrapper )
```

The current provider speaks a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

### 5.68.2.7 SpeakNative()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNative (
    Model Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

### 5.68.2.8 SpeakNativeInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNativeInEditor (
    Model Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.VoiceProviderVoiceProvider](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderVoiceProvider](#) and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

### 5.68.2.9 SpeakWithClip()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakWithClip (
    Model Wrapper wrapper,
    AudioClip clip )
```

The provider speaks a text with a given AudioClip.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
<i>clip</i>	AudioClip with the speech audio.

Implemented in [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), and [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

## 5.68.3 Property Documentation

### 5.68.3.1 AudioFileExtension

```
string Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileExtension [get]
```

Returns the extension of the generated audio files.

## Returns

Extension of the generated audio files.

### 5.68.3.2 AudioFileType

```
AudioType Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileType [get]
```

Returns the type of the generated audio files.

## Returns

Type of the generated audio files.

### 5.68.3.3 Cultures

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Provider.IVoiceProvider.Cultures  
[get]
```

Get all available cultures from the current provider (ISO 639-1).

#### Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

### 5.68.3.4 DefaultVoiceName

```
string Crosstales.RTVoice.Provider.IVoiceProvider.DefaultVoiceName [get]
```

Returns the default voice name of the current TTS-provider.

#### Returns

Default voice name of the current TTS-provider.

### 5.68.3.5 hasCoRoutines

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.hasCoRoutines [get]
```

Indicates if this provider uses co-routines.

#### Returns

True if this provider uses co-routines.

### 5.68.3.6 hasVoicesInEditor

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.hasVoicesInEditor [get]
```

Indicates if this provider returns voices in the Editor mode.

#### Returns

True if this provider returns voices in the Editor mode.



### 5.68.3.7 isIL2CPPSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isIL2CPPSupported [get]
```

Indicates if this provider is supporting IL2CPP.

#### Returns

True if this provider supports IL2CPP.

### 5.68.3.8 isOnlineService

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isOnlineService [get]
```

Indicates if this provider is an online service like MaryTTS or AWS Polly.

#### Returns

True if this provider is an online service.

### 5.68.3.9 isPlatformSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isPlatformSupported [get]
```

Indicates if this provider is supporting the current platform.

#### Returns

True if this provider supports current platform.

### 5.68.3.10 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakNativeSupported [get]
```

Indicates if this provider is supporting SpeakNative.

#### Returns

True if this provider supports SpeakNative.

### 5.68.3.11 isSpeakSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakSupported [get]
```

Indicates if this provider is supporting Speak.

#### Returns

True if this provider supports Speak.

### 5.68.3.12 isSSMLSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSSMLSupported [get]
```

Indicates if this provider is supporting SSML.

#### Returns

True if this provider supports SSML.

### 5.68.3.13 isWorkingInEditor

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInEditor [get]
```

Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).

#### Returns

True if the provider is working directly inside the Unity Editor.

### 5.68.3.14 isWorkingInPlaymode

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInPlaymode [get]
```

Indicates if this provider is working with 'Play'-mode inside the Unity Editor.

#### Returns

True if this provider is working with 'Play'-mode inside the Unity Editor.

### 5.68.3.15 MaxTextLength

```
int Crosstales.RTVoice.Provider.IVoiceProvider.MaxTextLength [get]
```

Maximal length of the speech text (in characters).

#### Returns

The maximal length of the speech text.

### 5.68.3.16 Voices

```
System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Provider.IVoiceProvider.Voices  
[get]
```

Get all available voices from the current TTS-provider and fills it into a given list.

#### Returns

All available voices (alphabetically ordered by 'Name') as a list.

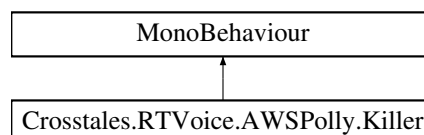
The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/I↔VoiceProvider.cs

## 5.69 Crosstales.RTVoice.AWSPolly.Killer Class Reference

Kills AWS Polly at the end of the scene.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.Killer:



### Public Attributes

- GameObject **AWSPolly**

### 5.69.1 Detailed Description

Kills AWS Polly at the end of the scene.

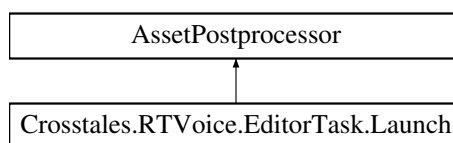
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Demo/Scripts/Killer.cs ↩

## 5.70 Crosstales.RTVoice.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.RTVoice.EditorTask.Launch:



### Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] movedAssets, string[] movedFromAssetPaths) ↩

### 5.70.1 Detailed Description

Show the configuration window on the first launch.

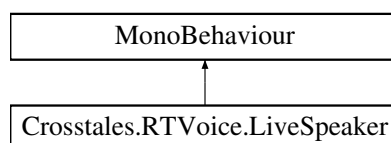
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/Launch.cs ↩

## 5.71 Crosstales.RTVoice.LiveSpeaker Class Reference

Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").

Inheritance diagram for Crosstales.RTVoice.LiveSpeaker:



## Public Member Functions

- void [SpeakNative](#) ([Model.Wrapper](#) wrapper)  
*Speaks a text with a given wrapper -> native mode.*
- void [SpeakNative](#) (string args)  
*Speaks a text with a given array of arguments (native mode).*
- void [SpeakNative](#) (string[ ] args)  
*Speaks a text with a given array of arguments (native mode).*
- void [Speak](#) ([Model.Wrapper](#) wrapper)  
*Speaks a text with a given wrapper.*
- void [Speak](#) (string args)  
*Speaks a text with a given array of arguments.*
- void [Speak](#) (string[ ] args)  
*Speaks a text with a given array of arguments.*
- void [Silence](#) ()  
*Silence all active TTS-voices.*

### 5.71.1 Detailed Description

Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").

### 5.71.2 Member Function Documentation

#### 5.71.2.1 Silence()

```
void Crosstales.RTVoice.LiveSpeaker.Silence ( )
```

Silence all active TTS-voices.

#### 5.71.2.2 Speak() [1/3]

```
void Crosstales.RTVoice.LiveSpeaker.Speak (
    Model.Wrapper wrapper )
```

Speaks a text with a given wrapper.

##### Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

### 5.71.2.3 Speak() [2/3]

```
void Crosstales.RTVoice.LiveSpeaker.Speak (
    string args )
```

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

#### Parameters

<i>args</i>	Argument string delimited by ';': 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).
-------------	---

### 5.71.2.4 Speak() [3/3]

```
void Crosstales.RTVoice.LiveSpeaker.Speak (
    string[] args )
```

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

#### Parameters

<i>args</i>	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = pitch (optional), 5 = volume (optional).
-------------	---

### 5.71.2.5 SpeakNative() [1/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNative (
    Model.Wrapper wrapper )
```

Speaks a text with a given wrapper -> native mode.

#### Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

### 5.71.2.6 SpeakNative() [2/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNative (
    string args )
```

Speaks a text with a given array of arguments (native mode).

#### Parameters

<i>args</i>	Argument string delimited by ';': 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).
-------------	---

#### 5.71.2.7 SpeakNative() [3/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNative (
    string[] args )
```

Speaks a text with a given array of arguments (native mode).

#### Parameters

<i>args</i>	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = pitch (optional), 5 = volume (optional).
-------------	---

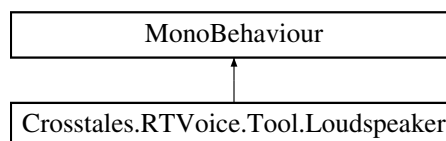
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Live↔ Speaker.cs

## 5.72 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

[Loudspeaker](#) for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



### Public Member Functions

- void **OnDisable** ()

### Properties

- AudioSource [Source](#) [get, set]  
*Origin AudioSource.*
- bool [Synchronized](#) [get, set]  
*Synchronize with the origin.*
- bool [SilenceSource](#) [get, set]  
*Silence the origin.*

### 5.72.1 Detailed Description

[Loudspeaker](#) for an AudioSource.

### 5.72.2 Property Documentation

#### 5.72.2.1 SilenceSource

```
bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource [get], [set]
```

Silence the origin.

#### 5.72.2.2 Source

```
AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source [get], [set]
```

Origin AudioSource.

#### 5.72.2.3 Synchronized

```
bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized [get], [set]
```

Synchronize with the origin.

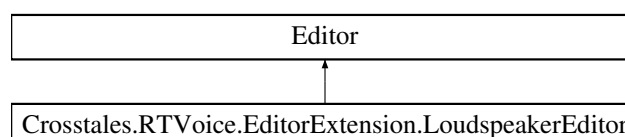
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/Loudspeaker.  
CS↔

## 5.73 Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference

Custom editor for the 'Loudspeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.LoudspeakerEditor:





## Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

### 5.73.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

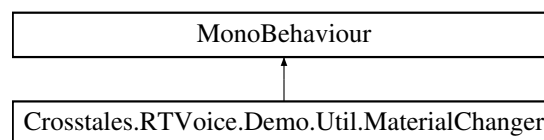
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/Loudspeaker↔ Editor.cs

## 5.74 Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference

Changes the material of a renderer while an AudioSource is playing.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.MaterialChanger:



## Public Attributes

- AudioSource **Source**
- Material **ActiveMaterial**

### 5.74.1 Detailed Description

Changes the material of a renderer while an AudioSource is playing.

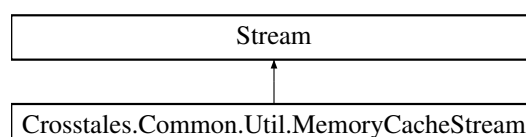
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↔ Util/MaterialChanger.cs

## 5.75 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



## Public Member Functions

- [MemoryCacheStream](#) (int cacheSize=64 \* [BaseConstants.FACTOR\\_KB](#), int maxCacheSize=64 \* [BaseConstants.FACTOR\\_MB](#))  
*Constructor with a specified cache size.*
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[] buffer, int offset, int count)
- override void **Write** (byte[] buffer, int offset, int count)

## Public Attributes

- override bool [CanRead](#) => true  
*Gets a flag flag that indicates if the stream is readable (always true).*
- override bool [CanSeek](#) => true  
*Gets a flag flag that indicates if the stream is seekable (always true).*
- override bool [CanWrite](#) => true  
*Gets a flag flag that indicates if the stream is seekable (always true).*
- override long [Length](#) => length  
*Gets the current stream length.*

## Properties

- override long [Position](#) [get, set]  
*Gets or sets the current stream position.*

### 5.75.1 Detailed Description

Memory cache stream.

### 5.75.2 Constructor & Destructor Documentation

#### 5.75.2.1 [MemoryCacheStream\(\)](#)

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
    int cacheSize = 64 * BaseConstants.FACTOR\_KB,
    int maxCacheSize = 64 * BaseConstants.FACTOR\_MB )
```

Constructor with a specified cache size.

#### Parameters

<i>cacheSize</i>	Cache size of the stream in bytes.
<i>maxCacheSize</i>	Maximum cache size of the stream in bytes.

### 5.75.3 Member Data Documentation

#### 5.75.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

#### 5.75.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

#### 5.75.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

#### 5.75.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

### 5.75.4 Property Documentation

#### 5.75.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position [get], [set]
```

Gets or sets the current stream position.

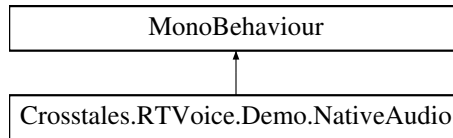
The documentation for this class was generated from the following file:

- D:/slauberberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Memory↔  
CacheStream.cs

## 5.76 Crosstales.RTVoice.Demo.NativeAudio Class Reference

[Simple](#) example with native audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.NativeAudio:



### Public Member Functions

- void **StartTTS** ()
- void **Silence** ()

### Public Attributes

- string **SpeechText** = "This is an example with native audio for exact timing (e.g. animations)."
- bool **PlayOnStart** = false
- float **Delay** = 1f

### 5.76.1 Detailed Description

[Simple](#) example with native audio for exact timing.

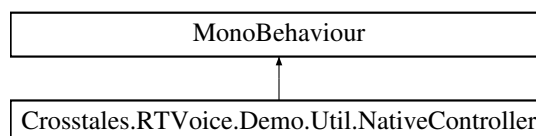
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/NativeAudio.cs

## 5.77 Crosstales.RTVoice.Demo.Util.NativeController Class Reference

Enables or disable game objects for native mode.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.NativeController:



## Public Attributes

- bool [Active](#) = true  
*Enable or disable the 'Objects' for native mode (default: true).*
- GameObject[] **Objects**

### 5.77.1 Detailed Description

Enables or disable game objects for native mode.

### 5.77.2 Member Data Documentation

#### 5.77.2.1 Active

```
bool Crosstales.RTVoice.Demo.Util.NativeController.Active = true
```

Enable or disable the 'Objects' for native mode (default: true).

summary>Selected objects for the controller.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↵  
Util/NativeController.cs

## 5.78 Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

### 5.78.1 Detailed Description

Checks if a 'Happy new year'-message must be displayed.

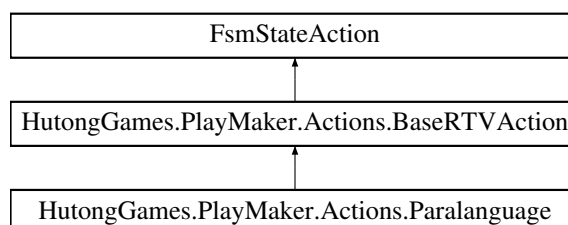
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Editor/Task/NY↵  
Check.cs

## 5.79 HutongGames.PlayMaker.Actions.Paralanguage Class Reference

Paralanguage-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Paralanguage:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

### Public Attributes

- [Crosstailes.RTVoice.Tool.Paralanguage Obj](#)  
Add a [Paralanguage](#) (default: first object in scene).

### 5.79.1 Detailed Description

Paralanguage-action for [PlayMaker](#).

### 5.79.2 Member Data Documentation

#### 5.79.2.1 Obj

[Crosstailes.RTVoice.Tool.Paralanguage](#) `HutongGames.PlayMaker.Actions.Paralanguage.Obj`

Add a [Paralanguage](#) (default: first object in scene).

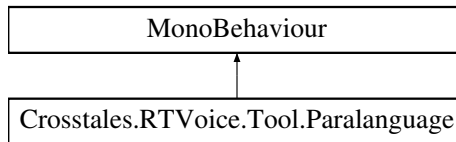
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/3rd party/PlayMaker/Scripts/Paralanguage.cs`

## 5.80 Crosstales.RTVoice.Tool.Paralanguage Class Reference

Para-language simulator with audio files.

Inheritance diagram for Crosstales.RTVoice.Tool.Paralanguage:



### Public Member Functions

- void [Speak](#) ()  
*Speak the text.*
- void [Silence](#) ()  
*Silence the speech.*

### Public Attributes

- [ParalanguageStartEvent](#) **OnStarted**
- [ParalanguageCompleteEvent](#) **OnCompleted**

### Properties

- string [Text](#) [get, set]  
*Text to speak.*
- [Model.VoiceAlias](#) **Voices** [get, set]  
*Voices for the speech.*
- [Model.Enum.SpeakMode](#) **Mode** [get, set]  
*Speak mode.*
- [AudioClip\[\]](#) **Clips** [get, set]  
*Audio clips to play.*
- float [Rate](#) [get, set]  
*Speech rate of the speaker in percent (range: 0-3).*
- float [Pitch](#) [get, set]  
*Speech pitch of the speaker in percent (range: 0-2).*
- float [Volume](#) [get, set]  
*Volume of the speaker in percent (range: 0-1).*
- bool [PlayOnStart](#) [get, set]  
*Enable speaking of the text on start.*
- float [Delay](#) [get, set]  
*Delay until the speech for this text starts.*

## Events

- ParalanguageStart [OnParalanguageStart](#)  
*An event triggered whenever a [Paralanguage](#) 'Speak' is started.*
- ParalanguageComplete [OnParalanguageComplete](#)  
*An event triggered whenever a [Paralanguage](#) 'Speak' is completed.*

### 5.80.1 Detailed Description

Para-language simulator with audio files.

### 5.80.2 Member Function Documentation

#### 5.80.2.1 Silence()

```
void Crosstales.RTVoice.Tool.Paralanguage.Silence ( )
```

Silence the speech.

#### 5.80.2.2 Speak()

```
void Crosstales.RTVoice.Tool.Paralanguage.Speak ( )
```

Speak the text.

### 5.80.3 Property Documentation

#### 5.80.3.1 Clips

```
AudioClip [ ] Crosstales.RTVoice.Tool.Paralanguage.Clips [get], [set]
```

Audio clips to play.

#### 5.80.3.2 Delay

```
float Crosstales.RTVoice.Tool.Paralanguage.Delay [get], [set]
```

Delay until the speech for this text starts.



### 5.80.3.3 Mode

`Model.Enum.SpeakMode` Crosstales.RTVoice.Tool.Paralanguage.Mode [get], [set]

Speak mode.

### 5.80.3.4 Pitch

`float` Crosstales.RTVoice.Tool.Paralanguage.Pitch [get], [set]

Speech pitch of the speaker in percent (range: 0-2).

### 5.80.3.5 PlayOnStart

`bool` Crosstales.RTVoice.Tool.Paralanguage.PlayOnStart [get], [set]

Enable speaking of the text on start.

### 5.80.3.6 Rate

`float` Crosstales.RTVoice.Tool.Paralanguage.Rate [get], [set]

Speech rate of the speaker in percent (range: 0-3).

### 5.80.3.7 Text

`string` Crosstales.RTVoice.Tool.Paralanguage.Text [get], [set]

Text to speak.

### 5.80.3.8 Voices

`Model.VoiceAlias` Crosstales.RTVoice.Tool.Paralanguage.Voices [get], [set]

Voices for the speech.

### 5.80.3.9 Volume

```
float Crosstales.RTVoice.Tool.Paralanguage.Volume [get], [set]
```

Volume of the speaker in percent (range: 0-1).

## 5.80.4 Event Documentation

### 5.80.4.1 OnParalanguageComplete

```
ParalanguageComplete Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageComplete
```

An event triggered whenever a [Paralanguage](#) 'Speak' is completed.

### 5.80.4.2 OnParalanguageStart

```
ParalanguageStart Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageStart
```

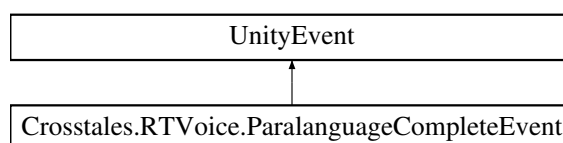
An event triggered whenever a [Paralanguage](#) 'Speak' is started.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/Paralanguage.↔  
cs

## 5.81 Crosstales.RTVoice.ParalanguageCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ParalanguageCompleteEvent:



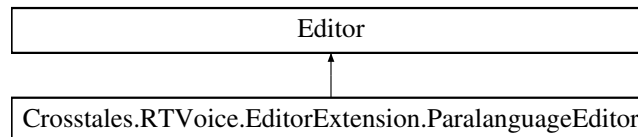
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.↔  
cs

## 5.82 Crosstales.RTVoice.EditorExtension.ParalanguageEditor Class Reference

Custom editor for the 'Paralanguage'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ParalanguageEditor:



### Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

#### 5.82.1 Detailed Description

Custom editor for the 'Paralanguage'-class.

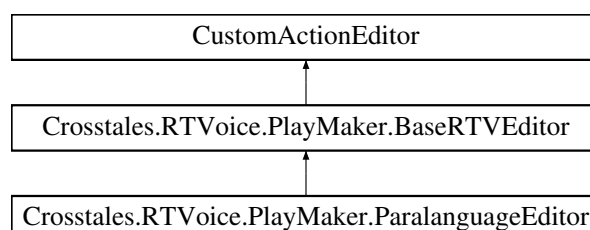
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/Paralanguage↔ Editor.cs

## 5.83 Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference

Custom editor for the Paralanguage-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.ParalanguageEditor:



## Additional Inherited Members

### 5.83.1 Detailed Description

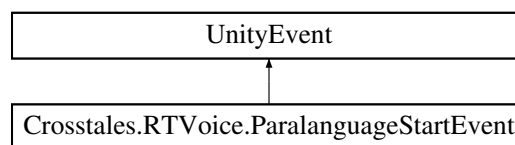
Custom editor for the Paralanguage-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/ParalanguageEditor.cs

## 5.84 Crosstales.RTVoice.ParalanguageStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ParalanguageStartEvent:



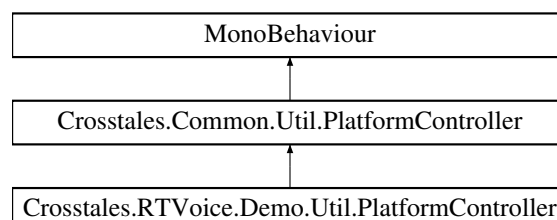
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

## 5.85 Crosstales.RTVoice.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.PlatformController:



## Protected Member Functions

- override void **Start** ()

## Additional Inherited Members

### 5.85.1 Detailed Description

Enables or disable game objects for a given platform.

