

RTVoice

2.6.0

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5.78 Crosstales.RTVoice.Model.Wrapper Class Reference	112
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Namespace Index

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Crosstales.RTVoice	9
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Crosstales.RTVoice.Demo.Util	10
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Crosstales.RTVoice.Model	12
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Crosstales.RTVoice.SALSA	13
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Crosstales.RTVoice.Util	14
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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Crosstales.RTVoice.Provider.VoiceProviderMacOS	108
Crosstales.RTVoice.Provider.VoiceProviderWindows	109
Crosstales.RTVoice.Provider.VoiceProviderWSA	111
Crosstales.RTVoice.EditorExt.BuildPostprocessor	25
Crosstales.RTVoice.EditorExt.ConfigLoader	26
Crosstales.RTVoice.Util.Constants	28
Crosstales.RTVoice.Util.CTPlayerPrefs	34
CustomActionEditor	
Crosstales.RTVoice.PlayMaker.SpeakEditor	79
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Crosstales.RTVoice.EditorExt.SpeechTextEditor	94
Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor	98
Crosstales.RTVoice.UDEA2.UDEAConnectorEditor	99
Crosstales.RTVoice.EditorExt.EditorHelper	41
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Crosstales.RTVoice.EditorExt.ConfigBase	25
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Crosstales.RTVoice.EditorExt.ConfigWindow	27
EventArgs	
Crosstales.RTVoice.Model.Event.SpeakEventArgs	88
Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs	37
Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs	38
Crosstales.RTVoice.Model.Event.CurrentWordEventArgs	39

Crosstales.RTVoice.ExtensionMethods	43
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Crosstales.RTVoice.Demo.Dialog	41
Crosstales.RTVoice.Demo.FFTAnalyzer	46
Crosstales.RTVoice.Demo.GUIAudioFilter	46
Crosstales.RTVoice.Demo.GUIDialog	47
Crosstales.RTVoice.Demo.GUIMain	48
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	49
Crosstales.RTVoice.Demo.GUIScenes	50
Crosstales.RTVoice.Demo.GUISpeech	50
Crosstales.RTVoice.Demo.GUISpeechMobile	51
Crosstales.RTVoice.Demo.NativeAudio	60
Crosstales.RTVoice.Demo.NativeDisabler	61
Crosstales.RTVoice.Demo.PreGeneratedAudio	62
Crosstales.RTVoice.Demo.SendMessage	66
Crosstales.RTVoice.Demo.SequenceCaller	69
Crosstales.RTVoice.Demo.Simple	73
Crosstales.RTVoice.Demo.SimpleNative	74
Crosstales.RTVoice.Demo.SpeakWrapper	90
Crosstales.RTVoice.Demo.Util.AudioVisualizer	20
Crosstales.RTVoice.Demo.Util.MaterialChanger	60
Crosstales.RTVoice.Demo.Util.PlatformEnabler	61
Crosstales.RTVoice.Demo.Util.RandomColor	63
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Crosstales.RTVoice.Demo.Util.RandomScaler	64
Crosstales.RTVoice.Demo.Util.ScrollRectHandler	66
Crosstales.RTVoice.LiveSpeaker	57
Crosstales.RTVoice.SALSA.Speak	77
Crosstales.RTVoice.SLATE.CutSceneStart	40
Crosstales.RTVoice.Speaker	80
Crosstales.RTVoice.Tool.Loudspeaker	59
Crosstales.RTVoice.Tool.Sequencer	70
Crosstales.RTVoice.Tool.SpeechText	91
Crosstales.RTVoice.Tool.TextFileSpeaker	94
Crosstales.RTVoice.UDEA2.UDEAConnector	98
NSObject	
RTVoiceIOSBridge	64
Crosstales.RTVoice.EditorExt.RTVoiceMenu	65
Crosstales.RTVoice.Model.Sequence	67
Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper	100
Crosstales.RTVoice.EditorExt.UpdateCheck	102
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Crosstales.RTVoice.Model.Wrapper	112

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.	
Crosstales.RTVoice.AdventureCreator.ACConnectorEditor	16
Custom editor for the 'ACConnector'-class.	
Crosstales.RTVoice.AdventureCreator.ACConnectorMenu	17
Editor component for adding the prefabs for 'Adventure Creator'.	
Crosstales.RTVoice.AdventureCreator.ACSwitcher	17
Allows to switch scenes with Adventure Creator.	
Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper	17
Wrapper for an AC-character to an RT-Voice.	
Crosstales.RTVoice.Demo.Util.AudioVisualizer	20
Simple audio visualizer.	
Crosstales.RTVoice.EditorExt.AutoInitialize	21
Automatically adds the necessary RTVoice-prefabs to the current scene.	
Crosstales.RTVoice.Provider.BaseVoiceProvider	21
Base class for voice providers.	
Crosstales.RTVoice.EditorExt.BuildPostprocessor	25
BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.	
Crosstales.RTVoice.EditorExt.ConfigBase	25
Base class for editor windows.	
Crosstales.RTVoice.EditorExt.ConfigLoader	26
Loads the configuration of the asset.	
Crosstales.RTVoice.EditorExt.ConfigPreferences	26
Unity "Preferences" extension.	
Crosstales.RTVoice.EditorExt.ConfigWindow	27
Editor window extension.	
Crosstales.RTVoice.Util.Constants	28
Collected constants of very general utility for the asset.	
Crosstales.RTVoice.Util.CTPlayerPrefs	34
Wrapper for the PlayerPrefs.	
Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs	37
EventArgs for the current phoneme.	
Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs	38
EventArgs for the current viseme.	
Crosstales.RTVoice.Model.Event.CurrentWordEventArgs	39
EventArgs for the current word.	