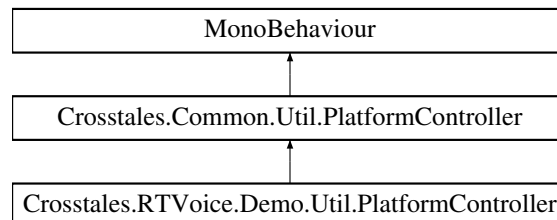
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↔ Util/PlatformController.cs

## 5.86 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



### Public Attributes

- System.Collections.Generic.List< [Model.Enum.Platform](#) > **Platforms**  
*Selected platforms for the controller.*
- bool **Active** = true  
*summary> Selected objects for the controller.*
- GameObject[] **Objects**

### Protected Member Functions

- virtual void **Start** ()
- void **selectPlatform** ()
- void **activateGO** ()

### Protected Attributes

- [Model.Enum.Platform](#) **currentPlatform**

### 5.86.1 Detailed Description

Enables or disable game objects for a given platform.

## 5.86.2 Member Data Documentation

### 5.86.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

### 5.86.2.2 Platforms

```
System.Collections.Generic.List<Model.Enum.Platform> Crosstales.Common.Util.PlatformController.↔  
Platforms
```

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

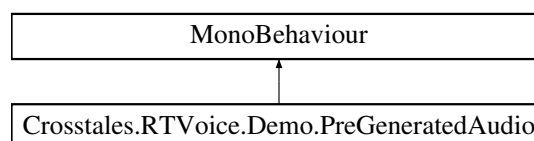
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Platform↔  
Controller.cs

## 5.87 Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference

[Simple](#) example with pre-generated audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.PreGeneratedAudio:



### Public Member Functions

- void **Play** ()
- void **Silence** ()
- void **Stop** ()

### Public Attributes

- string **SpeechText** = "This is an example with pre-generated audio for exact timing (e.g. animations)."
- bool **PlayOnStart** = false

### 5.87.1 Detailed Description

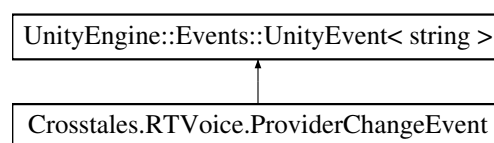
[Simple](#) example with pre-generated audio for exact timing.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/PreGeneratedAudio.cs

## 5.88 Crosstales.RTVoice.ProviderChangeEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ProviderChangeEvent:



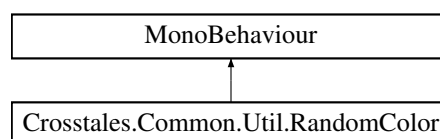
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

## 5.89 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



### Public Attributes

- bool [UseInterval](#) = true  
*Use intervals to change the color (default: true).*
- Vector2 [ChangeInterval](#) = new Vector2(5, 10)  
*summary> Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).*
- Vector2 [HueRange](#) = new Vector2(0f, 1f)  
*summary> Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).*
- Vector2 [SaturationRange](#) = new Vector2(1f, 1f)  
*summary> Random value range between min (= x) and max (= y) (default: x = 1, y = 1).*

- Vector2 [ValueRange](#) = new Vector2(1f, 1f)  
*summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).*
- Vector2 [AlphaRange](#) = new Vector2(1f, 1f)  
*summary>Use gray scale colors (default: false).*
- bool [GrayScale](#) = false  
*summary>Modify the color of a material instead of the Renderer (default: not set, optional).*
- Material [Material](#)  
*summary>Set the object to a random color at Start (default: false).*
- bool **RandomColorAtStart** = false

### 5.89.1 Detailed Description

Random color changer.

### 5.89.2 Member Data Documentation

#### 5.89.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

*summary>Use gray scale colors (default: false).*

#### 5.89.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

*summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).*

#### 5.89.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale = false
```

*summary>Modify the color of a material instead of the Renderer (default: not set, optional).*

#### 5.89.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

*summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).*



### 5.89.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

### 5.89.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

### 5.89.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

### 5.89.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

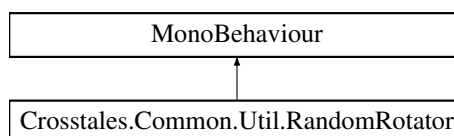
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs↵

## 5.90 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



## Public Attributes

- bool **UseInterval** = true  
*Use intervals to change the rotation (default: true).*
- Vector2 **ChangeInterval** = new Vector2(10, 20)  
*summary>Minimum rotation speed per axis (default: 5 for all axis).*
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)  
*summary>Maximum rotation speed per axis (default: 15 for all axis).*
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)  
*summary>Set the object to a random rotation at Start (default: false).*
- bool **RandomRotationAtStart** = false

### 5.90.1 Detailed Description

Random rotation changer.

### 5.90.2 Member Data Documentation

#### 5.90.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

#### 5.90.2.2 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

#### 5.90.2.3 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

### 5.90.2.4 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

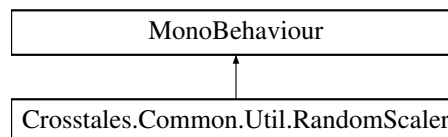
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

## 5.91 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



### Public Attributes

- bool **UseInterval** = true  
Use intervals to change the scale (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)  
summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)  
summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)  
summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool **Uniform** = true  
summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

### 5.91.1 Detailed Description

Random scale changer.

### 5.91.2 Member Data Documentation

### 5.91.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

### 5.91.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

### 5.91.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

### 5.91.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

### 5.91.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Random↔  
Scaler.cs

## 5.92 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.92.1 Detailed Description

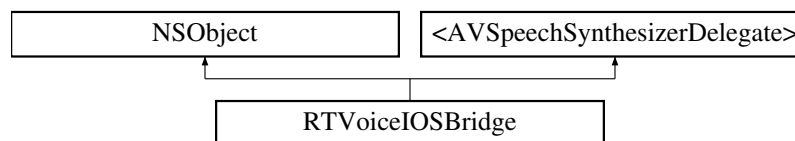
Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Integration/RTVoiceGameObject.cs`

## 5.93 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



### Class Methods

- (void) + [setVoices](#)
- (void) + [speak:text:rate:pitch:volume:](#)
- (void) + [stop](#)

### 5.93.1 Method Documentation

#### 5.93.1.1 setVoices

```
+ (void) setVoices
```

Collects and sends all voices to RT-Voice.

#### 5.93.1.2 speak:text:rate:pitch:volume:

```
+ (void) speak:
    (NSString *) id
    text:(NSString *) text
    rate:(float) rate
    pitch:(float) pitch
    volume:(float) volume
```

Speaks the string with a given rate, pitch, volume and culture.

## Parameters

<i>id</i>	ID of the voice to speak
<i>text</i>	Text to speak
<i>rate</i>	Speech rate of the speaker in percent
<i>pitch</i>	Pitch of the speech in percent
<i>volume</i>	Volume of the speaker in percent

### 5.93.1.3 stop

+ (void) stop

Stops speaking

The documentation for this class was generated from the following files:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RT↔VoicelOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RT↔VoicelOSBridge.mm

## 5.94 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

### 5.94.1 Detailed Description

Editor component for the "Tools"-menu.

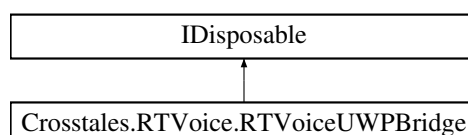
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Integration/R↔TVoiceMenu.cs

## 5.95 Crosstales.RTVoice.RTVoiceUWPBridge Class Reference

WSA (UWP) TTS bridge.

Inheritance diagram for Crosstales.RTVoice.RTVoiceUWPBridge:



## Public Member Functions

- async void **SpeakNative** (string text, string voice)
- void **StopNative** ()
- async void **SynthesizeToFile** (string text, string path, string fileName, string voice)  
*Use the TTS engine to write the voice clip into a pre-defined Folder.*
- void **Dispose** ()

## Properties

- bool **isBusy** [get, set]  
*Indicates if the TTS-Engine is currently busy.*
- bool **isBusyNative** [get, set]  
*Indicates if the TTS-Engine is currently busy in native mode.*
- static string **TargetFolder** [get]  
*Returns the target Folder of the last Speak call. If there hasn't been a Speak call so far, returns ApplicationData.LocalFolder.*
- string[] **Voices** [get]  
*Returns the available voices.*
- bool **DEBUG** [get, set]  
*DEBUG mode to on/off*

### 5.95.1 Detailed Description

WSA (UWP) TTS bridge.

### 5.95.2 Member Function Documentation

#### 5.95.2.1 SynthesizeToFile()

```
async void Crosstales.RTVoice.RTVoiceUWPBridge.SynthesizeToFile (
    string text,
    string path,
    string fileName,
    string voice )
```

Use the TTS engine to write the voice clip into a pre-defined Folder.

#### Parameters

<i>text</i>	Spoken text
<i>path</i>	Target folder
<i>fileName</i>	File name
<i>voice</i>	Desired voice

### 5.95.3 Property Documentation

#### 5.95.3.1 DEBUG

```
bool Crosstales.RTVoice.RTVoiceUWPBridge.DEBUG [get], [set]
```

DEBUG mode to on/off

#### 5.95.3.2 isBusy

```
bool Crosstales.RTVoice.RTVoiceUWPBridge.isBusy [get], [set]
```

Indicates if the TTS-Engine is currently busy.

##### Returns

True if the TTS-Engine is currently busy.

#### 5.95.3.3 isBusyNative

```
bool Crosstales.RTVoice.RTVoiceUWPBridge.isBusyNative [get], [set]
```

Indicates if the TTS-Engine is currently busy in native mode.

##### Returns

True if the TTS-Engine is currently busy in native mode.

#### 5.95.3.4 TargetFolder

```
string Crosstales.RTVoice.RTVoiceUWPBridge.TargetFolder [static], [get]
```

Returns the target Folder of the last Speak call. If there hasn't been a Speak call so far, returns ApplicationData.Current.LocalFolder.

##### Returns

The target Folder of the last Speak call.



### 5.95.3.5 Voices

```
string [ ] Crosstales.RTVoice.RTVoiceUWPBridge.Voices [get]
```

Returns the available voices.

#### Returns

Available voices as string-array. Format: DisplayName;Language</string>

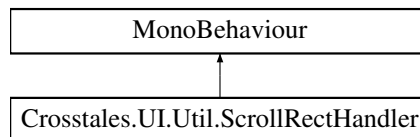
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Native/RTVoiceUWPBridge.cs

## 5.96 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



### Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

### 5.96.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

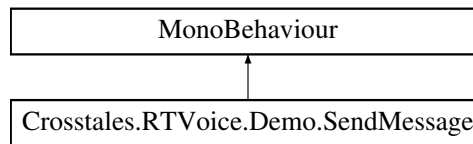
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs

## 5.97 Crosstales.RTVoice.Demo.SendMessage Class Reference

[Simple](#) "SendMessage" example.

Inheritance diagram for Crosstales.RTVoice.Demo.SendMessage:



### Public Member Functions

- void **Play** ()
- void **SpeakerA** ()
- IEnumerator **SpeakerB** ()
- void **Silence** ()

### Public Attributes

- string **TextA** = "RT-Voice works great with PlayMaker, SALSA, Localized Dialogs/Cutscenes, Dialogue System for Unity and THE Dialogue Engine - that's awesome!"
- string **TextB** = "Absolutely true! RT-Voice is fantastic."
- float **DelayTextB** = 12.2f
- bool **PlayOnStart** = false

### 5.97.1 Detailed Description

[Simple](#) "SendMessage" example.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Send← Message.cs

## 5.98 Crosstales.RTVoice.Model.Sequence Class Reference

[Model](#) for a sequence.

### Public Member Functions

- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

## Public Attributes

- string [Text](#) = string.Empty  
*Text to speak.*
- [VoiceAlias](#) [Voices](#)  
*Voices for the speech.*
- [Enum.SpeakMode](#) [Mode](#) = Enum.SpeakMode.Speak  
*Speak mode (default: 'Speak').*
- AudioSource [Source](#)  
*AudioSource for the output (optional).*
- float [Rate](#) = 1f  
*Speech rate of the speaker in percent (1 = 100%, default: 1, optional).*
- float [Pitch](#) = 1f  
*Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).*
- float [Volume](#) = 1f  
*Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).*
- bool **initialized** = false

### 5.98.1 Detailed Description

[Model](#) for a sequence.

### 5.98.2 Member Data Documentation

#### 5.98.2.1 Mode

[Enum.SpeakMode](#) Crosstales.RTVoice.Model.Sequence.Mode = Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

#### 5.98.2.2 Pitch

`float Crosstales.RTVoice.Model.Sequence.Pitch = 1f`

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

#### 5.98.2.3 Rate

`float Crosstales.RTVoice.Model.Sequence.Rate = 1f`

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

#### 5.98.2.4 Source

`AudioSource Crosstales.RTVoice.Model.Sequence.Source`

AudioSource for the output (optional).

#### 5.98.2.5 Text

`string Crosstales.RTVoice.Model.Sequence.Text = string.Empty`

Text to speak.

#### 5.98.2.6 Voices

`VoiceAlias Crosstales.RTVoice.Model.Sequence.Voices`

Voices for the speech.

#### 5.98.2.7 Volume

`float Crosstales.RTVoice.Model.Sequence.Volume = 1f`

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

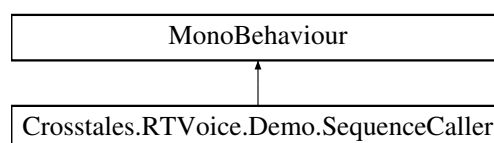
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Sequence.↵  
cs`

## 5.99 Crosstales.RTVoice.Demo.SequenceCaller Class Reference

[Simple](#) Sequence caller example.

Inheritance diagram for `Crosstales.RTVoice.Demo.SequenceCaller`:



## Public Attributes

- `GameObject` **receiver**
- `int` **NumberOfSequences**
- `float` **SequenceDelay** = 1f

### 5.99.1 Detailed Description

[Simple](#) Sequence caller example.

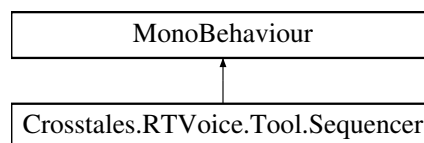
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/SequenceCaller.cs`

## 5.100 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer for dialogues.

Inheritance diagram for `Crosstales.RTVoice.Tool.Sequencer`:



## Public Member Functions

- `void` [PlaySequence](#) (`int` index=0)  
*Plays a Sequence with a given index.*
- `void` [PlayNextSequence](#) ()  
*Plays the next Sequence in the array.*
- `void` [PlayAllSequences](#) ()  
*Plays all Sequences.*
- `void` [StopAllSequences](#) ()  
*Stops and silences all active Sequences.*

## Public Attributes

- `Model.Sequence[]` [Sequences](#)  
*All available sequences.*
- `float` [Delay](#) = 0f  
*Delay in seconds before the [Sequencer](#) starts processing (default: 0).*
- `bool` [PlayOnStart](#) = false  
*Enable the [Sequencer](#) on start (default: false).*
- `Model.Sequence` [CurrentSequence](#) => [Sequences](#)[currentIndex]  
*Returns the current Sequence.*

### 5.100.1 Detailed Description

Simple sequencer for dialogues.

### 5.100.2 Member Function Documentation

#### 5.100.2.1 PlayAllSequences()

```
void Crosstales.RTVoice.Tool.Sequencer.PlayAllSequences ( )
```

Plays all Sequences.

#### 5.100.2.2 PlayNextSequence()

```
void Crosstales.RTVoice.Tool.Sequencer.PlayNextSequence ( )
```

Plays the next Sequence in the array.

#### 5.100.2.3 PlaySequence()

```
void Crosstales.RTVoice.Tool.Sequencer.PlaySequence (
    int index = 0 )
```

Plays a Sequence with a given index.

##### Parameters

<i>index</i>	Index of the Sequence (default: 0, optional).
--------------	---

#### 5.100.2.4 StopAllSequences()

```
void Crosstales.RTVoice.Tool.Sequencer.StopAllSequences ( )
```

Stops and silences all active Sequences.

### 5.100.3 Member Data Documentation

### 5.100.3.1 CurrentSequence

`Model.Sequence` `Crosstales.RTVoice.Tool.Sequencer.CurrentSequence => Sequences[currentIndex]`

Returns the current Sequence.

#### Returns

The current Sequence.

### 5.100.3.2 Delay

`float` `Crosstales.RTVoice.Tool.Sequencer.Delay = 0f`

Delay in seconds before the [Sequencer](#) starts processing (default: 0).

### 5.100.3.3 PlayOnStart

`bool` `Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false`

Enable the [Sequencer](#) on start (default: false).

### 5.100.3.4 Sequences

`Model.Sequence []` `Crosstales.RTVoice.Tool.Sequencer.Sequences`

All available sequences.

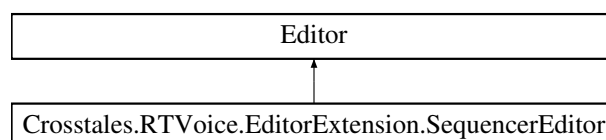
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/Sequencer.↵  
cs`

## 5.101 Crosstales.RTVoice.EditorExtension.SequencerEditor Class Reference

Custom editor for the 'Sequencer'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExtension.SequencerEditor`:



## Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

### 5.101.1 Detailed Description

Custom editor for the 'Sequencer'-class.

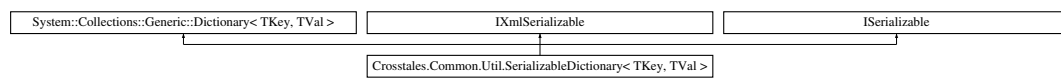
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/Sequencer↔ Editor.cs

## 5.102 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:



## Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.Collections.Generic.IEqualityComparer< TKey > comparer)↔
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

## Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.StreamingContext context)↔

### 5.102.1 Detailed Description

Serializable Dictionary-class for XML.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Serializable↔ Dictionary.cs



## 5.103 Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

### Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)  
*Serialize an object to a byte-array.*
- static byte[] [SerializeToByteArray< T >](#) (T obj)  
*Serialize an object to a byte-array.*
- static T [DeserializeFromFile< T >](#) (string filename)  
*Deserialize a binary-file to an object.*
- static T [DeserializeFromByteArray< T >](#) (byte[] data)  
*Deserialize a byte-array to an object.*

### 5.103.1 Detailed Description

Serialize and deserialize objects to/from binary files.

### 5.103.2 Member Function Documentation

#### 5.103.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (  
    byte[] data ) [static]
```

Deserialize a byte-array to an object.

#### Parameters

<i>data</i>	Byte-array of the object
-------------	--------------------------

#### Returns

Object

#### 5.103.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (  
    string filename ) [static]
```

Deserialize a binary-file to an object.

## Parameters

<i>filename</i>	Binary-file of the object
-----------------	---------------------------

## Returns

Object

**5.103.2.3 SerializeToByteArray< T >()**

```
static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a byte-array.

## Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

## Returns

Byte-array of the object

**5.103.2.4 SerializeToFile< T >()**

```
static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to a byte-array.

## Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

## Returns

Byte-array of the object

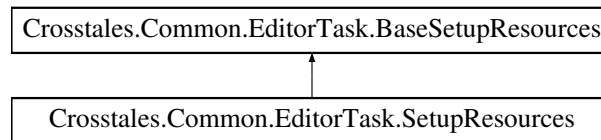
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Serialize↔DeSerialize.cs

## 5.104 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



### Static Public Member Functions

- static void **Setup** ()

### Additional Inherited Members

#### 5.104.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

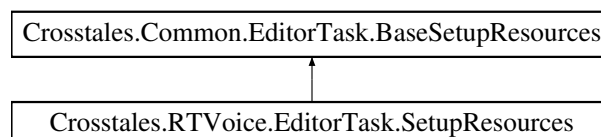
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Editor/Task/SetupResources.cs

## 5.105 Crosstales.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.RTVoice.EditorTask.SetupResources:



### Static Public Member Functions

- static void **Setup** ()

## Additional Inherited Members

### 5.105.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

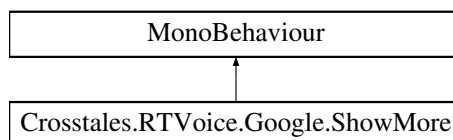
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/SetupResources.cs](#)

## 5.106 Crosstales.RTVoice.Google.ShowMore Class Reference

Shows the details for [Google](#) Cloud Speech.

Inheritance diagram for Crosstales.RTVoice.Google.ShowMore:



### Public Member Functions

- void **Show** ()

### 5.106.1 Detailed Description

Shows the details for [Google](#) Cloud Speech.

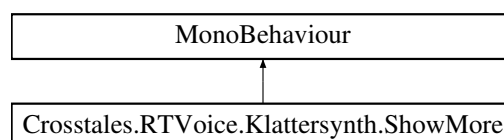
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Demo/Scripts/ShowMore.cs](#)

## 5.107 Crosstales.RTVoice.Klattersynth.ShowMore Class Reference

Shows the details for [Klattersynth](#).

Inheritance diagram for Crosstales.RTVoice.Klattersynth.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.107.1 Detailed Description

Shows the details for [Klattersynth](#).

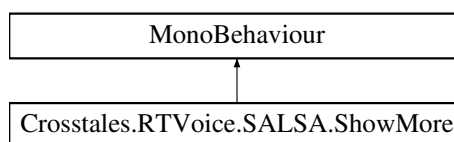
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/↔  
Klattersynth/Demo/Scripts/ShowMore.cs

## 5.108 Crosstales.RTVoice.SALSA.ShowMore Class Reference

Shows the details for [SALSA](#).

Inheritance diagram for Crosstales.RTVoice.SALSA.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.108.1 Detailed Description

Shows the details for [SALSA](#).

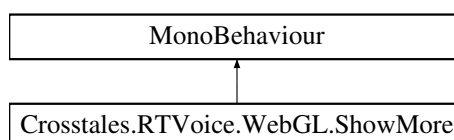
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SALSA/↔  
A/Scripts/ShowMore.cs

## 5.109 Crosstales.RTVoice.WebGL.ShowMore Class Reference

Shows the details for [WebGL](#) Speech Synthesis.

Inheritance diagram for Crosstales.RTVoice.WebGL.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.109.1 Detailed Description

Shows the details for [WebGL](#) Speech Synthesis.

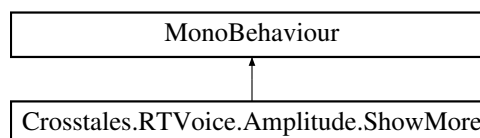
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/3rd party/WebGL Speech Synthesis/Demo/Scripts/ShowMore.cs

## 5.110 Crosstailes.RTVoice.Amplitude.ShowMore Class Reference

Shows the details for [Amplitude](#).

Inheritance diagram for Crosstailes.RTVoice.Amplitude.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.110.1 Detailed Description

Shows the details for [Amplitude](#).

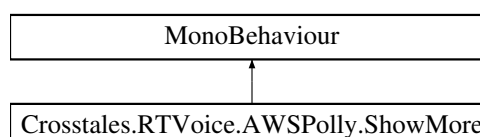
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/3rd party/↔ Amplitude/Scripts/ShowMore.cs

## 5.111 Crosstailes.RTVoice.AWSPolly.ShowMore Class Reference

Shows the details for AWS Polly.

Inheritance diagram for Crosstailes.RTVoice.AWSPolly.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.111.1 Detailed Description

Shows the details for AWS Polly.

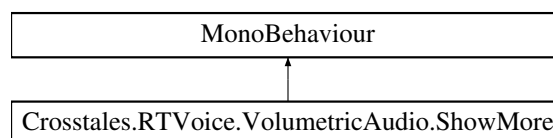
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Demo/Scripts/ShowMore.cs

## 5.112 Crosstales.RTVoice.VolumetricAudio.ShowMore Class Reference

Shows the details for Volumetric Audio.

Inheritance diagram for Crosstales.RTVoice.VolumetricAudio.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.112.1 Detailed Description

Shows the details for Volumetric Audio.

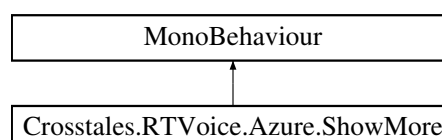
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Volumetric Audio/Scripts/ShowMore.cs

## 5.113 Crosstales.RTVoice.Azure.ShowMore Class Reference

Shows the details for [Azure](#).

Inheritance diagram for Crosstales.RTVoice.Azure.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.113.1 Detailed Description

Shows the details for [Azure](#).

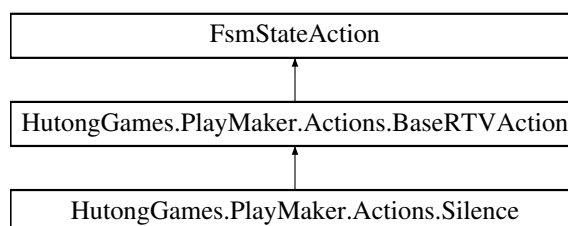
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/3rd party/Azure/↔ Demo/Scripts/ShowMore.cs

## 5.114 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



## Public Member Functions

- override void **OnEnter** ()

## Additional Inherited Members

### 5.114.1 Detailed Description

Silence-action for [PlayMaker](#).

The documentation for this class was generated from the following file:

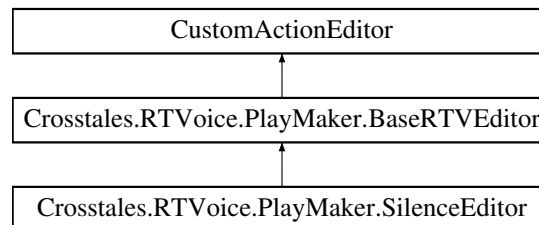
- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/3rd party/Play↔ Maker/Scripts/Silence.cs



## 5.115 Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SilenceEditor:



### Additional Inherited Members

#### 5.115.1 Detailed Description

Custom editor for the Silence-action.

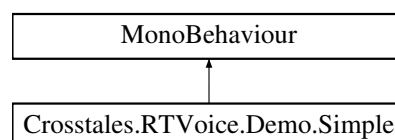
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/SilenceEditor.cs

## 5.116 Crosstales.RTVoice.Demo.Simple Class Reference

[Simple](#) TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:



### Public Member Functions

- void **Start** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

## Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- bool **PlayOnStart** = false
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**

### 5.116.1 Detailed Description

[Simple](#) TTS example.

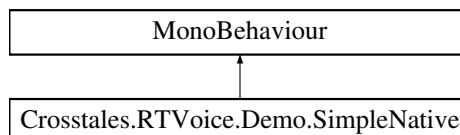
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Simple.↔  
cs

## 5.117 Crosstales.RTVoice.Demo.SimpleNative Class Reference

[Simple](#) native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



## Public Member Functions

- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **SpeakerC** ()
- void **Silence** ()

## Public Attributes

- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- float **RateSpeakerC** = 2.5f
- bool **PlayOnStart** = false
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **TextSpeakerC**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **PhonemeSpeakerC**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- Text **VisemeSpeakerC**

### 5.117.1 Detailed Description

[Simple](#) native TTS example.

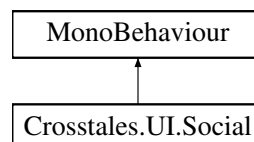
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Simple↔ Native.cs

## 5.118 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



## Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

### 5.118.1 Detailed Description

[Crosstales](#) social media links.

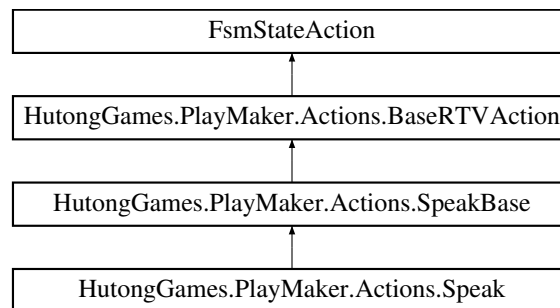
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/Social.↔  
cs

## 5.119 HutongGames.PlayMaker.Actions.Speak Class Reference

Speak-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Speak:



### Public Member Functions

- override void **OnEnter** ()

### Public Attributes

- FsmString **Text** = "Hello world!"  
*Text to speak.*
- FsmString **RTVoiceNameWindows** = "David"  
*Name of the RT-Voice under Windows.*
- FsmString **RTVoiceNameMac** = "Alex"  
*Name of the RT-Voice under macOS.*
- FsmString **RTVoiceNameAndroid** = "en"  
*Name of the RT-Voice under Android.*
- FsmString **RTVoiceNameIOS** = "Daniel"  
*Name of the RT-Voice under iOS.*
- FsmString **RTVoiceNameWSA** = "David"  
*Name of the RT-Voice under WSA.*
- FsmString **RTVoiceNameMaryTTS** = "cms-rms-hsmm"  
*Name of the RT-Voice under MaryTTS.*
- FsmString **RTVoiceNameCustom** = string.Empty  
*Name of the RT-Voice in a custom provider.*
- FsmString **Culture** = "en"  
*Fallback culture (e.g. 'en', optional).*

## Additional Inherited Members

### 5.119.1 Detailed Description

Speak-action for [PlayMaker](#).

### 5.119.2 Member Data Documentation

#### 5.119.2.1 Culture

```
FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"
```

Fallback culture (e.g. 'en', optional).

#### 5.119.2.2 RTVoiceNameAndroid

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = "en"
```

Name of the RT-Voice under Android.

#### 5.119.2.3 RTVoiceNameCustom

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameCustom = string.Empty
```

Name of the RT-Voice in a custom provider.

#### 5.119.2.4 RTVoiceNameIOS

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"
```

Name of the RT-Voice under iOS.

#### 5.119.2.5 RTVoiceNameMac

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"
```

Name of the RT-Voice under macOS.

### 5.119.2.6 RTVoiceNameMaryTTS

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMaryTTS = "cms-rms-hsmm"
```

Name of the RT-Voice under MaryTTS.

### 5.119.2.7 RTVoiceNameWindows

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "David"
```

Name of the RT-Voice under Windows.

### 5.119.2.8 RTVoiceNameWSA

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "David"
```

Name of the RT-Voice under WSA.

### 5.119.2.9 Text

```
FsmString HutongGames.PlayMaker.Actions.Speak.Text = "Hello world!"
```

Text to speak.

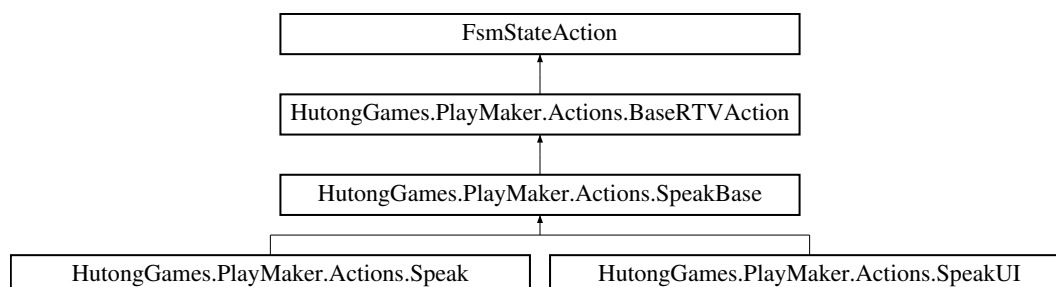
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/3rd party/PlayMaker/Scripts/Speak.cs

## 5.120 HutongGames.PlayMaker.Actions.SpeakBase Class Reference

Base for Speak-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakBase:



## Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

## Public Attributes

- [Crosstales.RTVoice.Model.Enum.SpeakMode Mode](#)  
*Speak mode (default: 'Speak').*
- FsmGameObject [AudioSource](#)  
*AudioSource for the output (optional).*
- FsmFloat [Rate](#) = 1  
*Speech rate of the speaker in percent (1 = 100%, default: 1, optional).*
- FsmFloat [Pitch](#) = 1f  
*Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).*
- FsmFloat [Volume](#) = 1  
*Volume of the speaker in percent (1 = 100%, default: 1, optional).*

## Protected Member Functions

- void **subscribeEvents** ()
- void **unsubscribeEvents** ()

## Protected Attributes

- string **uid**

### 5.120.1 Detailed Description

Base for Speak-actions in [PlayMaker](#).

### 5.120.2 Member Data Documentation

#### 5.120.2.1 AudioSource

FsmGameObject `HutongGames.PlayMaker.Actions.SpeakBase.AudioSource`

AudioSource for the output (optional).

### 5.120.2.2 Mode

`Crosstales.RTVoice.Model.Enum.SpeakMode` `HutongGames.PlayMaker.Actions.SpeakBase.Mode`

`Speak` mode (default: '`Speak`').

### 5.120.2.3 Pitch

`FsmFloat` `HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f`

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

### 5.120.2.4 Rate

`FsmFloat` `HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1`

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

### 5.120.2.5 Volume

`FsmFloat` `HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1`

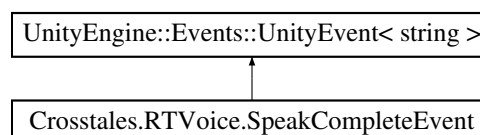
Volume of the speaker in percent (1 = 100%, default: 1, optional).

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeakBase.cs`

## 5.121 Crosstales.RTVoice.SpeakCompleteEvent Class Reference

Inheritance diagram for `Crosstales.RTVoice.SpeakCompleteEvent`:



The documentation for this class was generated from the following file:

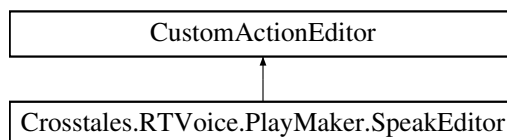
- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs`



## 5.122 Crosstales.RTVoice.PlayMaker.SpeakEditor Class Reference

Custom editor for the Speak-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakEditor:



### Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

#### 5.122.1 Detailed Description

Custom editor for the Speak-action.

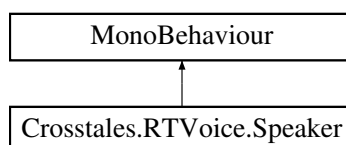
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/SpeakEditor.cs

## 5.123 Crosstales.RTVoice.Speaker Class Reference

Main component of RT-Voice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



## Public Member Functions

- float [ApproximateSpeechLength](#) (string text, float rate=1f, float wordsPerMinute=175f, float timeFactor=0.9f)  
*Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!*
- bool [isVoiceForGenderAvailable](#) ([Model.Enum.Gender](#) gender, string culture="")  
*Is a voice available for a given gender and optional culture from the current TTS-system?*
- System.Collections.Generic.List< [Model.Voice](#) > [VoicesForGender](#) ([Model.Enum.Gender](#) gender, string culture="", bool isFuzzy=false)  
*Get all available voices for a given gender and optional culture from the current TTS-system.*
- [Model.Voice](#) [VoiceForGender](#) ([Model.Enum.Gender](#) gender, string culture="", int index=0, string fallbackCulture="", bool isFuzzy=false)  
*Get a voice from for a given gender and optional culture and optional index from the current TTS-system.*
- bool [isVoiceForCultureAvailable](#) (string culture)  
*Is a voice available for a given culture from the current TTS-system?*
- System.Collections.Generic.List< [Model.Voice](#) > [VoicesForCulture](#) (string culture, bool isFuzzy=false)  
*Get all available voices for a given culture from the current TTS-system.*
- [Model.Voice](#) [VoiceForCulture](#) (string culture, int index=0, string fallbackCulture="", bool isFuzzy=false)  
*Get a voice from for a given culture and optional index from the current TTS-system.*
- bool [isVoiceForNameAvailable](#) (string name, bool isExact=false)  
*Is a voice available for a given name from the current TTS-system?*
- [Model.Voice](#) [VoiceForName](#) (string name, bool isExact=false)  
*Get a voice for a given name from the current TTS-system.*
- string [SpeakNative](#) (string text, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)  
*Speaks a text with a given voice (native mode).*
- void [SpeakNativeWithUID](#) ([Model Wrapper](#) wrapper)  
*Speaks a text with a given voice (native mode).*
- string [SpeakNative](#) ([Model Wrapper](#) wrapper)  
*Speaks a text with a given wrapper (native mode).*
- string [Speak](#) (string text, AudioSource source=null, [Model.Voice](#) voice=null, bool speakImmediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="", bool forceSSML=true)  
*Speaks a text with a given voice.*
- void [SpeakWithUID](#) ([Model Wrapper](#) wrapper)  
*Speaks a text with a given voice.*
- string [Speak](#) ([Model Wrapper](#) wrapper)  
*Speaks a text with a given wrapper.*
- void [SpeakMarkedWordsWithUID](#) ([Model Wrapper](#) wrapper)  
*Speaks and marks a text with a given wrapper.*
- void [SpeakMarkedWordsWithUID](#) (string uid, string text, AudioSource source, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, bool forceSSML=true)  
*Speaks and marks a text with a given voice and tracks the word position.*
- string [Generate](#) ([Model Wrapper](#) wrapper)  
*Generates an audio file from a given wrapper.*
- string [Generate](#) (string text, string outputFile, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)  
*Generates an audio file from a text with a given voice.*
- void [Silence](#) (string uid=null)  
*Silence all active TTS-voices (optional with a UID).*
- void [Pause](#) (string uid=null)  
*Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- void [UnPause](#) (string uid=null)

- Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).*

    - void [PauseOrUnPause](#) (string uid=null)

*Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).*

  - void [Mute](#) (string uid=null)
- Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- void [UnMute](#) (string uid=null)
- Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- void [MuteOrUnMute](#) (string uid=null)
- Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- void [ReloadProvider](#) ()
- Reloads the provider.*
- void [DeleteAudioFiles](#) ()
- Deletes all generated audio files.*
- void [SetVoices](#) (string voices)
- Sets all voices from iOS.*
- void [WordSpoken](#) (string word)
- The current spoken word from iOS.*
- void [SetState](#) (string state)
- Sets the state from iOS.*

## Static Public Member Functions

- static void [ResetObject](#) ()
- Resets this object.*

## Public Attributes

- [VoicesReadyEvent](#) **OnReady**
  - [SpeakStartEvent](#) **OnSpeakStarted**
  - [SpeakCompleteEvent](#) **OnSpeakCompleted**
  - [ProviderChangeEvent](#) **OnProviderChanged**
  - [ErrorEvent](#) **OnError**
  - bool [isSpeaking](#) => [SpeechCount](#) > 0
- Checks if RT-Voice is speaking on this system.*
- bool [isBusy](#) => [BusyCount](#) > 0
- Checks if RT-Voice is busy on this system.*
- bool [isPlatformSupported](#) => voiceProvider?.isPlatformSupported == true
- Indicates if this TTS-system is supporting the current platform.*

## Properties

- static [Speaker Instance](#) [get]
- Returns the singleton instance of this class.*
- [Provider.BaseCustomVoiceProvider CustomProvider](#) [get, set]
- Custom provider for RT-Voice.*
- bool [CustomMode](#) [get, set]
- Enables or disables the custom provider.*
- bool [MaryTTSMMode](#) [get, set]
- Enables or disables MaryTTS.*

- string [MaryTTSUrl](#) [get, set]  
*Server URL for MaryTTS.*
- int [MaryTTSPort](#) [get, set]  
*Server port for MaryTTS.*
- string [MaryTTSUser](#) [get, set]  
*User name for MaryTTS.*
- string [MaryTTSPassword](#) [get, set]  
*User password for MaryTTS.*
- [Model.Enum.MaryTTSType](#) [MaryTTSType](#) [get, set]  
*Input type for MaryTTS.*
- bool [ESpeakMode](#) [get, set]  
*Enable or disable eSpeak for standalone platforms.*
- [Model.Enum.ESpeakModifiers](#) [ESpeakModifier](#) [get, set]  
*Active modifier for all eSpeak voices.*
- string [AndroidEngine](#) [get, set]  
*Active speech engine under Android.*
- bool [AutoClearTags](#) [get, set]  
*Automatically clear tags from speeches depending on the capabilities of the current TTS-system.*
- bool [Caching](#) [get, set]  
*Enable or disable the caching of generated speeches.*
- bool [SilenceOnDisable](#) [get, set]  
*Silence any speeches if this component gets disabled.*
- bool [SilenceOnFocusLost](#) [get, set]  
*Silence any speeches if the application loses the focus.*
- bool [DontDestroy](#) [get, set]  
*Don't destroy gameobject during scene switches.*
- int? [SpeechCount](#) [get]  
*Number of active speeches.*
- int? [BusyCount](#) [get]  
*Number of active calls.*
- bool [areVoicesReady](#) [get]  
*Are all voices ready to speak?*
- bool [isTTSAvailable](#) [get]  
*Checks if TTS is available on this system.*
- bool [enforcedStandaloneTTS](#) [get]  
*Is standalone TTS enforced?*
- bool [isPaused](#) [get]  
*Is RT-Voice paused?*
- bool [isMuted](#) [get]  
*Is RT-Voice muted?*
- string [AudioFileExtension](#) [get]  
*Returns the extension of the generated audio files.*
- string [DefaultVoiceName](#) [get]  
*Returns the default voice name of the current TTS-provider.*
- System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]  
*Get all available voices from the current TTS-system.*
- bool [isWorkingInEditor](#) [get]  
*Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).*
- bool [isWorkingInPlaymode](#) [get]  
*Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.*
- int [MaxTextLength](#) [get]