Crosstales.RTVoice.SLATE.CutSceneStart	40
Crosstales.RTVoice.Demo.Dialog	
Simple dialog system with TTS voices.	41
Crosstales.RTVoice.EditorExt.EditorHelper	
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Various extension methods.	43
Crosstales.RTVoice.Demo.FFTAnalyzer	
FFT analyzer for an audio channel.	46
Crosstales.RTVoice.Demo.GUIAudioFilter	
Simple GUI for audio filters.	46
Crosstales.RTVoice.Demo.GUIDialog	
Simple GUI for runtime dialogs with all available OS voices.	47
Crosstales.RTVoice.Demo.GUIMain	
Main GUI component for all demo scenes.	48
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	
Simple GUI for audio filters on multiple objects.	49
Crosstales.RTVoice.Demo.GUIScenes	
Main GUI scene manager for all demo scenes.	50
Crosstales.RTVoice.Demo.GUISpeech	
Simple GUI for runtime TTS with all available OS voices.	50
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Simple GUI for runtime TTS with all available OS voices.	51
Crosstales.RTVoice.Util.Helper	
Various helper functions.	52
Crosstales.RTVoice.LiveSpeaker	
Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").	57
Crosstales.RTVoice.Tool.Loudspeaker	
Loudspeaker for an AudioSource.	59
Crosstales.RTVoice.Demo.Util.MaterialChanger	
Changes the material of a renderer while an AudioSource is playing.	60
Crosstales.RTVoice.Demo.NativeAudio	
Simple example with native audio for exact timing.	60
Crosstales.RTVoice.Demo.NativeDisabler	61
Crosstales.RTVoice.Demo.Util.PlatformEnabler	
Enables game objects for a given platform.	61
Crosstales.RTVoice.Demo.PreGeneratedAudio	
Simple example with pre-generated audio for exact timing.	62
Crosstales.RTVoice.Demo.Util.RandomColor	
Random color changer.	63
Crosstales.RTVoice.Demo.Util.RandomRotator	
Random rotation changer.	63
Crosstales.RTVoice.Demo.Util.RandomScaler	
Random scale changer.	64
RTVoiceIOSBridge	64
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Crosstales.RTVoice.EditorExt.RTVoiceMenu	
Editor component for adding the various prefabs.	65
Crosstales.RTVoice.Demo.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms.	66
Crosstales.RTVoice.Demo.SendMessage	
Simple "SendMessage" example.	66
Crosstales.RTVoice.Model.Sequence	
Model for a sequence.	67
Crosstales.RTVoice.Demo.SequenceCaller	
Simple Sequence caller example.	69
Crosstales.RTVoice.Tool.Sequencer	
Simple sequencer.	70

Crosstales.RTVoice.EditorExt.SequencerEditor	
Custom editor for the 'Sequencer'-class.	72
HutongGames.PlayMaker.Actions.Silence	
Silence-action for PlayMaker	73
Crosstales.RTVoice.Demo.Simple	
Simple TTS example.	73
Crosstales.RTVoice.Demo.SimpleNative	
Simple native TTS example.	74
HutongGames.PlayMaker.Actions.Speak	
Speak-action for PlayMaker	75
Crosstales.RTVoice.SALSA.Speak	
Base for Speak-actions in PlayMaker	77
HutongGames.PlayMaker.Actions.SpeakBase	
Base for Speak-actions in PlayMaker	78
Crosstales.RTVoice.PlayMaker.SpeakEditor	
Custom editor for the Speak-action.	79
Crosstales.RTVoice.Speaker	
Main component of RTVoice	80
Crosstales.RTVoice.EditorExt.SpeakerEditor	
Custom editor for the 'Speaker'-class.	87
Crosstales.RTVoice.Model.Event.SpeakEventArgs	
EventArgs and base class for all speaker events.	88
HutongGames.PlayMaker.Actions.SpeakUI	
Speak-action for UI-components in PlayMaker	88
Crosstales.RTVoice.PlayMaker.SpeakUIEditor	
Custom editor for the SpeakUI-action.	89
Crosstales.RTVoice.Demo.SpeakWrapper	
Wrapper for the dynamic speakers.	90
Crosstales.RTVoice.Tool.SpeechText	
Allows to speak and store generated audio.	91
Crosstales.RTVoice.EditorExt.SpeechTextEditor	
Custom editor for the 'SpeechText'-class.	94
Crosstales.RTVoice.Tool.TextFileSpeaker	
Allows to speak text files.	94
Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor	
Custom editor for the 'TextFileSpeaker'-class.	98
Crosstales.RTVoice.UDEA2.UDEAConnector	
Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.	98
Crosstales.RTVoice.UDEA2.UDEAConnectorEditor	
Custom editor for the 'UDEAConnector'-class.	99
Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper	
Wrapper for an UDEA-character to an RT-Voice.	100
Crosstales.RTVoice.EditorExt.UpdateCheck	
Checks for updates of the asset.	102
Crosstales.RTVoice.Model.Voice	
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Windows voice provider.	111
Crosstales.RTVoice.Model.Wrapper	
Wrapper for "Speak"-function calls.	112

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

4.2 Crosstales.RTVoice Namespace Reference

Namespaces

Classes

- class [ExtensionMethods](#)
Various extension methods.
- class [LiveSpeaker](#)
Wrapper of the main component from [RTVoice](#) for MonoBehaviour-access (like "SendMessage").
- class [Speaker](#)
Main component of [RTVoice](#).

4.3 Crosstales.RTVoice.AdventureCreator Namespace Reference

Classes

- class [ACConnector](#)
Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.
- class [ACConnectorEditor](#)
Custom editor for the '[ACConnector](#)'-class.
- class [ACConnectorMenu](#)
Editor component for adding the prefabs for 'Adventure Creator'.
- class [ACSceneSwitcher](#)
Allows to switch scenes with Adventure Creator.
- class [ACVoiceWrapper](#)
Wrapper for an AC-character to an RT-Voice.

4.4 Crosstales.RTVoice.Demo Namespace Reference

Namespaces

Classes

- class [Dialog](#)
Simple dialog system with TTS voices.
- class [FFTAnalyzer](#)
FFT analyzer for an audio channel.
- 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 [GUISpeechMobile](#)
Simple GUI for runtime TTS with all available OS voices.
- class [NativeAudio](#)
Simple example with native audio for exact timing.
- class [NativeDisabler](#)
- 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.

4.5 Crosstales.RTVoice.Demo.Util Namespace Reference

Classes

- class [AudioVisualizer](#)
Simple audio visualizer.
- class [MaterialChanger](#)
Changes the material of a renderer while an AudioSource is playing.

- class [PlatformEnabler](#)
Enables game objects for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

Enumerations

- enum [Platform](#) {
OSX, Windows, IOS, Android,
WSA, Unsupported }
All available platforms.