- Maximal length of the speech text (in characters) for the current TTS-system.*
- bool [isSpeakNativeSupported](#) [get]  
*Indicates if this TTS-system is supporting SpeakNative.*
  - bool [isSpeakSupported](#) [get]  
*Indicates if this TTS-system is supporting Speak.*
  - bool [isSSMLSupported](#) [get]  
*Indicates if this TTS-system is supporting SSML.*
  - bool [isOnlineService](#) [get]  
*Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.*
  - bool [hasCoRoutines](#) [get]  
*Indicates if this TTS-system uses co-routines.*
  - bool [isIL2CPPSupported](#) [get]  
*Indicates if this TTS-system is supporting IL2CPP.*
  - bool [hasVoicesInEditor](#) [get]  
*Indicates if this provider returns voices in the Editor mode.*
  - System.Collections.Generic.List< string > [Cultures](#) [get]  
*Get all available cultures from the current TTS-system (ISO 639-1).*
  - System.Collections.Generic.List< string > [Engines](#) [get]  
*Get all available speech engines (works only for Android).*

## Events

- VoicesReady [OnVoicesReady](#)  
*An event triggered whenever the voices of a provider are ready.*
- SpeakStart [OnSpeakStart](#)  
*An event triggered whenever a speak is started.*
- SpeakComplete [OnSpeakComplete](#)  
*An event triggered whenever a speak is completed.*
- SpeakCurrentWord [OnSpeakCurrentWord](#)  
*An event triggered whenever a new word is spoken (native, Windows and iOS only).*
- SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)  
*An event triggered whenever a new phoneme is spoken (native, Windows only).*
- SpeakCurrentViseme [OnSpeakCurrentViseme](#)  
*An event triggered whenever a new viseme is spoken (native, Windows only).*
- SpeakAudioGenerationStart [OnSpeakAudioGenerationStart](#)  
*An event triggered whenever a speak audio generation is started.*
- SpeakAudioGenerationComplete [OnSpeakAudioGenerationComplete](#)  
*An event triggered whenever a speak audio generation is completed.*
- ProviderChange [OnProviderChange](#)  
*An event triggered whenever a provider changes (e.g. Windows to MaryTTS).*
- ErrorInfo [OnErrorInfo](#)  
*An event triggered whenever an error occurs.*

### 5.123.1 Detailed Description

Main component of RT-Voice.

## 5.123.2 Member Function Documentation

### 5.123.2.1 ApproximateSpeechLength()

```
float Crosstales.RTVoice.Speaker.ApproximateSpeechLength (
    string text,
    float rate = 1f,
    float wordsPerMinute = 175f,
    float timeFactor = 0.9f )
```

Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!

#### Parameters

<i>text</i>	Text for the length approximation.
<i>rate</i>	Speech rate of the speaker in percent for the length approximation (1 = 100%, default: 1, optional).
<i>wordsPerMinute</i>	Words per minute (default: 175, optional).
<i>timeFactor</i>	Time factor for the calculated value (default: 0.9, optional).

#### Returns

Approximated speech length in seconds of the given text and rate.

### 5.123.2.2 DeleteAudioFiles()

```
void Crosstales.RTVoice.Speaker.DeleteAudioFiles ( )
```

Deletes all generated audio files.

### 5.123.2.3 Generate() [1/2]

```
string Crosstales.RTVoice.Speaker.Generate (
    Model.Wrapper wrapper )
```

Generates an audio file from a given wrapper.

#### Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

**Returns**

UID of the generator.

**5.123.2.4 Generate() [2/2]**

```
string Crosstales.RTVoice.Speaker.Generate (
    string text,
    string outputFile,
    Model.Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    bool forceSSML = true )
```

Generates an audio file from a text with a given voice.

**Parameters**

<i>text</i>	Text to generate.
<i>outputFile</i>	Saves the generated audio to an output file (without extension).
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

**Returns**

UID of the generator.

**5.123.2.5 isVoiceForCultureAvailable()**

```
bool Crosstales.RTVoice.Speaker.isVoiceForCultureAvailable (
    string culture )
```

Is a voice available for a given culture from the current TTS-system?

**Parameters**

<i>culture</i>	Culture of the voice (e.g. "en")
----------------	----------------------------------

**Returns**

True if a voice is available for a given culture.

### 5.123.2.6 isVoiceForGenderAvailable()

```
bool Crosstales.RTVoice.Speaker.isVoiceForGenderAvailable (
    Model.Enum.Gender gender,
    string culture = "" )
```

Is a voice available for a given gender and optional culture from the current TTS-system?

#### Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)

#### Returns

True if a voice is available for a given gender and culture.

### 5.123.2.7 isVoiceForNameAvailable()

```
bool Crosstales.RTVoice.Speaker.isVoiceForNameAvailable (
    string name,
    bool isExact = false )
```

Is a voice available for a given name from the current TTS-system?

#### Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
<i>isExact</i>	Exact match for the voice name (default: false, optional)

#### Returns

True if a voice is available for a given name.

### 5.123.2.8 Mute()

```
void Crosstales.RTVoice.Speaker.Mute (
    string uid = null )
```

Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------



### 5.123.2.9 MuteOrUnMute()

```
void Crosstales.RTVoice.Speaker.MuteOrUnMute (
    string uid = null )
```

Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

### 5.123.2.10 Pause()

```
void Crosstales.RTVoice.Speaker.Pause (
    string uid = null )
```

Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

### 5.123.2.11 PauseOrUnPause()

```
void Crosstales.RTVoice.Speaker.PauseOrUnPause (
    string uid = null )
```

Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

### 5.123.2.12 ReloadProvider()

```
void Crosstales.RTVoice.Speaker.ReloadProvider ( )
```

Reloads the provider.

### 5.123.2.13 ResetObject()

```
static void Crosstales.RTVoice.Speaker.ResetObject ( ) [static]
```

Resets this object.

### 5.123.2.14 SetState()

```
void Crosstales.RTVoice.Speaker.SetState (
    string state )
```

Sets the state from iOS.

#### Parameters

<i>voices</i>	State from iOS.
---------------	-----------------

### 5.123.2.15 SetVoices()

```
void Crosstales.RTVoice.Speaker.SetVoices (
    string voices )
```

Sets all voices from iOS.

#### Parameters

<i>voices</i>	All voices from iOS.
---------------	----------------------

### 5.123.2.16 Silence()

```
void Crosstales.RTVoice.Speaker.Silence (
    string uid = null )
```

Silence all active TTS-voices (optional with a UID).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

**5.123.2.17 Speak()** [1/2]

```
string Crosstales.RTVoice.Speaker.Speak (
    Model.Wrapper wrapper )
```

Speaks a text with a given wrapper.

**Parameters**

<i>wrapper</i>	Speak wrapper.
----------------	----------------

**Returns**

UID of the speaker.

**5.123.2.18 Speak()** [2/2]

```
string Crosstales.RTVoice.Speaker.Speak (
    string text,
    AudioSource source = null,
    Model.Voice voice = null,
    bool speakImmediately = true,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    string outputFile = "",
    bool forceSSML = true )
```

Speaks a text with a given voice.

**Parameters**

<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output (optional).
<i>voice</i>	Voice to speak (optional).
<i>speakImmediately</i>	Speak the text immediately (default: true). Only works if 'Source' is not null.
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>outputFile</i>	Saves the generated audio to an output file (without extension, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

**Returns**

UID of the speaker.

**5.123.2.19 SpeakMarkedWordsWithUID()** [1/2]

```
void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (
    Model.Wrapper wrapper )
```

Speaks and marks a text with a given wrapper.

**Parameters**

<i>wrapper</i>	Speak wrapper.
----------------	----------------

**5.123.2.20 SpeakMarkedWordsWithUID()** [2/2]

```
void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (
    string uid,
    string text,
    AudioSource source,
    Model.Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    bool forceSSML = true )
```

Speaks and marks a text with a given voice and tracks the word position.

**Parameters**

<i>uid</i>	UID of the speaker
<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output.
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

**5.123.2.21 SpeakNative()** [1/2]

```
string Crosstales.RTVoice.Speaker.SpeakNative (
    Model.Wrapper wrapper )
```

Speaks a text with a given wrapper (native mode).

**Parameters**

<i>wrapper</i>	Speak wrapper.
----------------	----------------

**Returns**

UID of the speaker.

**5.123.2.22 SpeakNative() [2/2]**

```
string Crosstales.RTVoice.Speaker.SpeakNative (
    string text,
    Model.Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    bool forceSSML = true )
```

Speaks a text with a given voice (native mode).

**Parameters**

<i>text</i>	Text to speak.
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

**Returns**

UID of the speaker.

**5.123.2.23 SpeakNativeWithUID()**

```
void Crosstales.RTVoice.Speaker.SpeakNativeWithUID (
    Model Wrapper wrapper )
```

Speaks a text with a given voice (native mode).

**Parameters**

<i>wrapper</i>	Speak wrapper.
----------------	----------------

**5.123.2.24 SpeakWithUID()**

```
void Crosstales.RTVoice.Speaker.SpeakWithUID (
    Model Wrapper wrapper )
```

Speaks a text with a given voice.

#### Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

### 5.123.2.25 UnMute()

```
void Crosstales.RTVoice.Speaker.UnMute (
    string uid = null )
```

Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

### 5.123.2.26 UnPause()

```
void Crosstales.RTVoice.Speaker.UnPause (
    string uid = null )
```

Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

### 5.123.2.27 VoiceForCulture()

```
Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (
    string culture,
    int index = 0,
    string fallbackCulture = "",
    bool isFuzzy = false )
```

Get a voice from for a given culture and optional index from the current TTS-system.

#### Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
<i>index</i>	Index of the voice (default: 0, optional)
<i>fallbackCulture</i>	Fallback culture of the voice (e.g. "en", default "", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the culture (default: false, optional)

**Returns**

Voice for the given culture and index.

**5.123.2.28 VoiceForGender()**

```
Model.Voice Crosstales.RTVoice.Speaker.VoiceForGender (
    Model.Enum.Gender gender,
    string culture = "",
    int index = 0,
    string fallbackCulture = "",
    bool isFuzzy = false )
```

Get a voice from for a given gender and optional culture and optional index from the current TTS-system.

**Parameters**

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)
<i>index</i>	Index of the voice (default: 0, optional)
<i>fallbackCulture</i>	Fallback culture of the voice (e.g. "en", default "", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or culture (default: false, optional)

**Returns**

Voice for the given culture and index.

**5.123.2.29 VoiceForName()**

```
Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (
    string name,
    bool isExact = false )
```

Get a voice for a given name from the current TTS-system.

**Parameters**

<i>name</i>	Name of the voice (e.g. "Alex")
<i>isExact</i>	Exact match for the voice name (default: false, optional)

**Returns**

Voice for the given name or null if not found.

### 5.123.2.30 VoicesForCulture()

```
System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForCulture (
    string culture,
    bool isFuzzy = false )
```

Get all available voices for a given culture from the current TTS-system.

#### Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
<i>isFuzzy</i>	Always returns voices if there is no match with the culture (default: false, optional)

#### Returns

All available voices (alphabetically ordered by 'Name') for a given culture as a list.

### 5.123.2.31 VoicesForGender()

```
System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForGender (
    Model.Enum.Gender gender,
    string culture = "",
    bool isFuzzy = false )
```

Get all available voices for a given gender and optional culture from the current TTS-system.

#### Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or culture (default: false, optional)

#### Returns

All available voices (alphabetically ordered by 'Name') for a given gender and culture as a list.

### 5.123.2.32 WordSpoken()

```
void Crosstales.RTVoice.Speaker.WordSpoken (
    string word )
```

The current spoken word from iOS.



#### Parameters

<i>voices</i>	Current spoken word from iOS.
---------------	-------------------------------

### 5.123.3 Member Data Documentation

#### 5.123.3.1 isBusy

```
bool Crosstales.RTVoice.Speaker.isBusy => BusyCount > 0
```

Checks if RT-Voice is busy on this system.

#### Returns

True if RT-Voice is busy on this system.

#### 5.123.3.2 isPlatformSupported

```
bool Crosstales.RTVoice.Speaker.isPlatformSupported => voiceProvider?.isPlatformSupported == true
```

Indicates if this TTS-system is supporting the current platform.

#### Returns

True if this TTS-system supports current platform.

#### 5.123.3.3 isSpeaking

```
bool Crosstales.RTVoice.Speaker.isSpeaking => SpeechCount > 0
```

Checks if RT-Voice is speaking on this system.

#### Returns

True if RT-Voice is speaking on this system.

### 5.123.4 Property Documentation

#### 5.123.4.1 AndroidEngine

```
string Crosstales.RTVoice.Speaker.AndroidEngine [get], [set]
```

Active speech engine under Android.

#### 5.123.4.2 areVoicesReady

```
bool Crosstales.RTVoice.Speaker.areVoicesReady [get]
```

Are all voices ready to speak?

#### 5.123.4.3 AudioFileExtension

```
string Crosstales.RTVoice.Speaker.AudioFileExtension [get]
```

Returns the extension of the generated audio files.

##### Returns

Extension of the generated audio files.

#### 5.123.4.4 AutoClearTags

```
bool Crosstales.RTVoice.Speaker.AutoClearTags [get], [set]
```

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

#### 5.123.4.5 BusyCount

```
int? Crosstales.RTVoice.Speaker.BusyCount [get]
```

Number of active calls.

#### 5.123.4.6 Caching

```
bool Crosstales.RTVoice.Speaker.Caching [get], [set]
```

Enable or disable the caching of generated speeches.

#### 5.123.4.7 Cultures

`System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Cultures [get]`

Get all available cultures from the current TTS-system (ISO 639-1).

##### Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

#### 5.123.4.8 CustomMode

`bool Crosstales.RTVoice.Speaker.CustomMode [get], [set]`

Enables or disables the custom provider.

#### 5.123.4.9 CustomProvider

`Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomProvider [get], [set]`

Custom provider for RT-Voice.

#### 5.123.4.10 DefaultVoiceName

`string Crosstales.RTVoice.Speaker.DefaultVoiceName [get]`

Returns the default voice name of the current TTS-provider.

##### Returns

Default voice name of the current TTS-provider.

#### 5.123.4.11 DontDestroy

`bool Crosstales.RTVoice.Speaker.DontDestroy [get], [set]`

Don't destroy gameobject during scene switches.

#### 5.123.4.12 enforcedStandaloneTTS

```
bool Crosstales.RTVoice.Speaker.enforcedStandaloneTTS [get]
```

Is standalone TTS enforced?

#### 5.123.4.13 Engines

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Engines [get]
```

Get all available speech engines (works only for Android).

##### Returns

All available speech engines as a list.

#### 5.123.4.14 ESpeakMode

```
bool Crosstales.RTVoice.Speaker.ESpeakMode [get], [set]
```

Enable or disable eSpeak for standalone platforms.

#### 5.123.4.15 ESpeakModifier

```
Model.Enum.ESpeakModifiers Crosstales.RTVoice.Speaker.ESpeakModifier [get], [set]
```

Active modifier for all eSpeak voices.

#### 5.123.4.16 hasCoRoutines

```
bool Crosstales.RTVoice.Speaker.hasCoRoutines [get]
```

Indicates if this TTS-system uses co-routines.

##### Returns

True if this TTS-system uses co-routines.

#### 5.123.4.17 hasVoicesInEditor

```
bool Crosstales.RTVoice.Speaker.hasVoicesInEditor [get]
```

Indicates if this provider returns voices in the Editor mode.

##### Returns

True if this provider returns voices in the Editor mode.

#### 5.123.4.18 Instance

```
Speaker Crosstales.RTVoice.Speaker.Instance [static], [get]
```

Returns the singleton instance of this class.

##### Returns

Singleton instance of this class.

#### 5.123.4.19 isIL2CPPSupported

```
bool Crosstales.RTVoice.Speaker.isIL2CPPSupported [get]
```

Indicates if this TTS-system is supporting IL2CPP.

##### Returns

True if this TTS-system supports IL2CPP.

#### 5.123.4.20 isMuted

```
bool Crosstales.RTVoice.Speaker.isMuted [get]
```

Is RT-Voice muted?

#### 5.123.4.21 isOnlineService

```
bool Crosstales.RTVoice.Speaker.isOnlineService [get]
```

Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.

##### Returns

True if this TTS-system is an online service.

#### 5.123.4.22 isPaused

```
bool Crosstales.RTVoice.Speaker.isPaused [get]
```

Is RT-Voice paused?

#### 5.123.4.23 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakNativeSupported [get]
```

Indicates if this TTS-system is supporting SpeakNative.

##### Returns

True if this TTS-system supports SpeakNative.

#### 5.123.4.24 isSpeakSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakSupported [get]
```

Indicates if this TTS-system is supporting Speak.

##### Returns

True if this TTS-system supports Speak.

#### 5.123.4.25 isSSMLSupported

```
bool Crosstales.RTVoice.Speaker.isSSMLSupported [get]
```

Indicates if this TTS-system is supporting SSML.

##### Returns

True if this TTS-system supports SSML.

#### 5.123.4.26 isTTSAvailable

```
bool Crosstales.RTVoice.Speaker.isTTSAvailable [get]
```

Checks if TTS is available on this system.

##### Returns

True if TTS is available on this system.

#### 5.123.4.27 isWorkingInEditor

```
bool Crosstales.RTVoice.Speaker.isWorkingInEditor [get]
```

Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).

##### Returns

True if this TTS-system is working directly inside the Unity Editor.

#### 5.123.4.28 isWorkingInPlaymode

```
bool Crosstales.RTVoice.Speaker.isWorkingInPlaymode [get]
```

Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.

##### Returns

True if this TTS-system is working with 'Play'-mode inside the Unity Editor.

#### 5.123.4.29 MaryTTSMode

```
bool Crosstales.RTVoice.Speaker.MaryTTSMode [get], [set]
```

Enables or disables MaryTTS.

#### 5.123.4.30 MaryTTSPassword

```
string Crosstales.RTVoice.Speaker.MaryTTSPassword [get], [set]
```

User password for MaryTTS.

#### 5.123.4.31 MaryTTSPort

```
int Crosstales.RTVoice.Speaker.MaryTTSPort [get], [set]
```

Server port for MaryTTS.

#### 5.123.4.32 MaryTTSType

```
Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryTTSType [get], [set]
```

Input type for MaryTTS.

#### 5.123.4.33 MaryTTSUrl

```
string Crosstales.RTVoice.Speaker.MaryTTSUrl [get], [set]
```

Server URL for MaryTTS.

#### 5.123.4.34 MaryTTSUser

```
string Crosstales.RTVoice.Speaker.MaryTTSUser [get], [set]
```

User name for MaryTTS.



#### 5.123.4.35 MaxTextLength

```
int Crosstales.RTVoice.Speaker.MaxTextLength [get]
```

Maximal length of the speech text (in characters) for the current TTS-system.

##### Returns

The maximal length of the speech text.

#### 5.123.4.36 SilenceOnDisable

```
bool Crosstales.RTVoice.Speaker.SilenceOnDisable [get], [set]
```

Silence any speeches if this component gets disabled.

#### 5.123.4.37 SilenceOnFocusLost

```
bool Crosstales.RTVoice.Speaker.SilenceOnFocusLost [get], [set]
```

Silence any speeches if the application loses the focus.

#### 5.123.4.38 SpeechCount

```
int? Crosstales.RTVoice.Speaker.SpeechCount [get]
```

Number of active speeches.

#### 5.123.4.39 Voices

```
System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.Voices [get]
```

Get all available voices from the current TTS-system.

##### Returns

All available voices (alphabetically ordered by 'Name') as a list.

### 5.123.5 Event Documentation

### 5.123.5.1 OnErrorInfo

ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo

An event triggered whenever an error occurs.

### 5.123.5.2 OnProviderChange

ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange

An event triggered whenever a provider changes (e.g. Windows to MaryTTS).

### 5.123.5.3 OnSpeakAudioGenerationComplete

SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete

An event triggered whenever a speak audio generation is completed.

### 5.123.5.4 OnSpeakAudioGenerationStart

SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart

An event triggered whenever a speak audio generation is started.

### 5.123.5.5 OnSpeakComplete

SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete

An event triggered whenever a speak is completed.

### 5.123.5.6 OnSpeakCurrentPhoneme

SpeakCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme

An event triggered whenever a new phoneme is spoken (native, Windows only).

### 5.123.5.7 OnSpeakCurrentViseme

SpeakCurrentViseme Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme

An event triggered whenever a new viseme is spoken (native, Windows only).

### 5.123.5.8 OnSpeakCurrentWord

SpeakCurrentWord Crosstales.RTVoice.Speaker.OnSpeakCurrentWord

An event triggered whenever a new word is spoken (native, Windows and iOS only).

### 5.123.5.9 OnSpeakStart

SpeakStart Crosstales.RTVoice.Speaker.OnSpeakStart

An event triggered whenever a speak is started.

### 5.123.5.10 OnVoicesReady

VoicesReady Crosstales.RTVoice.Speaker.OnVoicesReady

An event triggered whenever the voices of a provider are ready.

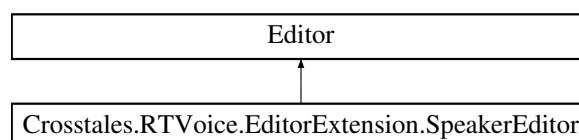
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Speaker.cs

## 5.124 Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference

Custom editor for the '[Speaker](#)'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeakerEditor:



## Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

### 5.124.1 Detailed Description

Custom editor for the '[Speaker](#)'-class.

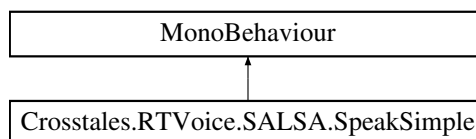
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/Speaker↔ Editor.cs

## 5.125 Crosstales.RTVoice.SALSA.SpeakSimple Class Reference

Speaks a given text with RT-Voice and [SALSA](#).

Inheritance diagram for Crosstales.RTVoice.SALSA.SpeakSimple:



## Public Member Functions

- void **Silence** ()
- void **Talk** ()

## Public Attributes

- AudioSource **Source**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

### 5.125.1 Detailed Description

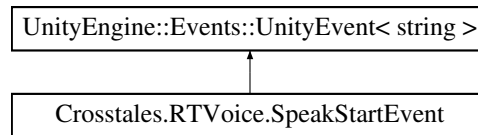
Speaks a given text with RT-Voice and [SALSA](#).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SALS↔ A/Scripts/SpeakSimple.cs

## 5.126 Crosstales.RTVoice.SpeakStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeakStartEvent:



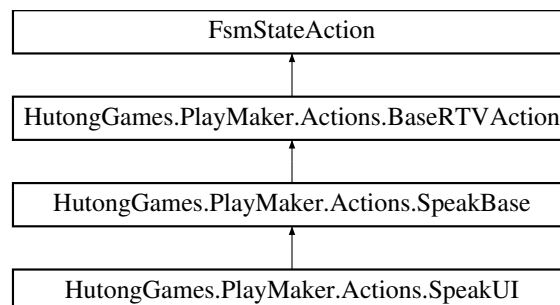
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.↔  
cs

## 5.127 HutongGames.PlayMaker.Actions.SpeakUI Class Reference

Speak-action for UI-components in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakUI:



### Public Member Functions

- override void **OnEnter** ()

### Public Attributes

- InputField [Text](#)  
*Text to speak.*
- InputField [RTVoiceName](#)  
*Name of the RT-Voice.*
- FsmString [Culture](#) = "en"  
*Fallback culture (e.g. 'en', optional).*

## Additional Inherited Members

### 5.127.1 Detailed Description

Speak-action for UI-components in [PlayMaker](#).

### 5.127.2 Member Data Documentation

#### 5.127.2.1 Culture

```
FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"
```

Fallback culture (e.g. 'en', optional).

#### 5.127.2.2 RTVoiceName

```
InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName
```

Name of the RT-Voice.

#### 5.127.2.3 Text

```
InputField HutongGames.PlayMaker.Actions.SpeakUI.Text
```

Text to speak.

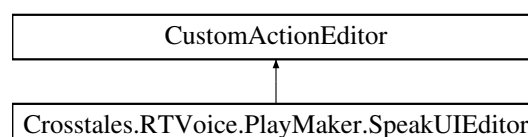
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeakUI.cs

## 5.128 Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference

Custom editor for the SpeakUI-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakUIEditor:



## Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

### 5.128.1 Detailed Description

Custom editor for the SpeakUI-action.

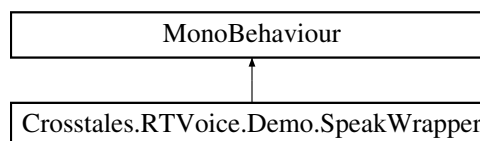
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/SpeakUIEditor.cs

## 5.129 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Wrapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:



## Public Member Functions

- void **Speak** ()

## Public Attributes

- [Model.Voice](#) **SpeakerVoice**
- InputField **Input**
- Text **Label**
- AudioSource **Audio**

### 5.129.1 Detailed Description

Wrapper for the dynamic speakers.

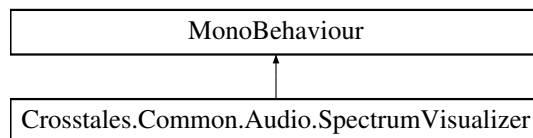
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/SpeakWrapper.cs

## 5.130 Crosstales.Common.Audio.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Audio.SpectrumVisualizer:



### Public Attributes

- [FFTAAnalyzer Analyzer](#)  
*FFT-analyzer with the spectrum data.*
- [GameObject VisualPrefab](#)  
*summary> Width per prefab.*
- float [Width](#) = 0.075f  
*summary> Gain-power for the frequency.*
- float [Gain](#) = 70f  
*summary> Frequency band from left-to-right (default: true).*
- bool [LeftToRight](#) = true  
*summary> Opacity of the material of the prefab (default: 1).*
- float [Opacity](#) = 1f

### 5.130.1 Detailed Description

Simple spectrum visualizer.

### 5.130.2 Member Data Documentation

#### 5.130.2.1 Analyzer

[FFTAAnalyzer](#) Crosstales.Common.Audio.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

*summary>Prefab for the frequency representation.*

#### 5.130.2.2 Gain

float Crosstales.Common.Audio.SpectrumVisualizer.Gain = 70f

*summary>Frequency band from left-to-right (default: true).*



### 5.130.2.3 LeftToRight

```
bool Crosstales.Common.Audio.SpectrumVisualizer.LeftToRight = true
```

summary>Opacity of the material of the prefab (default: 1).

### 5.130.2.4 VisualPrefab

```
GameObject Crosstales.Common.Audio.SpectrumVisualizer.VisualPrefab
```

summary>Width per prefab.

### 5.130.2.5 Width

```
float Crosstales.Common.Audio.SpectrumVisualizer.Width = 0.075f
```

summary>Gain-power for the frequency.

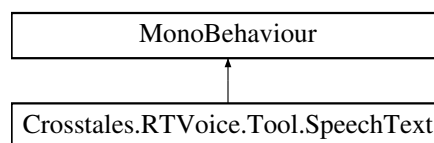
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Audio/SpectrumVisualizer.cs](#)

## 5.131 Crosstales.RTVoice.Tool.SpeechText Class Reference

Allows to speak and store generated audio.

Inheritance diagram for Crosstales.RTVoice.Tool.SpeechText:



### Public Member Functions

- void [Speak](#) ()  
*Speak the text.*
- void [Silence](#) ()  
*Silence the speech.*

## Public Attributes

- [SpeechTextStartEvent](#) **OnStarted**
- [SpeechTextStartEvent](#) **OnCompleted**

## Properties

- string [Text](#) [get, set]  
*Text to speak.*
- [Model.VoiceAlias](#) [Voices](#) [get, set]  
*Voices for the speech.*
- [Model.Enum.SpeakMode](#) [Mode](#) [get, set]  
*Speak mode.*
- [AudioSource](#) [Source](#) [get, set]  
*AudioSource for the output (optional).*
- float [Rate](#) [get, set]  
*Speech rate of the speaker in percent (range: 0-3).*
- float [Pitch](#) [get, set]  
*Speech pitch of the speaker in percent (range: 0-2).*
- float [Volume](#) [get, set]  
*Volume of the speaker in percent (range: 0-1).*
- bool [PlayOnStart](#) [get, set]  
*Enable speaking of the text on start.*
- float [Delay](#) [get, set]  
*Delay until the speech for this text starts.*
- bool [GenerateAudioFile](#) [get, set]  
*Generate audio file on/off.*
- string [FileName](#) [get, set]  
*File name (incl. path) for the generated audio.*
- bool [FileInsideAssets](#) [get, set]  
*Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.*

## Events

- [SpeechTextStart](#) [OnSpeechTextStart](#)  
*An event triggered whenever a [SpeechText](#) 'Speak' is started.*
- [SpeechTextComplete](#) [OnSpeechTextComplete](#)  
*An event triggered whenever a [SpeechText](#) 'Speak' is completed.*

### 5.131.1 Detailed Description

Allows to speak and store generated audio.

### 5.131.2 Member Function Documentation

### 5.131.2.1 Silence()

```
void Crosstales.RTVoice.Tool.SpeechText.Silence ( )
```

Silence the speech.

### 5.131.2.2 Speak()

```
void Crosstales.RTVoice.Tool.SpeechText.Speak ( )
```

Speak the text.

## 5.131.3 Property Documentation

### 5.131.3.1 Delay

```
float Crosstales.RTVoice.Tool.SpeechText.Delay [get], [set]
```

Delay until the speech for this text starts.

### 5.131.3.2 FileInsideAssets

```
bool Crosstales.RTVoice.Tool.SpeechText.FileInsideAssets [get], [set]
```

Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

### 5.131.3.3 FileName

```
string Crosstales.RTVoice.Tool.SpeechText.FileName [get], [set]
```

File name (incl. path) for the generated audio.

### 5.131.3.4 GenerateAudioFile

```
bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile [get], [set]
```

Generate audio file on/off.

### 5.131.3.5 Mode

`Model.Enum.SpeakMode` Crosstales.RTVoice.Tool.SpeechText.Mode [get], [set]

Speak mode.

### 5.131.3.6 Pitch

`float` Crosstales.RTVoice.Tool.SpeechText.Pitch [get], [set]

Speech pitch of the speaker in percent (range: 0-2).

### 5.131.3.7 PlayOnStart

`bool` Crosstales.RTVoice.Tool.SpeechText.PlayOnStart [get], [set]

Enable speaking of the text on start.

### 5.131.3.8 Rate

`float` Crosstales.RTVoice.Tool.SpeechText.Rate [get], [set]

Speech rate of the speaker in percent (range: 0-3).

### 5.131.3.9 Source

`AudioSource` Crosstales.RTVoice.Tool.SpeechText.Source [get], [set]

AudioSource for the output (optional).

### 5.131.3.10 Text

`string` Crosstales.RTVoice.Tool.SpeechText.Text [get], [set]

Text to speak.

### 5.131.3.11 Voices

`Model.VoiceAlias` `Crosstales.RTVoice.Tool.SpeechText.Voices` [get], [set]

Voices for the speech.

### 5.131.3.12 Volume

`float` `Crosstales.RTVoice.Tool.SpeechText.Volume` [get], [set]

Volume of the speaker in percent (range: 0-1).

## 5.131.4 Event Documentation

### 5.131.4.1 OnSpeechTextComplete

`SpeechTextComplete` `Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextComplete`

An event triggered whenever a [SpeechText](#) 'Speak' is completed.

### 5.131.4.2 OnSpeechTextStart

`SpeechTextStart` `Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextStart`

An event triggered whenever a [SpeechText](#) 'Speak' is started.

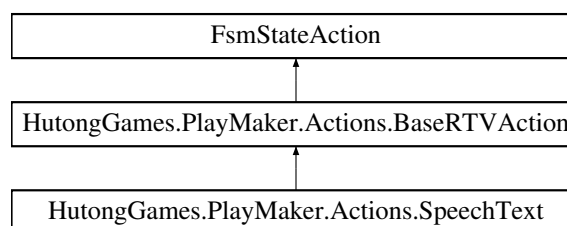
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/SpeechText.cs

## 5.132 HutongGames.PlayMaker.Actions.SpeechText Class Reference

SpeechText-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeechText:



## Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

## Public Attributes

- [Crosstales.RTVoice.Tool.SpeechText Obj](#)  
Add a [SpeechText](#) (default: first object in scene).

### 5.132.1 Detailed Description

SpeechText-action for [PlayMaker](#).

### 5.132.2 Member Data Documentation

#### 5.132.2.1 Obj

[Crosstales.RTVoice.Tool.SpeechText](#) `HutongGames.PlayMaker.Actions.SpeechText.Obj`

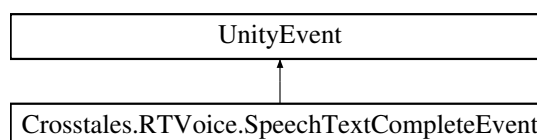
Add a [SpeechText](#) (default: first object in scene).

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeechText.cs`

## 5.133 Crosstales.RTVoice.SpeechTextCompleteEvent Class Reference

Inheritance diagram for `Crosstales.RTVoice.SpeechTextCompleteEvent`:



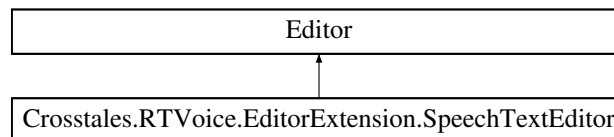
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs`

## 5.134 Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeechTextEditor:



### Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

#### 5.134.1 Detailed Description

Custom editor for the 'SpeechText'-class.

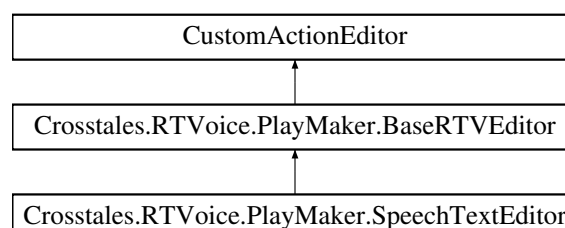
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/SpeechTextEditor.cs`

## 5.135 Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference

Custom editor for the SpeechText-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeechTextEditor:



## Additional Inherited Members

### 5.135.1 Detailed Description

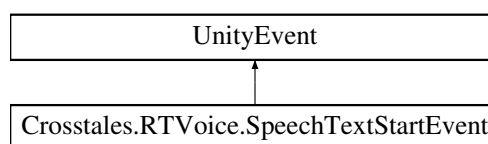
Custom editor for the SpeechText-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Play↔ Maker/Editor/SpeechTextEditor.cs

## 5.136 Crosstales.RTVoice.SpeechTextStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeechTextStartEvent:



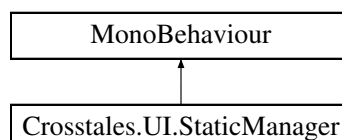
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.↔ cs

## 5.137 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



## Public Member Functions

- void **OpenAssetstore** ()



### 5.137.1 Detailed Description

Static Button Manager.

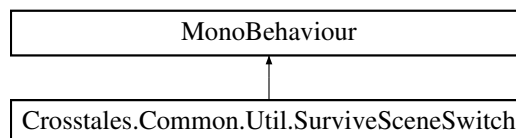
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/Static↵  
Manager.cs`

## 5.138 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for `Crosstales.Common.Util.SurviveSceneSwitch`:



### Public Attributes

- `GameObject[] Survivors`  
*Objects which have to survive a scene switch.*
- `bool DontDestroy = true`  
*Don't destroy gameobject during scene switches (default: true).*

### 5.138.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

### 5.138.2 Member Data Documentation

#### 5.138.2.1 DontDestroy

```
bool Crosstales.Common.Util.SurviveSceneSwitch.DontDestroy = true
```

Don't destroy gameobject during scene switches (default: true).

### 5.138.2.2 Survivors

`GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors`

Objects which have to survive a scene switch.

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Tool/SurviveSceneSwitch.cs`

## 5.139 Crosstales.RTVoice.Azure.Synthesize Class Reference

Sample synthesize request

### Classes

- class [InputOptions](#)  
*Inputs Options for the TTS Service.*

### Public Member Functions

- [Synthesize](#) ()  
*Initializes a new instance of the [Synthesize](#) class.*
- `async System.Threading.Tasks.Task< System.IO.Stream > Speak (System.Threading.CancellationToken cancellationToken, InputOptions inputOptions)`  
*Sends the specified text to be spoken to the TTS service and saves the response audio to a file.*

### 5.139.1 Detailed Description

Sample synthesize request

### 5.139.2 Constructor & Destructor Documentation

#### 5.139.2.1 Synthesize()

`Crosstales.RTVoice.Azure.Synthesize.Synthesize ( )`

Initializes a new instance of the [Synthesize](#) class.

### 5.139.3 Member Function Documentation

#### 5.139.3.1 Speak()

```
async System.Threading.Tasks.Task<System.IO.Stream> Crosstales.RTVoice.Azure.Synthesize.Speak
(
    System.Threading.CancellationToken cancellationToken,
    InputOptions inputOptions )
```

Sends the specified text to be spoken to the TTS service and saves the response audio to a file.

## Parameters

<i>cancellationToken</i>	The cancellation token.
<i>inputOptions</i>	Input options for the speech.

## Returns

A Task

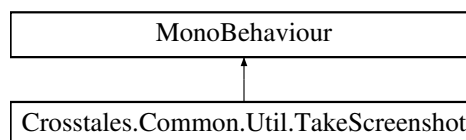
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/TTSCClient.cs

## 5.140 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:



### Public Member Functions

- void [Capture](#) ()  
*Capture the screen.*
- void **Start** ()

### Public Attributes

- string [Prefix](#) = "CT\_Screenshot"  
*Prefix for the generate file names.*
- int [Scale](#) = 1  
*summary> Key-press to capture the screen (default: F8).*
- KeyCode [KeyCode](#) = KeyCode.F8  
*summary> Show file location (default: true).*
- bool [ShowFileLocation](#) = true  
*summary> Don't destroy on load (default: true).*
- bool **DontDestroy** = true

### 5.140.1 Detailed Description

Take screen shots inside an application.

## 5.140.2 Member Function Documentation

### 5.140.2.1 Capture()

```
void Crosstales.Common.Util.TakeScreenshot.Capture ( )
```

Capture the screen.

## 5.140.3 Member Data Documentation

### 5.140.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.TakeScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

### 5.140.3.2 Prefix

```
string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

### 5.140.3.3 Scale

```
int Crosstales.Common.Util.TakeScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

### 5.140.3.4 ShowFileLocation

```
bool Crosstales.Common.Util.TakeScreenshot.ShowFileLocation = true
```

summary>Don't destroy on load (default: true).

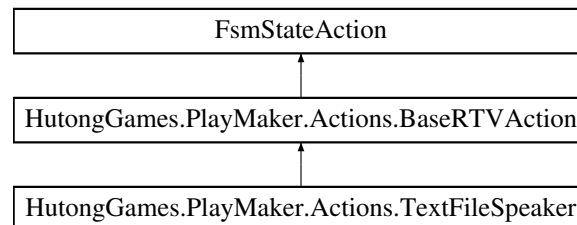
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Tool/TakeScreenshot.cs

## 5.141 HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference

TextFileSpeaker-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.TextFileSpeaker:



### Public Member Functions

- override void **OnEnter** ()

### Public Attributes

- [Crosstales.RTVoice.Tool.TextFileSpeaker Obj](#)  
Add a [TextFileSpeaker](#) (default: first object in scene).

### 5.141.1 Detailed Description

TextFileSpeaker-action for [PlayMaker](#).

### 5.141.2 Member Data Documentation

#### 5.141.2.1 Obj

[Crosstales.RTVoice.Tool.TextFileSpeaker](#) HutongGames.PlayMaker.Actions.TextFileSpeaker.Obj

Add a [TextFileSpeaker](#) (default: first object in scene).

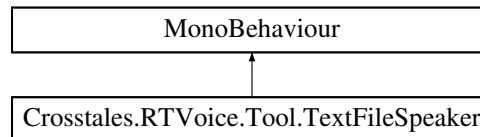
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/TextFileSpeaker.cs

## 5.142 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



### Public Member Functions

- void [SpeakAll](#) ()  
*Speaks all texts until StopAll is called.*
- void [StopAll](#) ()  
*Stops speaking all texts.*
- void [Next](#) ()  
*Speaks the next text (main use for [UI](#)).*
- void [Next](#) (bool random)  
*Speaks the next text.*
- void [Previous](#) ()  
*Speaks the previous text (main use for [UI](#)).*
- void [Previous](#) (bool random)  
*Speaks the previous text.*
- void [Speak](#) ()  
*Speaks a text (main use for [UI](#)).*
- string [SpeakText](#) (int index=-1, bool random=false)  
*Speaks a text with an optional index.*
- void [Silence](#) ()  
*Silence the speech.*
- void [Reload](#) ()  
*Reloads all text files (e.g. when new text files were added during runtime).*

### Public Attributes

- [TextFileSpeakerStartEvent](#) **OnStarted**
- [TextFileSpeakerCompleteEvent](#) **OnCompleted**

## Properties

- TextAsset[] [TextFiles](#) [get, set]  
*Text files to speak.*
- [Model.VoiceAlias Voices](#) [get, set]  
*Voices for the speech.*
- [Model.Enum.SpeakMode Mode](#) [get, set]  
*Speak mode.*
- AudioSource [Source](#) [get, set]  
*AudioSource for the output (optional).*
- float [Rate](#) [get, set]  
*Speech rate of the speaker in percent (range: 0-3).*
- float [Pitch](#) [get, set]  
*Speech pitch of the speaker in percent (range: 0-2).*
- float [Volume](#) [get, set]  
*Volume of the speaker in percent (range: 0-1).*
- bool [PlayOnStart](#) [get, set]  
*Enable speaking of the text on start.*
- bool [PlayAllOnStart](#) [get, set]  
*Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "StopAll"-method*
- bool [SpeakRandom](#) [get, set]  
*Speaks the text files in random order.*
- float [Delay](#) [get, set]  
*Delay until the speech for this text starts.*

## Events

- TextFileSpeakerStart [OnTextFileSpeakerStart](#)  
*An event triggered whenever a [TextFileSpeaker](#) 'Speak' is started.*
- TextFileSpeakerComplete [OnTextFileSpeakerComplete](#)  
*An event triggered whenever a [TextFileSpeaker](#) 'Speak' is completed.*

### 5.142.1 Detailed Description

Allows to speak text files.

### 5.142.2 Member Function Documentation

#### 5.142.2.1 Next() [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ( )
```

Speaks the next text (main use for [UI](#)).