4.5.1 Enumeration Type Documentation

4.5.1.1 enum Crosstales.RTVoice.Demo.Util.Platform [strong]

All available platforms.

4.6 Crosstales.RTVoice.EditorExt Namespace Reference

Classes

- class [AutoInitialize](#)
Automatically adds the necessary RTVoice-prefabs to the current scene.
- class [BuildPostprocessor](#)
BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.
- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigLoader](#)
Loads the configuration of the asset.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.
- class [EditorHelper](#)
Editor helper class.
- class [RTVoiceMenu](#)
Editor component for adding the various prefabs.
- class [SequencerEditor](#)
Custom editor for the 'Sequencer'-class.
- class [SpeakerEditor](#)

- class [Speaker](#)
Custom editor for the 'Speaker'-class.
- class [SpeechTextEditor](#)
Custom editor for the 'SpeechText'-class.
- class [TextFileSpeakerEditor](#)
Custom editor for the 'TextFileSpeaker'-class.
- class [UpdateCheck](#)
Checks for updates of the asset.

4.7 Crosstales.RTVoice.Model Namespace Reference

Namespaces

Classes

- class [Sequence](#)
Model for a sequence.
- class [Voice](#)
Model for a voice.
- class [Wrapper](#)
Wrapper for "Speak"-function calls.

Enumerations

- enum [SpeakMode](#) { **Speak**, **SpeakNative** }
Available Speak-modes.

4.7.1 Enumeration Type Documentation

4.7.1.1 enum Crosstales.RTVoice.Model.SpeakMode [strong]

Available Speak-modes.

4.8 Crosstales.RTVoice.Model.Event Namespace Reference

Classes

- class [CurrentPhonemeEventArgs](#)
EventArgs for the current phoneme.
- class [CurrentVisemeEventArgs](#)
EventArgs for the current viseme.
- class [CurrentWordEventArgs](#)
EventArgs for the current word.
- class [SpeakEventArgs](#)
EventArgs and base class for all speaker events.

4.9 Crosstales.RTVoice.PlayMaker Namespace Reference

Classes

- class [SpeakEditor](#)
Custom editor for the Speak-action.
- class [SpeakUIEditor](#)
Custom editor for the SpeakUI-action.

4.10 Crosstales.RTVoice.Provider Namespace Reference

Classes

- class [BaseVoiceProvider](#)
Base class for voice providers.
- class [VoiceProviderAndroid](#)
Android voice provider.
- class [VoiceProviderIOS](#)
iOS voice provider.
- class [VoiceProviderMacOS](#)
MacOS voice provider.
- class [VoiceProviderWindows](#)
Windows voice provider.
- class [VoiceProviderWSA](#)

4.11 Crosstales.RTVoice.SALSA Namespace Reference

Classes

- class [Speak](#)

4.12 Crosstales.RTVoice.SLATE Namespace Reference

Classes

- class [CutSceneStart](#)

4.13 Crosstales.RTVoice.Tool Namespace Reference

Classes

- class [Loudspeaker](#)
Loudspeaker for an AudioSource.
- class [Sequencer](#)
Simple sequencer.
- class [SpeechText](#)
Allows to speak and store generated audio.
- class [TextFileSpeaker](#)
Allows to speak text files.

4.14 Crosstales.RTVoice.UDEA2 Namespace Reference

Classes

- class [UDEAConnector](#)
Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.
- class [UDEAConnectorEditor](#)
Custom editor for the '[UDEAConnector](#)'-class.
- class [UDEAVoiceWrapper](#)
Wrapper for an UDEA-character to an RT-Voice.

4.15 Crosstales.RTVoice.Util Namespace Reference

Classes

- class [Constants](#)
Collected constants of very general utility for the asset.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [Helper](#)
Various helper functions.

4.16 HutongGames Namespace Reference

Namespaces

4.17 HutongGames.PlayMaker Namespace Reference

Namespaces

4.18 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- 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](#).

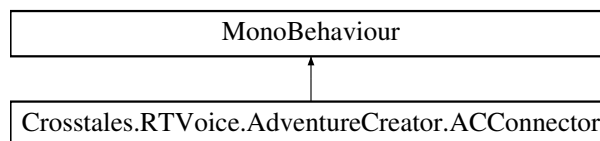
Chapter 5

Class Documentation

5.1 Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference

Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnector:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()

Public Attributes

- [ACVoiceWrapper\[\] Voices](#)
Voices for the AC-characters (optional).
- string [Culture](#)
Fallback culture for all sequences (e.g. 'en', optional).
- bool [CallOnStopSpeech](#) = true
Calls a AC-'OnStopSpeech' at the end of a speech (default: on).
- bool [SimulateSkipSpeech](#) = false
Simulates AC-'SkipSpeech' at the end of a speech (default: off).

5.1.1 Detailed Description

Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.

5.1.2 Member Data Documentation

5.1.2.1 `bool Crosstales.RTVoice.AdventureCreator.ACConnector.CallOnStopSpeech = true`

Calls a AC-'OnStopSpeech' at the end of a speech (default: on).

5.1.2.2 `string Crosstales.RTVoice.AdventureCreator.ACConnector.Culture`

Fallback culture for all sequences (e.g. 'en', optional).

5.1.2.3 `bool Crosstales.RTVoice.AdventureCreator.ACConnector.SimulateSkipSpeech = false`

Simulates AC-'SkipSpeech' at the end of a speech (default: off).

5.1.2.4 `ACVoiceWrapper [] Crosstales.RTVoice.AdventureCreator.ACConnector.Voices`

Voices for the AC-characters (optional).

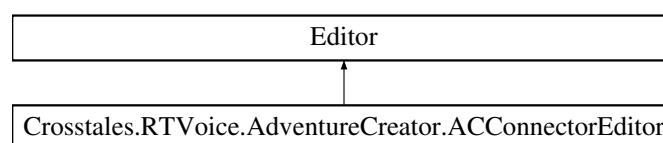
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACConnector.cs

5.2 `Crosstales.RTVoice.AdventureCreator.ACConnectorEditor` Class Reference

Custom editor for the '[ACConnector](#)'-class.