#### 5.142.2.2 Next() [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next (
    bool random )
```

Speaks the next text.

## Parameters

<i>random</i>	Speak a random text
---------------	---------------------

**5.142.2.3 Previous()** [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ( )
```

Speaks the previous text (main use for [UI](#)).

**5.142.2.4 Previous()** [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous (
    bool random )
```

Speaks the previous text.

## Parameters

<i>random</i>	Speak a random text
---------------	---------------------

**5.142.2.5 Reload()**

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Reload ( )
```

Reloads all text files (e.g. when new text files were added during runtime).

**5.142.2.6 Silence()**

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ( )
```

Silence the speech.

**5.142.2.7 Speak()**

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ( )
```

Speaks a text (main use for [UI](#)).



### 5.142.2.8 SpeakAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakAll ( )
```

Speaks all texts until StopAll is called.

### 5.142.2.9 SpeakText()

```
string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (
    int index = -1,
    bool random = false )
```

Speaks a text with an optional index.

#### Parameters

<i>index</i>	Index of the text (default: -1 (random), optional).
<i>random</i>	Speak a random text (default: false, optional)

#### Returns

UID of the speaker.

### 5.142.2.10 StopAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.StopAll ( )
```

Stops speaking all texts.

## 5.142.3 Property Documentation

### 5.142.3.1 Delay

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay [get], [set]
```

Delay until the speech for this text starts.

### 5.142.3.2 Mode

`Model.Enum.SpeakMode` Crosstales.RTVoice.Tool.TextFileSpeaker.Mode [get], [set]

Speak mode.

### 5.142.3.3 Pitch

`float` Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch [get], [set]

Speech pitch of the speaker in percent (range: 0-2).

### 5.142.3.4 PlayAllOnStart

`bool` Crosstales.RTVoice.Tool.TextFileSpeaker.PlayAllOnStart [get], [set]

Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "Stop↵All"-method

### 5.142.3.5 PlayOnStart

`bool` Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart [get], [set]

Enable speaking of the text on start.

### 5.142.3.6 Rate

`float` Crosstales.RTVoice.Tool.TextFileSpeaker.Rate [get], [set]

Speech rate of the speaker in percent (range: 0-3).

### 5.142.3.7 Source

`AudioSource` Crosstales.RTVoice.Tool.TextFileSpeaker.Source [get], [set]

AudioSource for the output (optional).

### 5.142.3.8 SpeakRandom

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakRandom [get], [set]
```

Speaks the text files in random order.

### 5.142.3.9 TextFiles

```
TextAsset [ ] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles [get], [set]
```

Text files to speak.

### 5.142.3.10 Voices

```
Model.VoiceAlias Crosstales.RTVoice.Tool.TextFileSpeaker.Voices [get], [set]
```

Voices for the speech.

### 5.142.3.11 Volume

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume [get], [set]
```

Volume of the speaker in percent (range: 0-1).

## 5.142.4 Event Documentation

### 5.142.4.1 OnTextFileSpeakerComplete

```
TextFileSpeakerComplete Crosstales.RTVoice.Tool.TextFileSpeaker.OnTextFileSpeakerComplete
```

An event triggered whenever a [TextFileSpeaker](#) 'Speak' is completed.

#### 5.142.4.2 OnTextFileSpeakerStart

TextFileSpeakerStart Crosstales.RTVoice.Tool.TextFileSpeaker.OnTextFileSpeakerStart

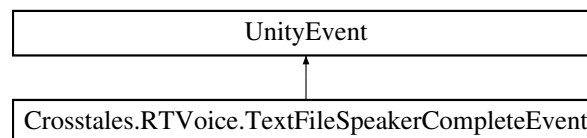
An event triggered whenever a [TextFileSpeaker](#) 'Speak' is started.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/TextFileSpeaker.cs

### 5.143 Crosstales.RTVoice.TextFileSpeakerCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.TextFileSpeakerCompleteEvent:



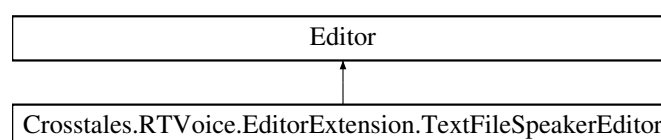
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

### 5.144 Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference

Custom editor for the 'TextFileSpeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor:



#### Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

### 5.144.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

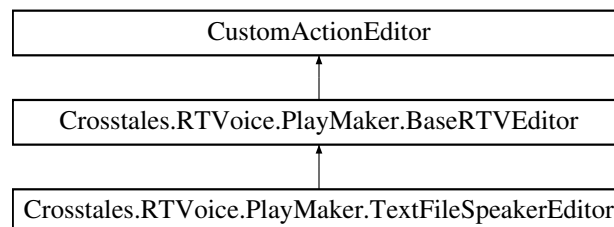
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/TextFileSpeakerEditor.cs

## 5.145 Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference

Custom editor for the TextFileSpeaker-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor:



### Additional Inherited Members

#### 5.145.1 Detailed Description

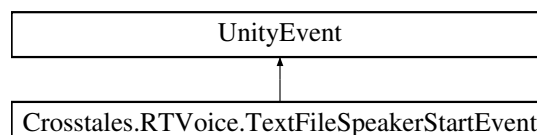
Custom editor for the TextFileSpeaker-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/TextFileSpeakerEditor.cs

## 5.146 Crosstales.RTVoice.TextFileSpeakerStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.TextFileSpeakerStartEvent:



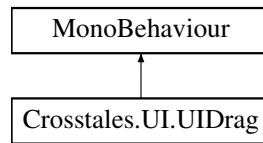
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

## 5.147 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



### Public Member Functions

- void **OnDrag** ()

#### 5.147.1 Detailed Description

Allow to Drag the Windows around.

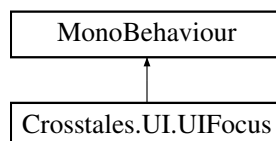
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔  
Drag.cs

## 5.148 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



### Public Member Functions

- void **OnPanelEnter** ()  
*Panel entered.*

### Public Attributes

- string **ManagerName** = "Canvas"  
*Name of the gameobject containing the [UIWindowManager](#).*

### 5.148.1 Detailed Description

Change the Focus on from a Window.

### 5.148.2 Member Function Documentation

#### 5.148.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

### 5.148.3 Member Data Documentation

#### 5.148.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

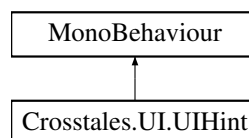
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔  
Focus.cs

## 5.149 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



### Public Member Functions

- void **FadeUp** ()
- void **FadeDown** ()

## Public Attributes

- CanvasGroup [Group](#)  
*Group to fade.*
- float [Delay](#) = 2f  
*Delay in seconds before fading (default: 2).*
- float [FadeTime](#) = 2f  
*Fade time in seconds (default: 2).*
- bool [Disable](#) = true  
*Disable [UI](#) element after the fade (default: true).*
- bool [FadeAtStart](#) = true  
*Fade at Start (default: true).*

### 5.149.1 Detailed Description

Controls a [UI](#) group (hint).

### 5.149.2 Member Data Documentation

#### 5.149.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

#### 5.149.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable [UI](#) element after the fade (default: true).

#### 5.149.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).



#### 5.149.2.4 FadeTime

```
float Crosstailes.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

#### 5.149.2.5 Group

```
CanvasGroup Crosstailes.UI.UIHint.Group
```

Group to fade.

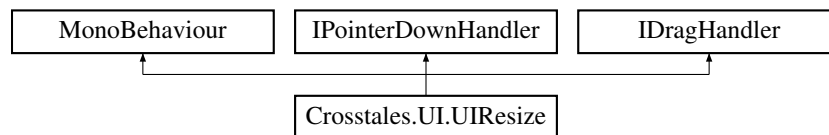
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/Common/UI/Scripts/UIHint.cs

## 5.150 Crosstailes.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstailes.UI.UIResize:



### Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

### Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)  
*Minimum size of the [UI](#) element.*
- Vector2 **MaxSize** = new Vector2(800, 600)  
*Maximum size of the [UI](#) element.*

### 5.150.1 Detailed Description

Resize a [UI](#) element.

## 5.150.2 Member Data Documentation

### 5.150.2.1 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the [UI](#) element.

### 5.150.2.2 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the [UI](#) element.

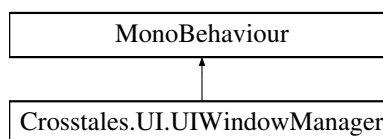
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔  
Resize.cs

## 5.151 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



### Public Member Functions

- void [ChangeState](#) (GameObject active)  
*Change the state of all windows.*

### Public Attributes

- GameObject[] [Windows](#)  
*All Windows of the scene.*

### 5.151.1 Detailed Description

Change the state of all Window panels.

### 5.151.2 Member Function Documentation

#### 5.151.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
    GameObject active )
```

Change the state of all windows.

##### Parameters

<i>active</i>	Active window.
---------------	----------------

### 5.151.3 Member Data Documentation

#### 5.151.3.1 Windows

```
GameObject [ ] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

The documentation for this class was generated from the following file:

- D:/slauberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔  
WindowManager.cs

## 5.152 Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

### Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

## Static Public Attributes

- const string **TEXT\_NOT\_CHECKED** = "Not checked."
- const string **TEXT\_NO\_UPDATE** = "No update available - you are using the latest version."

### 5.152.1 Detailed Description

Checks for updates of the asset.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/Update↔  
Check.cs

## 5.153 Crosstales.RTVoice.Model.Voice Class Reference

[Model](#) for a voice.

### Public Member Functions

- [Voice](#) (string name, string description, [Enum.Gender](#) gender, string age, string culture, string id="", string vendor="unknown", string version="unknown", int sampleRate=0)  
*Instantiate the class.*
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

### Public Attributes

- string [Name](#)  
*Name of the voice.*
- string [Description](#)  
*Description of the voice.*
- [Enum.Gender](#) [Gender](#)  
*Gender of the voice.*
- string [Age](#)  
*Age of the voice.*
- string [Identifier](#) = string.Empty  
*Identifier of the voice.*
- string [Vendor](#) = string.Empty  
*Vendor of the voice.*
- string [Version](#) = string.Empty  
*Version of the voice.*
- int [SampleRate](#) = 0  
*Sample rate in Hz of the voice.*

## Properties

- string [Culture](#) [get, set]  
*Culture of the voice (ISO 639-1).*
- string [SimplifiedCulture](#) [get]  
*Simplified culture of the voice.*

### 5.153.1 Detailed Description

[Model](#) for a voice.

### 5.153.2 Constructor & Destructor Documentation

#### 5.153.2.1 Voice()

```
Crosstales.RTVoice.Model.Voice.Voice (
    string name,
    string description,
    Enum.Gender gender,
    string age,
    string culture,
    string id = "",
    string vendor = "unknown",
    string version = "unknown",
    int sampleRate = 0 )
```

Instantiate the class.

#### Parameters

<i>name</i>	Name of the voice.
<i>description</i>	Description of the voice.
<i>gender</i>	Gender of the voice.
<i>age</i>	Age of the voice.
<i>culture</i>	Culture of the voice.
<i>id</i>	Identifier of the voice (optional).
<i>vendor</i>	Vendor of the voice (optional).
<i>version</i>	Version of the voice (optional).
<i>sampleRate</i>	Sample rate in Hz of the voice (optional).

### 5.153.3 Member Data Documentation

### 5.153.3.1 Age

```
string Crosstales.RTVoice.Model.Voice.Age
```

Age of the voice.

### 5.153.3.2 Description

```
string Crosstales.RTVoice.Model.Voice.Description
```

Description of the voice.

### 5.153.3.3 Gender

```
Enum.Gender Crosstales.RTVoice.Model.Voice.Gender
```

Gender of the voice.

### 5.153.3.4 Identifier

```
string Crosstales.RTVoice.Model.Voice.Identifier = string.Empty
```

Identifier of the voice.

### 5.153.3.5 Name

```
string Crosstales.RTVoice.Model.Voice.Name
```

Name of the voice.

### 5.153.3.6 SampleRate

```
int Crosstales.RTVoice.Model.Voice.SampleRate = 0
```

Sample rate in Hz of the voice.

### 5.153.3.7 Vendor

```
string Crosstales.RTVoice.Model.Voice.Vendor = string.Empty
```

Vendor of the voice.

### 5.153.3.8 Version

```
string Crosstales.RTVoice.Model.Voice.Version = string.Empty
```

Version of the voice.

## 5.153.4 Property Documentation

### 5.153.4.1 Culture

```
string Crosstales.RTVoice.Model.Voice.Culture [get], [set]
```

Culture of the voice (ISO 639-1).

### 5.153.4.2 SimplifiedCulture

```
string Crosstales.RTVoice.Model.Voice.SimplifiedCulture [get]
```

Simplified culture of the voice.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Voice.[↵](#)  
cs

## 5.154 Crosstales.RTVoice.Model.VoiceAlias Class Reference

Alias for multiple voices on different platforms.

### Public Member Functions

- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

## Public Attributes

- string [VoiceNameWindows](#) = "David"  
*Name of the voice under Windows.*
- string [VoiceNameMac](#) = "Alex"  
*Name of the voice under macOS.*
- string [VoiceNameLinux](#) = "en"  
*Name of the voice under Linux and for eSpeak.*
- string [VoiceNameAndroid](#) = "en"  
*Name of the voice under Android.*
- string [VoiceNameIOS](#) = "Daniel"  
*Name of the voice under iOS.*
- string [VoiceNameWSA](#) = "David"  
*Name of the voice under WSA.*
- string [VoiceNameMaryTTS](#) = "cmu-rms-hsmm"  
*Name of the voice under MaryTTS.*
- string [VoiceNameCustom](#) = string.Empty  
*Name of the voice for custom TTS-systems.*
- string [Culture](#) = "en"  
*Fallback culture for the text (e.g. 'en', optional).*
- [Enum.Gender Gender](#) = Enum.Gender.UNKNOWN  
*Fallback gender for the text.*

## Properties

- string [VoiceName](#) [get]  
*Returns the name of the voice for the current platform.*
- [Voice?? Voice](#) [get]  
*Returns the voice for the current platform.*

### 5.154.1 Detailed Description

Alias for multiple voices on different platforms.

### 5.154.2 Member Data Documentation

#### 5.154.2.1 Culture

```
string Crosstales.RTVoice.Model.VoiceAlias.Culture = "en"
```

Fallback culture for the text (e.g. 'en', optional).



### 5.154.2.2 Gender

`Enum.Gender` Crosstales.RTVoice.Model.VoiceAlias.Gender = Enum.Gender.UNKNOWN

Fallback gender for the text.

### 5.154.2.3 VoiceNameAndroid

`string` Crosstales.RTVoice.Model.VoiceAlias.VoiceNameAndroid = "en"

Name of the voice under Android.

### 5.154.2.4 VoiceNameCustom

`string` Crosstales.RTVoice.Model.VoiceAlias.VoiceNameCustom = string.Empty

Name of the voice for custom TTS-systems.

### 5.154.2.5 VoiceNameIOS

`string` Crosstales.RTVoice.Model.VoiceAlias.VoiceNameIOS = "Daniel"

Name of the voice under iOS.

### 5.154.2.6 VoiceNameLinux

`string` Crosstales.RTVoice.Model.VoiceAlias.VoiceNameLinux = "en"

Name of the voice under Linux and for eSpeak.

### 5.154.2.7 VoiceNameMac

`string` Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMac = "Alex"

Name of the voice under macOS.

### 5.154.2.8 VoiceNameMaryTTS

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMaryTTS = "cmu-rms-hsmm"
```

Name of the voice under MaryTTS.

### 5.154.2.9 VoiceNameWindows

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWindows = "David"
```

Name of the voice under Windows.

### 5.154.2.10 VoiceNameWSA

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWSA = "David"
```

Name of the voice under WSA.

## 5.154.3 Property Documentation

### 5.154.3.1 Voice

```
Voice?? Crosstales.RTVoice.Model.VoiceAlias.Voice [get]
```

Returns the voice for the current platform.

#### Returns

The voice for the current platform.

### 5.154.3.2 VoiceName

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceName [get]
```

Returns the name of the voice for the current platform.

#### Returns

The name of the voice for the current platform.

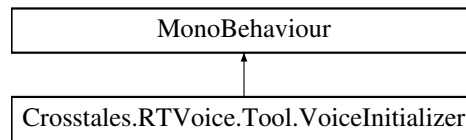
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/VoiceAlias.cs

## 5.155 Crosstales.RTVoice.Tool.VoiceInitializer Class Reference

Allows to initialize voices (useful on Android).

Inheritance diagram for Crosstales.RTVoice.Tool.VoiceInitializer:



### Public Attributes

- [Model.Enum.ProviderType Provider](#) = [Model.Enum.ProviderType.Android](#)  
*Selected provider to initialize the voices (default: Android).*
- [string\[\] VoiceNames](#)  
*Initialize voices by name.*
- [bool AllVoices](#) = false  
*Initialize all voices (default: false).*
- [bool DestroyWhenFinished](#) = true  
*Destroy the gameobject after initialize (default: true).*

### 5.155.1 Detailed Description

Allows to initialize voices (useful on Android).

### 5.155.2 Member Data Documentation

#### 5.155.2.1 AllVoices

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices = false
```

Initialize all voices (default: false).

#### 5.155.2.2 DestroyWhenFinished

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true
```

Destroy the gameobject after initialize (default: true).

### 5.155.2.3 Provider

`Model.Enum.ProviderType` Crosstales.RTVoice.Tool.VoiceInitializer.Provider = Model.Enum.ProviderType.Android

Selected provider to initialize the voices (default: Android).

### 5.155.2.4 VoiceNames

`string []` Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames

Initialize voices by name.

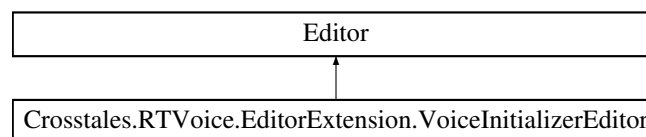
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/VoiceInitializer.cs

## 5.156 Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor Class Reference

Custom editor for the 'VoiceInitializer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor:



### Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

### 5.156.1 Detailed Description

Custom editor for the 'VoiceInitializer'-class.

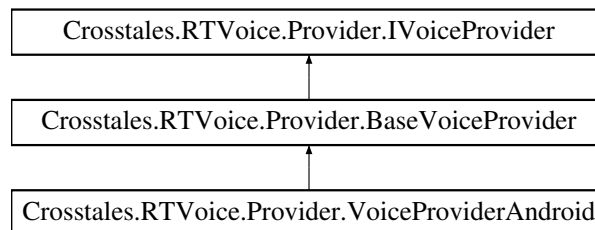
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/VoiceInitializerEditor.cs

## 5.157 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



### Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override IEnumerator **Generate** (Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override void **Silence** ()  
*Silence all active TTS-providers.*
- override void **GenerateInEditor** (Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

### Static Public Member Functions

- static void **ShutdownTTS** ()

### Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "English (United States)"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 3999
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => Util.Helper.isAndroidPlatform
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- System.Collections.Generic.List< string > **Engines** => cachedEngines  
*Returns all installed TTS engines on Android.*

## Static Public Attributes

- static [VoiceProviderAndroid Instance](#) => instance ?? (instance = new [VoiceProviderAndroid](#)())  
*Returns the singleton instance of this class.*

## Additional Inherited Members

### 5.157.1 Detailed Description

Android voice provider.

### 5.157.2 Member Function Documentation

#### 5.157.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

#### 5.157.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.157.2.3 Load()

```
override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.157.2.4 Silence()

```
override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.157.2.5 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.157.2.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.157.2.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

## 5.157.3 Member Data Documentation

### 5.157.3.1 Engines

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Provider.VoiceProviderAndroid.↵
Engines => cachedEngines
```

Returns all installed TTS engines on Android.

### 5.157.3.2 Instance

```
VoiceProviderAndroid Crosstales.RTVoice.Provider.VoiceProviderAndroid.Instance => instance ??
(instance = new VoiceProviderAndroid()) [static]
```

Returns the singleton instance of this class.

## Returns

Singleton instance of this class.

The documentation for this class was generated from the following file:

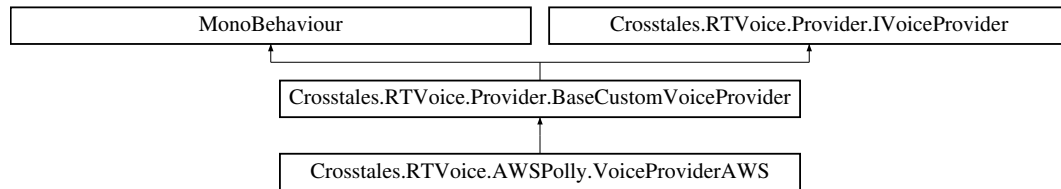
- D:/slauberberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/Voice↵  
ProviderAndroid.cs



## 5.158 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference

AWS Polly voice provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWS:



### Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **Generate** (Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override void **GenerateInEditor** (Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

### Public Attributes

- string **CognitoCredentials** = string.Empty  
*Cognito credentials to access AWS Polly.*
- Endpoint **Endpoint** = Endpoint.APNortheast1  
*AWS endpoint for the connection.*
- bool **AutoBreath** = true  
*Enables or disables the simulation of natural breathing while speaking (default: true).*
- SampleRate **SampleRate** = SampleRate.\_22050Hz  
*Desired sample rate in Hz (default: 22050).*
- bool **UseNeuralVoices** = false  
*Enable or disable neural voices (default: false).*
- override string **AudioFileExtension** => ".ogg"
- override AudioType **AudioFileType** => AudioType.OGGVORBIS
- override string **DefaultVoiceName** => "Matthew"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => !Util.Helper.isWebPlatform
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true

- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- bool **isValidCognitoCredentials** => !string.IsNullOrEmpty([CognitoCredentials](#)) && apiRegex.IsMatch([CognitoCredentials](#))  
*Indicates if the Cognito Credentials are valid.*
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** => [UseNeuralVoices](#) && [hasNeuralVoices](#)  
? [cachedNeuralVoices](#) : [cachedVoices](#)
- bool [hasNeuralVoices](#)  
*Checks if neural voices are supported on the current AWS endpoint.*

## Protected Member Functions

- override string **getVoiceName** ([Model Wrapper](#) wrapper)

## Additional Inherited Members

### 5.158.1 Detailed Description

AWS Polly voice provider.

### 5.158.2 Member Function Documentation

#### 5.158.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Generate (
    Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.158.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.158.2.3 Load()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.158.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.158.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.158.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.158.3 Member Data Documentation

#### 5.158.3.1 AutoBreath

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.AutoBreath = true
```

Enables or disables the simulation of natural breathing while speaking (default: true).

#### 5.158.3.2 CognitoCredentials

```
string Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.CognitoCredentials = string.Empty
```

Cognito credentials to access AWS Polly.

#### 5.158.3.3 Endpoint

```
Endpoint Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Endpoint = Endpoint.APNortheast1
```

AWS endpoint for the connection.

### 5.158.3.4 hasNeuralVoices

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.hasNeuralVoices
```

#### Initial value:

=&gt;

```
Endpoint == Endpoint.USEast1 ||
Endpoint == Endpoint.USWest2 ||
Endpoint == Endpoint.EUWest1 ||
Endpoint == Endpoint.EUWest2 ||
Endpoint == Endpoint.EUCentral1 ||
Endpoint == Endpoint.APNortheast1 ||
Endpoint == Endpoint.APSoutheast1 ||
Endpoint == Endpoint.APSoutheast2
```

Checks if neural voices are supported on the current AWS endpoint.

#### Returns

True if neural voices are supported on the current AWS endpoint.

### 5.158.3.5 isValidCognitoCredentials

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.isValidCognitoCredentials => !string.IsNullOrEmpty(CognitoCredentials) && apiRegex.IsMatch(CognitoCredentials)
```

Indicates if the Cognito Credentials are valid.

#### Returns

True if the Cognito Credentials are valid.

### 5.158.3.6 SampleRate

```
SampleRate Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SampleRate = SampleRate._22050Hz
```

Desired sample rate in Hz (default: 22050).

### 5.158.3.7 UseNeuralVoices

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.UseNeuralVoices = false
```

Enable or disable neural voices (default: false).

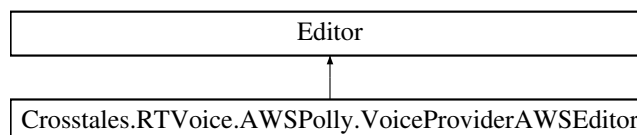
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWSPolly/Scripts/VoiceProviderAWS.cs

## 5.159 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor Class Reference

Custom editor for the 'VoiceProviderAWS'-class.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor:



### Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("AWS Polly") != null

#### 5.159.1 Detailed Description

Custom editor for the 'VoiceProviderAWS'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Editor/VoiceProviderAWSEditor.cs

## 5.160 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

#### 5.160.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Editor/VoiceProviderAWSGameObject.cs

## 5.161 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

### 5.161.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Editor/VoiceProviderAWSMenu.cs](#)

## 5.162 Crosstales.RTVoice.Azure.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'Azure' in the "Tools"-menu.

### 5.162.1 Detailed Description

Editor component for for adding the prefabs from 'Azure' in the "Tools"-menu.

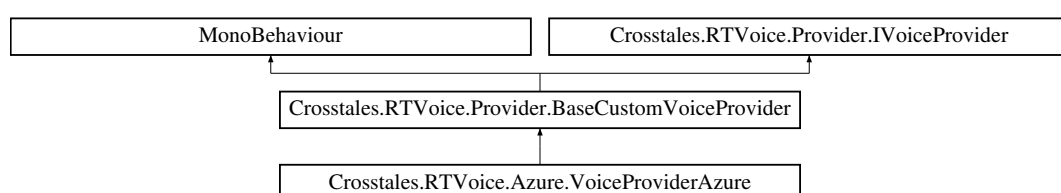
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/Editor/VoiceProviderAzureMenu.cs](#)

## 5.163 Crosstales.RTVoice.Azure.VoiceProviderAzure Class Reference

[Azure](#) (Bing Speech) voice provider.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzure:



## Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **Generate** (Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override void **GenerateInEditor** (Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

## Public Attributes

- string **APIKey** = string.Empty  
*API-key to access Azure.*
- string **Endpoint** = "https://westus.api.cognitive.microsoft.com/sts/v1.0/issueToken"  
*Endpoint to access Azure.*
- string **RequestUri** = "https://westus.tts.speech.microsoft.com/cognitiveservices/v1"  
*Request URI associated with the API-key.*
- **SampleRate** SampleRate = SampleRate.\_24000Hz  
*Desired sample rate in Hz (default: 24000).*
- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "JessaRUS"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => !Util.Helper.isWebPlatform
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- bool **isValidAPIKey** => APIKey?.Length >= 32  
*Indicates if the API key is valid.*
- bool **isValidEndpoint** => !string.IsNullOrEmpty(Endpoint) && Endpoint.Contains("api.cognitive.microsoft.com")  
*Indicates if the endpoint is valid.*
- bool **isValidRequestUri** => !string.IsNullOrEmpty(RequestUri) && RequestUri.Contains("tts.speech.microsoft.com")  
*Indicates if the request URI is valid.*



## Additional Inherited Members

### 5.163.1 Detailed Description

[Azure](#) (Bing Speech) voice provider.

### 5.163.2 Member Function Documentation

#### 5.163.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.163.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.163.2.3 Load()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.163.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.163.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.163.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

## 5.163.3 Member Data Documentation

### 5.163.3.1 APIKey

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.APIKey = string.Empty
```

API-key to access [Azure](#).

### 5.163.3.2 Endpoint

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.Endpoint = "https://westus.api.cognitive.↵  
microsoft.com/sts/v1.0/issueToken"
```

Endpoint to access [Azure](#).

### 5.163.3.3 isValidAPIKey

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidAPIKey => APIKey?.Length >= 32
```

Indicates if the API key is valid.

#### Returns

True if the API key is valid.

### 5.163.3.4 isValidEndpoint

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidEndpoint => !string.IsNullOrEmpty(Endpoint)  
&& Endpoint.Contains("api.cognitive.microsoft.com")
```

Indicates if the endpoint is valid.

#### Returns

True if the endpoint is valid.

### 5.163.3.5 isValidRequestUri

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidRequestUri => !string.IsNullOrEmpty(RequestUri)
&& RequestUri.Contains("tts.speech.microsoft.com")
```

Indicates if the request URI is valid.

#### Returns

True if the request URI is valid.

### 5.163.3.6 RequestUri

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.RequestUri = "https://westus.tts.speech.↵  
microsoft.com/cognitiveservices/v1"
```

Request URI associated with the API-key.

### 5.163.3.7 SampleRate

```
SampleRate Crosstales.RTVoice.Azure.VoiceProviderAzure.SampleRate = SampleRate._24000Hz
```

Desired sample rate in Hz (default: 24000).

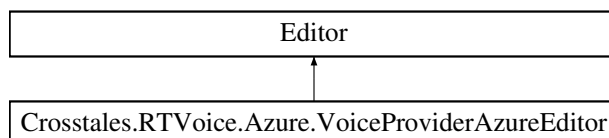
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↵  
Scripts/VoiceProviderAzure.cs

## 5.164 Crosstales.RTVoice.Azure.VoiceProviderAzureEditor Class Reference

Custom editor for the '[VoiceProviderAzure](#)'-class.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzureEditor:



## Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

## Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Azure") != null

### 5.164.1 Detailed Description

Custom editor for the 'VoiceProviderAzure'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Editor/VoiceProviderAzureEditor.cs

## 5.165 Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject Class Reference

Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu.

### 5.165.1 Detailed Description

Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu.

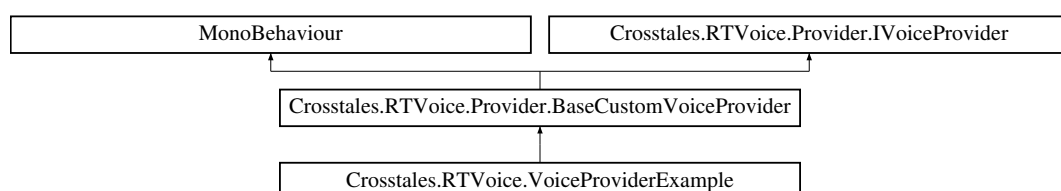
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Editor/VoiceProviderAzureGameObject.cs

## 5.166 Crosstales.RTVoice.VoiceProviderExample Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.VoiceProviderExample:



## Public Member Functions

- override void [Load](#) (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

## Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

## Additional Inherited Members

### 5.166.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables

### 5.166.2 Member Function Documentation

#### 5.166.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.166.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.VoiceProviderExample.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.166.2.3 Load()

```
override void Crosstales.RTVoice.VoiceProviderExample.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.166.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.166.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.166.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.VoiceProviderExample.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

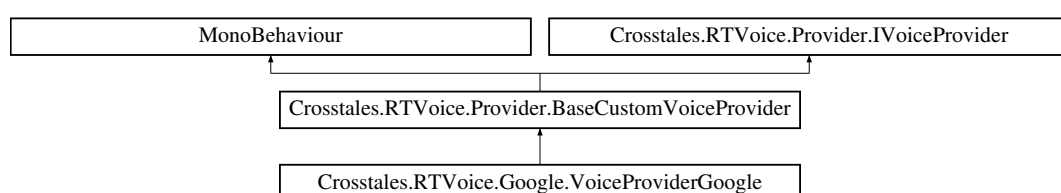
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/VoiceProviderExample.cs

## 5.167 Crosstales.RTVoice.Google.VoiceProviderGoogle Class Reference

[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogle:





## Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **Generate** (Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override void **GenerateInEditor** (Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

## Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "en-US-Standard-B"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => true
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- bool **isValidAPIKey** => GCTextToSpeech.Instance.apiKey?.Length >= 32  
*Indicates if the API key is valid.*

## Additional Inherited Members

### 5.167.1 Detailed Description

**Google** Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

### 5.167.2 Member Function Documentation

#### 5.167.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.167.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.167.2.3 Load()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.167.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.167.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.167.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

## 5.167.3 Member Data Documentation

### 5.167.3.1 isValidAPIKey

```
bool Crosstales.RTVoice.Google.VoiceProviderGoogle.isValidAPIKey => GCTextToSpeech.Instance.↔
apiKey?.Length >= 32
```

Indicates if the API key is valid.

#### Returns

True if the API key is valid.

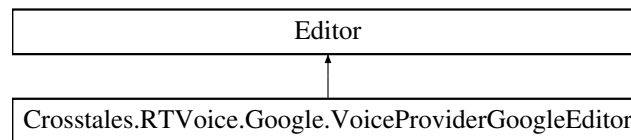
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Scripts/VoiceProviderGoogle.cs

## 5.168 Crosstales.RTVoice.Google.VoiceProviderGoogleEditor Class Reference

Custom editor for the 'VoiceProviderGoogle'-class.

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogleEditor:



### Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Google Cloud") != null

#### 5.168.1 Detailed Description

Custom editor for the 'VoiceProviderGoogle'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Editor/VoiceProviderGoogleEditor.cs

## 5.169 Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject Class Reference

Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.

#### 5.169.1 Detailed Description

Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Editor/VoiceProviderGoogleGameObject.cs

## 5.170 Crosstales.RTVoice.Google.VoiceProviderGoogleMenu Class Reference

Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

### 5.170.1 Detailed Description

Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

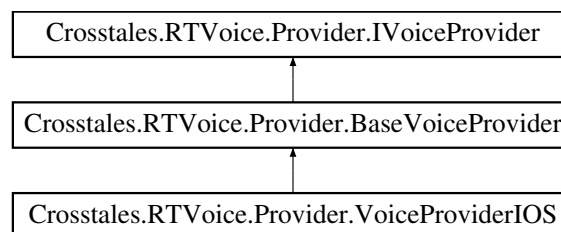
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Editor/VoiceProviderGoogleMenu.cs

## 5.171 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



### Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override IEnumerator **Generate** (Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override void **Silence** ()  
*Silence all active TTS-providers.*
- override void **Silence** (string uid)  
*Silence the current TTS-provider (native mode).*
- void **Pause** ()
- override void **GenerateInEditor** (Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

## Static Public Member Functions

- static void [SetVoices](#) (string voicesText)  
*Receives all voices*
- static void [SetState](#) (string state)  
*Receives the state of the speaker.*
- static void [WordSpoken](#) ()  
*Called every time a new word is spoken.*

## Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "Daniel"
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** => cachediOSVoices
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isPlatformSupported** => [Util.Helper.isIOSBasedPlatform](#)
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false

## Static Public Attributes

- static [VoiceProviderIOS Instance](#) => instance ?? (instance = new [VoiceProviderIOS](#)())  
*Returns the singleton instance of this class.*

## Additional Inherited Members

### 5.171.1 Detailed Description

iOS voice provider.

### 5.171.2 Member Function Documentation

#### 5.171.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Generate (
    Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.171.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderIOS.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.171.2.3 Load()

```
override void Crosstales.RTVoice.Provider.VoiceProviderIOS.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.171.2.4 SetState()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetState (
    string state ) [static]
```

Receives the state of the speaker.

## Parameters

<i>state</i>	The state of the speaker.
--------------	---------------------------

### 5.171.2.5 SetVoices()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices (
    string voicesText ) [static]
```

Receives all voices

#### Parameters

<i>voicesText</i>	All voices as text string.
-------------------	----------------------------

### 5.171.2.6 Silence() [1/2]

```
override void Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.171.2.7 Silence() [2/2]

```
override void Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

#### Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.171.2.8 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.



## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.171.2.9 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.171.2.10 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

### 5.171.2.11 WordSpoken()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken ( ) [static]
```

Called every time a new word is spoken.

## 5.171.3 Member Data Documentation

### 5.171.3.1 Instance

```
VoiceProviderIOS Crosstales.RTVoice.Provider.VoiceProviderIOS.Instance => instance ?? (instance
= new VoiceProviderIOS()) [static]
```

Returns the singleton instance of this class.

#### Returns

Singleton instance of this class.

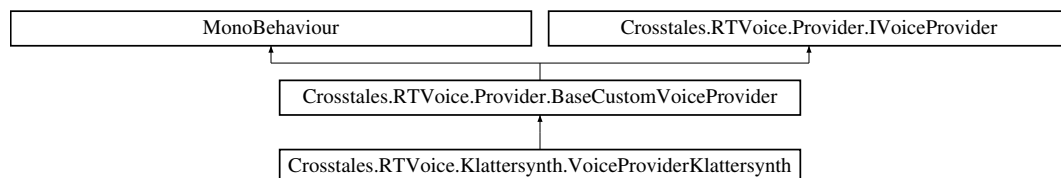
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderIOS.cs

## 5.172 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference

**Klattersynth** voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth:



### Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **Generate** (Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override void **GenerateInEditor** (Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

## Public Attributes

- Strobotnik.Klattersynth.Speech[] [Speeches](#)  
All available speeches (=voice configurations) from [Klattersynth](#).
- [Common.Model.Enum.SampleRate](#) **SampleRate** = Common.Model.Enum.SampleRate.\_11025Hz  
Desired sample rate (default: 11025).
- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => string.Empty
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => true
- override int **MaxTextLength** => 2150
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => false
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true

## Additional Inherited Members

### 5.172.1 Detailed Description

[Klattersynth](#) voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

### 5.172.2 Member Function Documentation

#### 5.172.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Generate (
    Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.172.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.172.2.3 Load()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.172.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Speak (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.172.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.172.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

## 5.172.3 Member Data Documentation

### 5.172.3.1 SampleRate

```
Common.Model.Enum.SampleRate Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.↵
SampleRate = Common.Model.Enum.SampleRate._11025Hz
```

Desired sample rate (default: 11025).

### 5.172.3.2 Speeches

```
Strobotnik.Klattersynth.Speech [ ] Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.↵
Speeches
```

All available speeches (=voice configurations) from [Klattersynth](#).

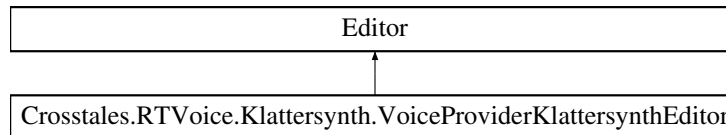
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/↵  
Klattersynth/Scripts/VoiceProviderKlattersynth.cs

## 5.173 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference

Custom editor for the 'VoiceProviderKlattersynth'-class.