Inheritance diagram for `Crosstales.RTVoice.AdventureCreator.ACConnectorEditor`:



Public Member Functions

- override void **OnInspectorGUI** ()

5.2.1 Detailed Description

Custom editor for the '[ACConnector](#)'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Editor/ACConnectorEditor.cs

5.3 Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference

Editor component for adding the prefabs for 'Adventure Creator'.

5.3.1 Detailed Description

Editor component for adding the prefabs for 'Adventure Creator'.

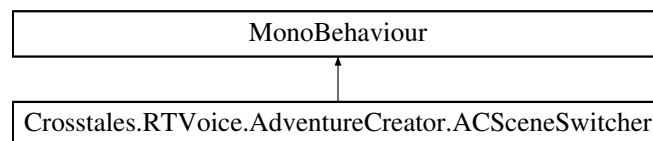
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Editor/ACConnectorMenu.cs

5.4 Crosstales.RTVoice.AdventureCreator.ACSwitcher Class Reference

Allows to switch scenes with Adventure Creator.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACSwitcher:



Public Member Functions

- void **Awake** ()
- void **OnDestroy** ()

5.4.1 Detailed Description

Allows to switch scenes with Adventure Creator.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACSwitcher.cs

5.5 Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference

Wrapper for an AC-character to an RT-Voice.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string **ACVoiceName** = string.Empty
Name of the AC-character on-screen.
- string **RTVoiceNameWindows** = string.Empty
"Name of the RT-Voice under Windows.
- string **RTVoiceNameMac** = string.Empty
Name of the RT-Voice under macOS.
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = string.Empty
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = string.Empty
Name of the RT-Voice under WSA.
- bool **UseSpeechAudioSource** = true
Use speech AudioSource of the character (default: on).
- AudioSource **Source**
Origin AudioSource (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).
- bool **IgnoreCharacter** = false
Ignore this character (default: off).
- bool **initalized** = false

Properties

- string **RTVoiceName** [get]
Name of the RT-Voice.

5.5.1 Detailed Description

Wrapper for an AC-character to an RT-Voice.

5.5.2 Member Data Documentation

5.5.2.1 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.ACVoiceName = string.Empty

Name of the AC-character on-screen.

5.5.2.2 `bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.IgnoreCharacter = false`

Ignore this character (default: off).

5.5.2.3 `float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Pitch = 1f`

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.5.2.4 `float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Rate = 1f`

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.5.2.5 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

5.5.2.6 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameIOS = string.Empty`

Name of the RT-Voice under iOS.

5.5.2.7 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameMac = string.Empty`

Name of the RT-Voice under macOS.

5.5.2.8 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameWindows = string.Empty`

Name of the RT-Voice under Windows.

5.5.2.9 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.5.2.10 `AudioSource Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Source`

Origin AudioSource (optional).

5.5.2.11 `bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.UseSpeechAudioSource = true`

Use speech AudioSource of the character (default: on).

5.5.2.12 float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional).

5.5.3 Property Documentation

5.5.3.1 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceName [get]

Name of the RT-Voice.

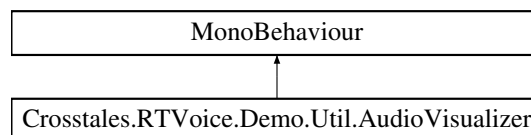
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACVoiceWrapper.cs

5.6 Crosstales.RTVoice.Demo.Util.AudioVisualizer Class Reference

[Simple](#) audio visualizer.

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



Public Attributes

- [FFTAnalyzer](#) **Analyzer**
- GameObject **VisualPrefab**
- float **Width** = 0.075f
- float **Gain** = 70f
- bool **LeftToRight** = true

5.6.1 Detailed Description

[Simple](#) audio visualizer.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/AudioVisualizer.cs

5.7 Crosstales.RTVoice.EditorExt.AutoInitalize Class Reference

Automatically adds the neccessary RTVoice-prefabs to the current scene.

5.7.1 Detailed Description

Automatically adds the neccessary RTVoice-prefabs to the current scene.

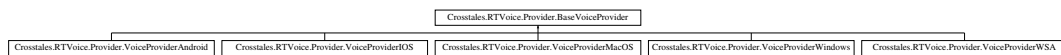
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/AutoInitalize.cs

5.8 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



Public Member Functions

- delegate void **SpeakCurrentWord** ([Model.Event.CurrentWordEventArgs](#) e)
- delegate void **SpeakCurrentPhoneme** ([Model.Event.CurrentPhonemeEventArgs](#) e)
- delegate void **SpeakCurrentViseme** ([Model.Event.CurrentVisemeEventArgs](#) e)
- delegate void **SpeakStart** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakComplete** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakAudioGenerationStart** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakAudioGenerationComplete** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **ErrorInfo** (string info)
- virtual void **Silence** ()
Silence all active TTS-providers.
- virtual void **Silence** (System.Guid 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.

Protected Member Functions

- void **fileCopy** (string inputFile, string outputFile, bool move=false)

Static Protected Member Functions

- static void **onSpeakCurrentWord** ([Model.Wrapper](#) wrapper, string[] speechTextArray, int wordIndex)
- static void **onSpeakCurrentPhoneme** ([Model.Wrapper](#) wrapper, string phoneme)
- static void **onSpeakCurrentViseme** ([Model.Wrapper](#) wrapper, string viseme)
- static void **onSpeakStart** ([Model.Wrapper](#) wrapper)
- static void **onSpeakComplete** ([Model.Wrapper](#) wrapper)
- static void **onSpeakAudioGenerationStart** ([Model.Wrapper](#) wrapper)
- static void **onSpeakAudioGenerationComplete** ([Model.Wrapper](#) wrapper)
- static void **onErrorInfo** (string info)

Protected Attributes

- System.Collections.Generic.Dictionary< System.Guid, System.Diagnostics.Process > **processes** = new System.Collections.Generic.Dictionary<System.Guid, System.Diagnostics.Process>()
- bool **silence** = false

Static Protected Attributes

- static System.Collections.Generic.List< [Model.Voice](#) > **cachedVoices**
- static char[] **splitCharWords** = new char[] { ' ' }

Properties

- abstract string [AudioFileExtension](#) [get]
Returns the extension of the generated audio files.
- abstract System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
Get all available voices from the current TTS-provider and fills it into a given list.

Events

- static SpeakCurrentWord [OnSpeakCurrentWord](#)
An event triggered whenever a new word is spoken (native mode, Windows 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 SpeakStart [OnSpeakStart](#)
An event triggered whenever a speak is started.
- static SpeakComplete [OnSpeakComplete](#)
An event triggered whenever a native speak is completed.
- 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.

5.8.1 Detailed Description

Base class for voice providers.

5.8.2 Member Function Documentation

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

Silence all active TTS-providers.

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

5.8.2.2 virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence (System.Guid uid) [virtual]

Silence the current TTS-provider (native mode).

Parameters

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

5.8.2.3 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.
----------------	------------------------------

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

5.8.2.4 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.
----------------	------------------------------

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

and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.8.3 Property Documentation

5.8.3.1 `abstract string Crosstales.RTVoice.Provider.BaseVoiceProvider.AudioFileExtension` `[get]`

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.8.3.2 `abstract System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Provider.BaseVoiceProvider.Voices` `[get]`

Get all available voices from the current TTS-provider and fills it into a given list.

Returns

All available voices from the current TTS-provider as list.

5.8.4 Event Documentation

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

An event triggered whenever an error occurs.

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

An event triggered whenever a speak audio generation is completed.

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

An event triggered whenever a speak audio generation is started.

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

An event triggered whenever a native speak is completed.

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

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

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

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

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

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

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

An event triggered whenever a speak is started.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Provider/BaseVoiceProvider.cs

5.9 Crosstales.RTVoice.EditorExt.BuildPostprocessor Class Reference

[BuildPostprocessor](#) for Windows. Adds the TTS-wrapper to the build.

Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

5.9.1 Detailed Description

[BuildPostprocessor](#) for Windows. Adds the TTS-wrapper to the build.

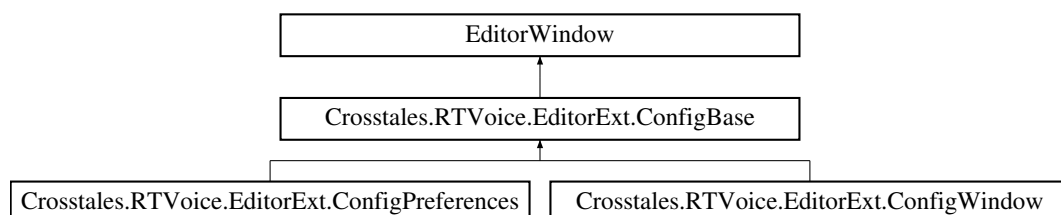
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/BuildPostprocessor.cs

5.10 Crosstales.RTVoice.EditorExt.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigBase:



Static Protected Member Functions

- static void **showConfiguration** ()
- static void **showAbout** ()
- static void **save** ()

Static Protected Attributes

- static string **updateText** = UpdateCheck.TEXT_NOT_CHECKED

5.10.1 Detailed Description

Base class for editor windows.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/ConfigBase.cs

5.11 Crosstales.RTVoice.EditorExt.ConfigLoader Class Reference

Loads the configuration of the asset.

5.11.1 Detailed Description

Loads the configuration of the asset.

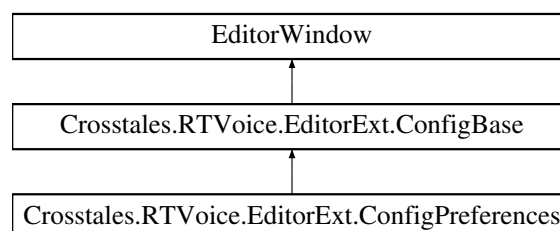
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/ConfigLoader.cs

5.12 Crosstales.RTVoice.EditorExt.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigPreferences:



Additional Inherited Members

5.12.1 Detailed Description

Unity "Preferences" extension.

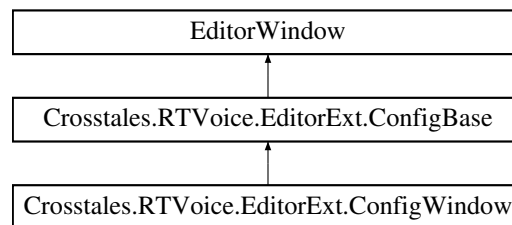
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/ConfigPreferences.cs

5.13 Crosstales.RTVoice.EditorExt.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

- static void **ShowWindow** ()

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

5.13.1 Detailed Description

Editor window extension.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/ConfigWindow.cs

5.14 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Static Public Member Functions

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

Public Attributes

- const string [ASSET_NAME](#) = "RTVoice PRO"
Name of the asset.
- const string [ASSET_VERSION](#) = "2.6.0"
Version of the asset.
- const int [ASSET_BUILD](#) = 260
Build number of the asset.
- const string [ASSET_AUTHOR](#) = "crosstales LLC"
Author of the asset.
- const string [ASSET_AUTHOR_URL](#) = "http://www.crosstales.com"
URL of the asset author.
- const string [ASSET_URL](#) = "https://www.assetstore.unity3d.com/#!/content/41068"
URL of the asset.
- const string [ASSET_UPDATE_CHECK_URL](#) = "http://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](#) = "http://www.crosstales.com/en/assets/rtvoice/RTVoice-doc.pdf"
URL of the asset manual.
- const string [ASSET_API_URL](#) = "http://goo.gl/6w4Fy0"
URL of the asset API.
- const string [ASSET_FORUM_URL](#) = "http://goo.gl/Z6MZMI"
URL of the asset forum.
- const string [ASSET_CT_URL](#) = "http://www.crosstales.com/en/assets/rtvoice/"
URL of the asset in crosstales.
- const string [RTVOICE_SCENE_OBJECT_NAME](#) = "RTVoice"
Name of the RT-Voice scene object.
- const string [KEY_ASSET_PATH](#) = KEY_PREFIX + "ASSET_PATH"
- const string [KEY_DEBUG](#) = KEY_PREFIX + "DEBUG"
- const string [KEY_UPDATE_CHECK](#) = KEY_PREFIX + "UPDATE_CHECK"
- const string [KEY_UPDATE_OPEN_UAS](#) = KEY_PREFIX + "UPDATE_OPEN_UAS"
- const string [KEY_PREFAB_AUTOLOAD](#) = KEY_PREFIX + "PREFAB_AUTOLOAD"
- 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_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/crosstales/RTVoice/"
- const bool **DEFAULT_DEBUG** = false
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_DONT_DESTROY_ON_LOAD** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_AUDIOFILE_AUTOMATIC_DELETE** = true
- const bool **DEFAULT_ENFORCE_32BIT_WINDOWS** = false
- const string **DEFAULT_TTS_WINDOWS_BUILD** = @"RTVoiceTTSWrapper.exe"
- const string **DEFAULT_TTS_MACOS** = "say"
- const int **DEFAULT_TTS_KILL_TIME** = 5000