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor:



### Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Klattersynth") != null

#### 5.173.1 Detailed Description

Custom editor for the 'VoiceProviderKlattersynth'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Klattersynth/Editor/VoiceProviderKlattersynthEditor.cs

## 5.174 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

#### 5.174.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Klattersynth/Editor/VoiceProviderKlattersynthGameObject.cs

## 5.175 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

### 5.175.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

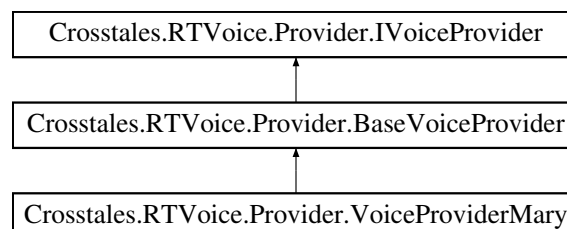
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/↔  
Klattersynth/Editor/VoiceProviderKlattersynthMenu.cs

## 5.176 Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference

MaryTTS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMary:



### Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override IEnumerator **Generate** (Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override void **GenerateInEditor** (Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*



## Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "cmu-rms-hsmm"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true

## Static Public Attributes

- static [VoiceProviderMary Instance](#) => instance ?? (instance = new [VoiceProviderMary](#)())  
*Returns the singleton instance of this class.*

## Additional Inherited Members

### 5.176.1 Detailed Description

MaryTTS voice provider.

### 5.176.2 Member Function Documentation

#### 5.176.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Generate (
    Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.176.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderMary.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.176.2.3 Load()

```
override void Crosstales.RTVoice.Provider.VoiceProviderMary.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

#### Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.176.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Speak (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.176.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.176.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

## 5.176.3 Member Data Documentation

### 5.176.3.1 Instance

```
VoiceProviderMary Crosstales.RTVoice.Provider.VoiceProviderMary.Instance => instance ?? (instance
= new VoiceProviderMary()) [static]
```

Returns the singleton instance of this class.

## Returns

Singleton instance of this class.

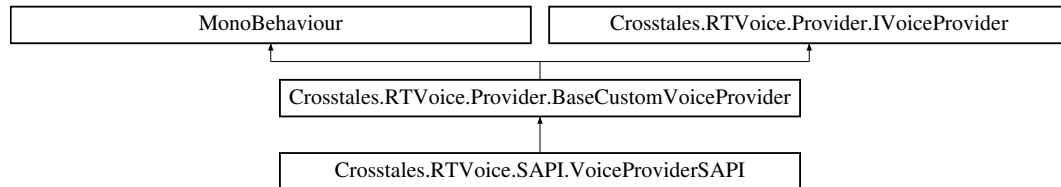
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderMary.cs

## 5.177 Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPI:



### Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **Generate** (Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override void **Silence** ()  
*Silence all active TTS-providers.*
- override void **Silence** (string uid)  
*Silence the current TTS-provider (native mode).*
- override void **GenerateInEditor** (Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

### Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "David"
- override bool **isWorkingInEditor** => Util.Helper.isWindowsEditor
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => Util.Helper.isWindowsPlatform
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true

## Additional Inherited Members

### 5.177.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables

### 5.177.2 Member Function Documentation

#### 5.177.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.177.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.177.2.3 Load()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.177.2.4 Silence() [1/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.177.2.5 Silence() [2/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

## Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.177.2.6 Speak()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.177.2.7 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.177.2.8 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

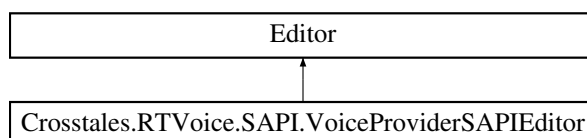
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SAPI↔  
I Unity/Scripts/VoiceProviderSAPI.cs

## 5.178 Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor Class Reference

Custom editor for the '[VoiceProviderSAPI](#)'-class.

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor:





## Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

## Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("SAPI Unity") != null

### 5.178.1 Detailed Description

Custom editor for the 'VoiceProviderSAPI'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SAPI Unity/Editor/VoiceProviderSAPIEditor.cs ↩

## 5.179 Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

### 5.179.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SAPI Unity/Editor/VoiceProviderSAPIGameObject.cs ↩

## 5.180 Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

### 5.180.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

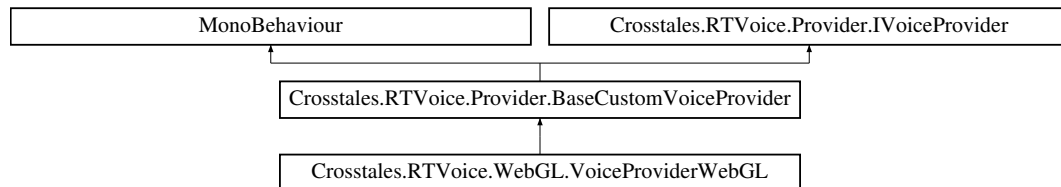
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SAPI Unity/Editor/VoiceProviderSAPIMenu.cs ↩

## 5.181 Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference

WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGL:



### Public Member Functions

- override void **Load** (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator **Generate** (Model.Wrapper wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override void **Silence** ()  
*Silence all active TTS-providers.*
- override void **GenerateInEditor** (Model.Wrapper wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

### Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "Google US English"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => Util.Helper.isWebGLPlatform || Util.Helper.isStandalonePlatform || Util.Helper.isEditor
- override int **MaxTextLength** => 32000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false

## Additional Inherited Members

### 5.181.1 Detailed Description

[WebGL](#) voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

### 5.181.2 Member Function Documentation

#### 5.181.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Generate (
    Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.181.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

##### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.181.2.3 Load()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.181.2.4 Silence()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.181.2.5 Speak()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

#### 5.181.2.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

### 5.181.2.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

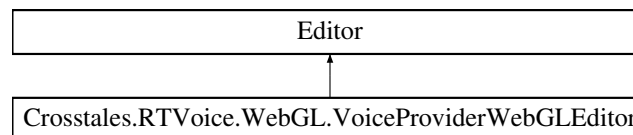
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Scripts/VoiceProviderWebGL.cs

## 5.182 Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor Class Reference

Custom editor for the '[VoiceProviderWebGL](#)'-class.

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor:



### Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("WebGL Speech Synthesis") != null

### 5.182.1 Detailed Description

Custom editor for the '[VoiceProviderWebGL](#)'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Editor/VoiceProviderWebGLEditor.cs

## 5.183 Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

### 5.183.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Editor/VoiceProviderWebGLGameObject.cs

## 5.184 Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

### 5.184.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

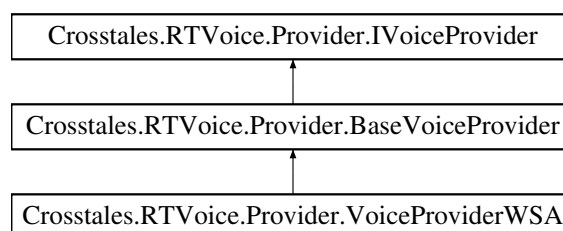
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Editor/VoiceProviderWebGLMenu.cs

## 5.185 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

WSA (UWP) voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:



## Public Member Functions

- override void [Load](#) (bool forceReload=false)  
*Load the provider (e.g. all voices).*
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)  
*The current provider generates an audio file from a text with a given voice.*
- override void [Silence](#) ()  
*Silence all active TTS-providers.*
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)  
*Generates an audio file with the current provider (Editor only).*
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode & Editor only).*

## Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "Microsoft David"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 64000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => [Util.Helper.isWSABasedPlatform](#)
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false

## Properties

- static [VoiceProviderWSA Instance](#) [get]  
*Returns the singleton instance of this class.*

## Additional Inherited Members

### 5.185.1 Detailed Description

WSA (UWP) voice provider.

### 5.185.2 Member Function Documentation

#### 5.185.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.185.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

## Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.185.2.3 Load()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

## Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.185.2.4 Silence()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).



### 5.185.2.5 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Speak (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.185.2.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

### 5.185.2.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNativeInEditor (
    Model Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

#### Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

## 5.185.3 Property Documentation

### 5.185.3.1 Instance

`VoiceProviderWSA` `Crosstales.RTVoice.Provider.VoiceProviderWSA.Instance` [static], [get]

Returns the singleton instance of this class.

#### Returns

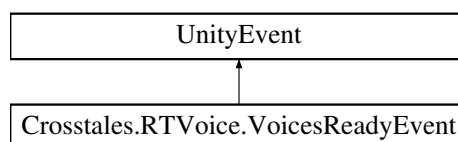
Singleton instance of this class.

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderWSA.cs`

## 5.186 Crosstales.RTVoice.VoicesReadyEvent Class Reference

Inheritance diagram for `Crosstales.RTVoice.VoicesReadyEvent`:



The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs`

## 5.187 Crosstales.RTVoice.Util.WavMaster Class Reference

WAV utility for recording and audio playback functions in Unity.

### Static Public Member Functions

- static `AudioClip ToAudioClip` (string filePath, string name="wav")  
*Load PCM format \*.wav audio file (using Unity's Application data path) and convert to AudioClip.*
- static `AudioClip ToAudioClip` (byte[] fileBytes, string name="wav")  
*Load PCM format byte-array and convert to AudioClip.*
- static `byte[] FromAudioClip` (AudioClip audioClip)  
*Convert an AudioClip to a byte-array.*
- static `byte[] FromAudioClip` (AudioClip audioClip, string filepath, bool saveAsFile=true)  
*Convert an AudioClip to a byte-array and save it to a file.*
- static `ushort BitDepth` (AudioClip audioClip)  
*Calculates the bit depth of an AudioClip.*

## 5.187.1 Detailed Description

WAV utility for recording and audio playback functions in Unity.

- Use "ToAudioClip" method for loading wav file / bytes. Loads .wav (PCM uncompressed) files at 8,16,24 and 32 bits and converts data to Unity's AudioClip.
- Use "FromAudioClip" method for saving wav file / bytes. Converts an AudioClip's float data into wav byte array at 16 bit.

Partially based on: <https://github.com/deadlyfingers/UnityWav>

## 5.187.2 Member Function Documentation

### 5.187.2.1 BitDepth()

```
static ushort Crosstales.RTVoice.Util.WavMaster.BitDepth (  
    AudioClip audioClip ) [static]
```

Calculates the bit depth of an AudioClip.

#### Parameters

<i>audioClip</i>	Audio clip.
------------------	-------------

#### Returns

The bit depth. Should be 8 or 16 or 32 bit.

### 5.187.2.2 FromAudioClip() [1/2]

```
static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (  
    AudioClip audioClip ) [static]
```

Convert an AudioClip to a byte-array.

#### Parameters

<i>audioClip</i>	AudioClip to convert
------------------	----------------------

**Returns**

AudioClip as byte-array.

**5.187.2.3 FromAudioClip() [2/2]**

```
static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (
    AudioClip audioClip,
    string filepath,
    bool saveAsFile = true ) [static]
```

Convert an AudioClip to a byte-array and save it to a file.

**Parameters**

<i>audioClip</i>	AudioClip to save
<i>filepath</i>	File path
<i>saveAsFile</i>	Save the file (default: true, optional)
<i>dirname</i>	Directory name for the files (default: rtv_audio, optional)

**Returns**

AudioClip as byte-array.

**5.187.2.4 ToAudioClip() [1/2]**

```
static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (
    byte[] fileBytes,
    string name = "wav" ) [static]
```

Load PCM format byte-array and convert to AudioClip.

**Parameters**

<i>fileBytes</i>	Byte array with the PCM data
<i>name</i>	Name of the AudioClip (default: wav, optional)

**Returns**

AudioClip from the byte-array.

### 5.187.2.5 ToAudioClip() [2/2]

```
static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (
    string filePath,
    string name = "wav" ) [static]
```

Load PCM format \*.wav audio file (using Unity's Application data path) and convert to AudioClip.

#### Parameters

<i>filePath</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (default: wav, optional)

#### Returns

AudioClip from the byte-array.

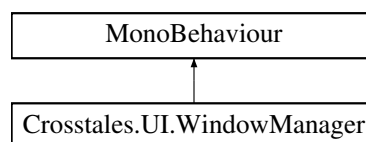
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/WavMaster.cs

## 5.188 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



### Public Member Functions

- void **ClosePanel** ()

### Public Attributes

- float **Speed** = 3f  
*Window movement speed (default: 3).*
- GameObject[] **Dependencies**  
*Dependent GameObjects (active == open).*

### 5.188.1 Detailed Description

Manager for a Window.

## 5.188.2 Member Data Documentation

### 5.188.2.1 Dependencies

`GameObject [] Crosstales.UI.WindowManager.Dependencies`

Dependent GameObjects (active == open).

### 5.188.2.2 Speed

`float Crosstales.UI.WindowManager.Speed = 3f`

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/Window↵  
Manager.cs`

## 5.189 Crosstales.RTVoice.Model.Wrapper Class Reference

[Wrapper](#) for "Speak"-function calls.

### Public Member Functions

- [Wrapper](#) ()  
*Default.*
- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)  
*Instantiate the class.*
- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)  
*Instantiate the class.*
- [Wrapper](#) (string uid, string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)  
*Instantiate the class.*
- override string **Tostring** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

## Public Attributes

- readonly string [Uid](#)  
*UID of the speech.*
- AudioSource [Source](#)  
*AudioSource for the speech.*
- Voice [Voice](#)  
*Voice for the speech.*
- bool [SpeakImmediately](#) = true  
*Speak immediately after the audio generation. Only works if 'Source' is not null.*
- string [OutputFile](#)  
*Output file (without extension) for the generated audio.*
- bool [ForceSSML](#) = true  
*Force SSML on supported platforms.*
- bool [isPartial](#) = false  
*Is the current wrapper just a part of a speech (only used in iOS).*
- System.DateTime [Created](#) => created  
*Returns the creation time of the [Wrapper](#).*

## Properties

- string [Text](#) [get, set]  
*Text for the speech.*
- float [Rate](#) [get, set]  
*Rate of the speech (values: 0-3).*
- float [Pitch](#) [get, set]  
*Pitch of the speech (values: 0-2).*
- float [Volume](#) [get, set]  
*Volume of the speech (values: 0-1).*
- float [SpeechTime](#) [get]  
*Returns the speech time in seconds (0: no audio file was generated).*

### 5.189.1 Detailed Description

[Wrapper](#) for "Speak"-function calls.

### 5.189.2 Constructor & Destructor Documentation

#### 5.189.2.1 [Wrapper\(\)](#) [1/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper ( )
```

Default.

### 5.189.2.2 Wrapper() [2/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (
    string text,
    Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    bool forceSSML = true )
```

Instantiate the class.

#### Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

### 5.189.2.3 Wrapper() [3/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (
    string text,
    Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    AudioSource source = null,
    bool speakImmediately = true,
    string outputFile = "",
    bool forceSSML = true )
```

Instantiate the class.

#### Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>source</i>	AudioSource for the speech (default: null, optional).
<i>speakImmediately</i>	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
<i>outputFile</i>	Output file (without extension) for the generated audio (default: empty, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).



### 5.189.2.4 Wrapper() [4/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (  
    string uid,  
    string text,  
    Voice voice = null,  
    float rate = 1f,  
    float pitch = 1f,  
    float volume = 1f,  
    AudioSource source = null,  
    bool speakImmediately = true,  
    string outputFile = "",  
    bool forceSSML = true )
```

Instantiate the class.

#### Parameters

<i>uid</i>	UID of the speech.
<i>text</i>	Text for the speech.
<i>voice</i>	<a href="#">Voice</a> for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>source</i>	AudioSource for the speech (default: null, optional).
<i>speakImmediately</i>	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
<i>outputFile</i>	Output file (without extension) for the generated audio (default: empty, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

## 5.189.3 Member Data Documentation

### 5.189.3.1 Created

```
System.DateTime Crosstales.RTVoice.Model.Wrapper.Created => created
```

Returns the creation time of the [Wrapper](#).

#### Returns

Creation time of the [Wrapper](#).

### 5.189.3.2 ForceSSML

```
bool Crosstales.RTVoice.Model.Wrapper.ForceSSML = true
```

Force SSML on supported platforms.

### 5.189.3.3 isPartial

```
bool Crosstales.RTVoice.Model.Wrapper.isPartial = false
```

Is the current wrapper just a part of a speech (only used in iOS).

### 5.189.3.4 OutputFile

```
string Crosstales.RTVoice.Model.Wrapper.OutputFile
```

Output file (without extension) for the generated audio.

### 5.189.3.5 Source

```
AudioSource Crosstales.RTVoice.Model.Wrapper.Source
```

AudioSource for the speech.

### 5.189.3.6 SpeakImmediately

```
bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately = true
```

Speak immediately after the audio generation. Only works if 'Source' is not null.

### 5.189.3.7 Uid

```
readonly string Crosstales.RTVoice.Model.Wrapper.Uid
```

UID of the speech.

### 5.189.3.8 Voice

`Voice` Crosstales.RTVoice.Model.Wrapper.Voice

`Voice` for the speech.

## 5.189.4 Property Documentation

### 5.189.4.1 Pitch

`float` Crosstales.RTVoice.Model.Wrapper.Pitch [get], [set]

Pitch of the speech (values: 0-2).

### 5.189.4.2 Rate

`float` Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]

Rate of the speech (values: 0-3).

### 5.189.4.3 SpeechTime

`float` Crosstales.RTVoice.Model.Wrapper.SpeechTime [get]

Returns the speech time in seconds (0: no audio file was generated).

#### Returns

Speech time in seconds.

### 5.189.4.4 Text

`string` Crosstales.RTVoice.Model.Wrapper.Text [get], [set]

Text for the speech.

#### 5.189.4.5 Volume

```
float Crosstales.RTVoice.Model.Wrapper.Volume [get], [set]
```

Volume of the speech (values: 0-1).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Wrapper.↔  
cs

## 5.190 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

### Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)  
*Serialize an object to an XML-file.*
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)  
*Deserialize a XML-file to an object.*
- static string [SerializeToString< T >](#) (T obj)  
*Serialize an object to an XML-string.*
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)  
*Deserialize a XML-string to an object.*
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)  
*Deserialize a Unity XML resource (TextAsset) to an object.*

### 5.190.1 Detailed Description

Helper-class for XML.

### 5.190.2 Member Function Documentation

#### 5.190.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (  
    string filename,  
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

## Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

## Returns

Object

**5.190.2.2 DeserializeFromResource< T >()**

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

## Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

## Returns

Object

**5.190.2.3 DeserializeFromString< T >()**

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

## Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

## Returns

Object

#### 5.190.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to an XML-file.

##### Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

#### 5.190.2.5 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (  
    T obj ) [static]
```

Serialize an object to an XML-string.

##### Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

##### Returns

Object as XML-stringValid path

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Xml↵  
Helper.cs

## 5.191 Crosstales.RTVoice.AWSPolly.ZInstaller Class Reference

Installs the 'AWSSDK'-package.

### 5.191.1 Detailed Description

Installs the 'AWSSDK'-package.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AW↵  
S Polly/Editor/ZInstaller.cs

## 5.192 Crosstales.RTVoice.Demo.ZInstaller Class Reference

Installs the 'UI'-package from [Common](#).

### 5.192.1 Detailed Description

Installs the 'UI'-package from [Common](#).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Editor/Z↵  
Installer.cs

## Chapter 6

# More information

### 6.1 Homepage

<https://www.crosstales.com/en/portfolio/rtvoice/>

### 6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

### 6.3 Forum

<http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/>

### 6.4 Documentation

<https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf>

### 6.5 Discord

<https://discord.gg/ZbZ2sh4>

### 6.6 Demos

#### 6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/rtvoice/webgl/>



### 6.6.2 Windows

[https://drive.google.com/file/d/11BFDLbj9vmyrfltXeS\\_d9zK3oM9h8TaS/view?usp=sharing](https://drive.google.com/file/d/11BFDLbj9vmyrfltXeS_d9zK3oM9h8TaS/view?usp=sharing)

### 6.6.3 macOS

<https://drive.google.com/file/d/11A7u7g7Cs63Bu7lv7ER9KFTVCU9oWAaT/view?usp=sharing>

### 6.6.4 Linux

[https://drive.google.com/file/d/1XViADtStr8NXKHPMejXQ6iY4C2U\\_Bh3o/view?usp=sharing](https://drive.google.com/file/d/1XViADtStr8NXKHPMejXQ6iY4C2U_Bh3o/view?usp=sharing)

### 6.6.5 Android

<https://drive.google.com/file/d/11FUbfuvSAAT5JgdolUKZO1sCPkTAFYJG/view?usp=sharing>

## 6.7 Videos

<https://www.youtube.com/c/Crosstales>

### 6.7.1 Promotion

<https://youtu.be/iVhTWDLY7g8?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

### 6.7.2 Tutorial

<https://youtu.be/OJyVgCmX3wU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

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