Static Public Attributes

- 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(2017, 1, 9)
Change date of the asset (YYYY, MM, DD).
- static readonly System.Guid **ASSET_UID** = new System.Guid("181f4dab-261f-4746-85f8-849c2866d353")
UID of the asset.
- static readonly string **DEFAULT_AUDIOFILE_PATH** = System.IO.Path.GetTempPath()
- static string **ASSET_PATH** = DEFAULT_ASSET_PATH
Path to the asset inside the Unity project.
- static bool **DEBUG** = DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool **UPDATE_CHECK** = DEFAULT_UPDATE_CHECK
<summary>Enable or disable update-checks for the asset.
- static bool **UPDATE_OPEN_UAS** = DEFAULT_UPDATE_OPEN_UAS
<summary>Open the UAS-site when an update is found.
- static bool **DONT_DESTROY_ON_LOAD** = DEFAULT_DONT_DESTROY_ON_LOAD
Don't destroy RTVoice during scene switches.
- static bool **PREFAB_AUTOLOAD** = DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static string **AUDIOFILE_PATH** = DEFAULT_AUDIOFILE_PATH
Path to the generated audio files.
- static bool **AUDIOFILE_AUTOMATIC_DELETE** = DEFAULT_AUDIOFILE_AUTOMATIC_DELETE
Automatically delete the generated audio files.
- static bool **ENFORCE_32BIT_WINDOWS** = DEFAULT_ENFORCE_32BIT_WINDOWS
Enforce 32bit versions of voices under Windows.
- static string **TTS_WINDOWS_BUILD** = DEFAULT_TTS_WINDOWS_BUILD
Location of the TTS-wrapper under Windows (stand-alone).
- static string **TTS_MACOS** = DEFAULT_TTS_MACOS
Location of the TTS-system under MacOS.
- static int **TTS_KILL_TIME** = DEFAULT_TTS_KILL_TIME
Kill processes after 5000 milliseconds.
- static string **PREFAB_SUBPATH** = "Prefabs/"
Sub-path to the prefabs.

- static string `TTS_WINDOWS_SUBPATH` = "Plugins/Windows/RTVoiceTTSWrapper.exe"
Sub-path to the TTS-wrapper under Windows (Editor).
- static string `TTS_WINDOWS_x86_SUBPATH` = "Plugins/Windows/RTVoiceTTSWrapper_x86.exe"
Sub-path to the TTS-wrapper (32bit) under Windows (Editor).
- static string `TEXT_TOSTRING_START` = "{"
- static string `TEXT_TOSTRING_END` = "}"
- static string `TEXT_TOSTRING_DELIMITER` = ", "
- static string `TEXT_TOSTRING_DELIMITER_END` = ""

Properties

- static string `PREFAB_PATH` [get]
Path of the prefabs.
- static string `TTS_WINDOWS_EDITOR` [get]
Location of the TTS-wrapper under Windows (Editor).
- static string `TTS_WINDOWS_EDITOR_x86` [get]
Location of the TTS-wrapper (32bit) under Windows (Editor).

5.14.1 Detailed Description

Collected constants of very general utility for the asset.

5.14.2 Member Function Documentation

5.14.2.1 static void Crosstales.RTVoice.Util.Constants.Load () [static]

Loads all changable variables.

5.14.2.2 static void Crosstales.RTVoice.Util.Constants.Reset () [static]

Resets all changable variables to their default value.

5.14.2.3 static void Crosstales.RTVoice.Util.Constants.Save () [static]

Saves all changable variables.

5.14.3 Member Data Documentation

5.14.3.1 const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "http://goo.gl/6w4Fy0"

URL of the asset API.

5.14.3.2 `const string Crosstales.RTVoice.Util.Constants.ASSET_AUTHOR = "crosstales LLC"`

Author of the asset.

5.14.3.3 `const string Crosstales.RTVoice.Util.Constants.ASSET_AUTHOR_URL = "http://www.crosstales.com"`

URL of the asset author.

5.14.3.4 `const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 260`

Build number of the asset.

5.14.3.5 `readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.DateTime(2017, 1, 9)`
`[static]`

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

5.14.3.6 `const string Crosstales.RTVoice.Util.Constants.ASSET_CONTACT = "rtvoice@crosstales.com"`

Contact to the owner of the asset.

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

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

5.14.3.8 `const string Crosstales.RTVoice.Util.Constants.ASSET_CT_URL = "http://www.crosstales.com/en/assets/rtvoice/"`

URL of the asset in crosstales.

5.14.3.9 `const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://goo.gl/Z6MZMI"`

URL of the asset forum.

5.14.3.10 `const string Crosstales.RTVoice.Util.Constants.ASSET_MANUAL_URL = "http://www.crosstales.com/en/assets/rtvoice/RTVoice-doc.pdf"`

URL of the asset manual.

5.14.3.11 `const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RTVoice PRO"`

Name of the asset.

5.14.3.12 `string Crosstales.RTVoice.Util.Constants.ASSET_PATH = DEFAULT_ASSET_PATH` `[static]`

Path to the asset inside the Unity project.

5.14.3.13 `readonly System.Guid Crosstales.RTVoice.Util.Constants.ASSET_UID = new System.Guid("181f4dab-261f-4746-85f8-849c2866d353")` `[static]`

UID of the asset.

5.14.3.14 `const string Crosstales.RTVoice.Util.Constants.ASSET_UPDATE_CHECK_URL = "http://www.crosstales.com/media/assets/rtvoice_versions.txt"`

URL for update-checks of the asset

5.14.3.15 `const string Crosstales.RTVoice.Util.Constants.ASSET_URL = "https://www.assetstore.unity3d.com/#!/content/41068"`

URL of the asset.

5.14.3.16 `const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2.6.0"`

Version of the asset.

5.14.3.17 `bool Crosstales.RTVoice.Util.Constants.AUDIOFILE_AUTOMATIC_DELETE = DEFAULT_AUDIOFILE_AUTOMATIC_DELETE` `[static]`

Automatically delete the generated audio files.

5.14.3.18 `string Crosstales.RTVoice.Util.Constants.AUDIOFILE_PATH = DEFAULT_AUDIOFILE_PATH` `[static]`

Path to the generated audio files.

5.14.3.19 `bool Crosstales.RTVoice.Util.Constants.DEBUG = DEFAULT_DEBUG` `[static]`

Enable or disable debug logging for the asset.

5.14.3.20 `bool Crosstales.RTVoice.Util.Constants.DONT_DESTROY_ON_LOAD = DEFAULT_DONT_DESTROY_ON_LOAD` `[static]`

Don't destroy [RTVoice](#) during scene switches.

5.14.3.21 `bool Crosstales.RTVoice.Util.Constants.ENFORCE_32BIT_WINDOWS = DEFAULT_ENFORCE_32BIT_WINDOWS`
`[static]`

Enforce 32bit versions of voices under Windows.

5.14.3.22 `bool Crosstales.RTVoice.Util.Constants.PREFAB_AUTOLOAD = DEFAULT_PREFAB_AUTOLOAD` `[static]`

Automatically load and add the prefabs to the scene.

5.14.3.23 `string Crosstales.RTVoice.Util.Constants.PREFAB_SUBPATH = "Prefabs/"` `[static]`

Sub-path to the prefabs.

5.14.3.24 `const string Crosstales.RTVoice.Util.Constants.RTVOICE_SCENE_OBJECT_NAME = "RTVoice"`

Name of the RT-Voice scene object.

5.14.3.25 `int Crosstales.RTVoice.Util.Constants.TTS_KILL_TIME = DEFAULT_TTS_KILL_TIME` `[static]`

Kill processes after 5000 milliseconds.

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

Location of the TTS-system under MacOS.

5.14.3.27 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_BUILD = DEFAULT_TTS_WINDOWS_BUILD` `[static]`

Location of the TTS-wrapper under Windows (stand-alone).

5.14.3.28 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_SUBPATH = "Plugins/Windows/RTVoiceTTSWrapper.exe"`
`[static]`

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

5.14.3.29 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "Plugins/Windows/RTVoiceTTSWrapper↵
_x86.exe"` `[static]`

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

5.14.3.30 `bool Crosstales.RTVoice.Util.Constants.UPDATE_CHECK = DEFAULT_UPDATE_CHECK` `[static]`

<summaryEnable or disable update-checks for the asset.

5.14.3.31 `bool Crosstales.RTVoice.Util.Constants.UPDATE_OPEN_UAS = DEFAULT_UPDATE_OPEN_UAS` `[static]`

<summary>Open the UAS-site when an update is found.

5.14.4 Property Documentation

5.14.4.1 `string Crosstales.RTVoice.Util.Constants.PREFAB_PATH` `[static], [get]`

Path of the prefabs.

5.14.4.2 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_EDITOR` `[static], [get]`

Location of the TTS-wrapper under Windows (Editor).

5.14.4.3 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_EDITOR_x86` `[static], [get]`

Location of the TTS-wrapper (32bit) under Windows (Editor).

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Util/Constants.cs

5.15 Crosstales.RTVoice.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 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.

5.15.1 Detailed Description

Wrapper for the PlayerPrefs.

5.15.2 Member Function Documentation

5.15.2.1 static void Crosstales.RTVoice.Util.CTPlayerPrefs.DeleteAll () [static]

Deletes all keys.

5.15.2.2 static void Crosstales.RTVoice.Util.CTPlayerPrefs.DeleteKey (string key) [static]

Delete the key.

Parameters

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

5.15.2.3 static bool Crosstales.RTVoice.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.

5.15.2.4 static float Crosstales.RTVoice.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.

5.15.2.5 static int Crosstales.RTVoice.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.

5.15.2.6 static string Crosstales.RTVoice.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.

5.15.2.7 static bool Crosstales.RTVoice.Util.CTPlayerPrefs.HasKey (string *key*) [static]

Exists the key?

Parameters

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

Returns

Value for the key.

5.15.2.8 static void Crosstales.RTVoice.Util.CTPlayerPrefs.Save () [static]

Saves all modifications.

5.15.2.9 static void Crosstales.RTVoice.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.

5.15.2.10 `static void Crosstales.RTVoice.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.

5.15.2.11 `static void Crosstales.RTVoice.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.

5.15.2.12 `static void Crosstales.RTVoice.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.

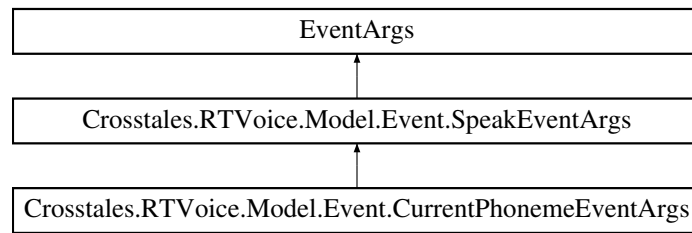
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Util/CTPlayerPrefs.cs

5.16 Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs Class Reference

EventArgs for the current phoneme.

Inheritance diagram for Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs:



Public Member Functions

- **CurrentPhonemeEventArgs** ([Wrapper](#) wrapper, string phoneme)

Public Attributes

- string [Phoneme](#)
Current phoneme.

5.16.1 Detailed Description

EventArgs for the current phoneme.

5.16.2 Member Data Documentation

5.16.2.1 string Crosstaes.RTVoice.Model.Event.CurrentPhonemeEventArgs.Phoneme

Current phoneme.

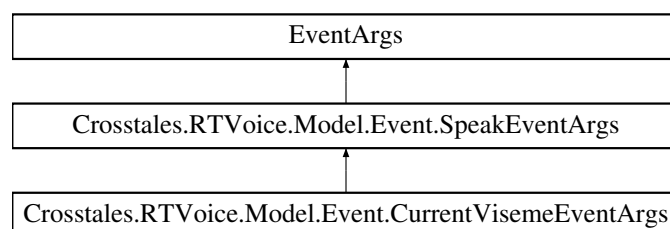
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstaes/RTVoice/Plugins/↔ Scripts/Model/Event/CurrentPhonemeEventArgs.cs

5.17 Crosstaes.RTVoice.Model.Event.CurrentVisemeEventArgs Class Reference

EventArgs for the current viseme.

Inheritance diagram for Crosstaes.RTVoice.Model.Event.CurrentVisemeEventArgs:



Public Member Functions

- **CurrentVisemeEventArgs** ([Wrapper](#) wrapper, string viseme)

Public Attributes

- string [Viseme](#)
Current viseme.

5.17.1 Detailed Description

EventArgs for the current viseme.

5.17.2 Member Data Documentation

5.17.2.1 string Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs.Viseme

Current viseme.

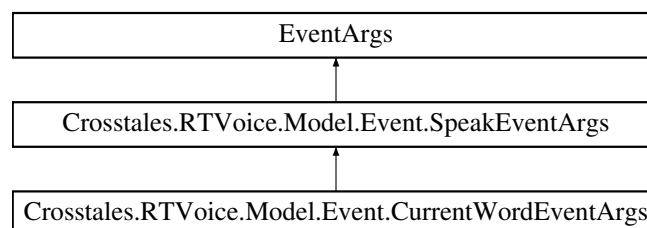
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/CurrentVisemeEventArgs.cs

5.18 Crosstales.RTVoice.Model.Event.CurrentWordEventArgs Class Reference

EventArgs for the current word.

Inheritance diagram for Crosstales.RTVoice.Model.Event.CurrentWordEventArgs:



Public Member Functions

- **CurrentWordEventArgs** ([Wrapper](#) wrapper, string[] speechTextArray, int wordIndex)

Public Attributes

- string[] [SpeechTextArray](#)
Array with the text splitted into words.
- int [WordIndex](#)
Current word index.

5.18.1 Detailed Description

EventArgs for the current word.

5.18.2 Member Data Documentation

5.18.2.1 string [] Crosstales.RTVoice.Model.Event.CurrentWordEventArgs.SpeechTextArray

Array with the text splitted into words.

5.18.2.2 int Crosstales.RTVoice.Model.Event.CurrentWordEventArgs.WordIndex

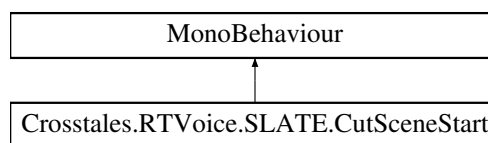
Current word index.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/CurrentWordEventArgs.cs

5.19 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference

Inheritance diagram for Crosstales.RTVoice.SLATE.CutSceneStart:



Public Member Functions

- void **Start** ()

Public Attributes

- Slate.Cutscene **Cut**

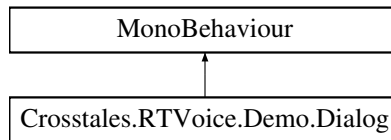
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/SLATE/Scripts/CutSceneStart.cs

5.20 Crosstales.RTVoice.Demo.Dialog Class Reference

Simple dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



Public Member Functions

- void **Start** ()
- IEnumerator **DialogSequence** ()

Public Attributes

- string **Culture** = "en"
- AudioSource **AudioPersonA**
- AudioSource **AudioPersonB**
- GameObject **VisualsA**
- GameObject **VisualsB**
- string[] **DialogPersonA**
- string[] **DialogPersonB**
- string **CurrentDialogA** = string.Empty
- string **CurrentDialogB** = string.Empty
- bool **Running** = false
- float **RateA** = 1f
- float **RateB** = 1f
- float **VolumeA** = 1f
- float **VolumeB** = 1f

5.20.1 Detailed Description

Simple dialog system with TTS voices.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Dialog.cs

5.21 Crosstales.RTVoice.EditorExt.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void `NoVoicesUI` ()
Shows the "no voices found"-UI.
- static void `SeparatorUI` (int space=20)
Shows a separator-UI.
- static void `AddRTVoice` ()
Adds the 'RTVoice'-prefab to the scene.

Public Attributes

- const int `MENU_ID` = 2000
Start index inside the "Tools"-menu.

Properties

- static bool `isRTVoiceInScene` [get]
Checks if the 'RTVoice'-prefab is in the scene.

5.21.1 Detailed Description

Editor helper class.

5.21.2 Member Function Documentation

5.21.2.1 static void `Crosstales.RTVoice.EditorExt.EditorHelper.AddRTVoice` () [static]

Adds the 'RTVoice'-prefab to the scene.

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

Shows the "no voices found"-UI.

5.21.2.3 static void `Crosstales.RTVoice.EditorExt.EditorHelper.SeparatorUI` (int *space* = 20) [static]

Shows a separator-UI.

5.21.3 Member Data Documentation

5.21.3.1 const int `Crosstales.RTVoice.EditorExt.EditorHelper.MENU_ID` = 2000

Start index inside the "Tools"-menu.

5.21.4 Property Documentation

5.21.4.1 bool Crosstales.RTVoice.EditorExt.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/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↵ Editor/EditorHelper.cs

5.22 Crosstales.RTVoice.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static bool **CTContains** (this string str, string toCheck, System.StringComparison comp=System.String↵ Comparison.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 void **CTShuffle< T >** (this System.Collections.Generic.IList< T > list)
Extension method for Lists. Shuffles a List.
- static void **CTShuffle< T >** (this T[] array)
Extension method for Arrays. Shuffles an Array.
- static string **CTDump< T >** (this T[] array)
Extension method for Arrays. Dumps an array to a string.
- static string **CTDump< T >** (this System.Collections.Generic.List< T > list)
Extension method for Lists. Dumps a list to a string.

5.22.1 Detailed Description

Various extension methods.

5.22.2 Member Function Documentation

5.22.2.1 static bool Crosstales.RTVoice.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.

5.22.2.2 `static bool Crosstales.RTVoice.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.

5.22.2.3 `static bool Crosstales.RTVoice.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.

5.22.2.4 `static string Crosstales.RTVoice.ExtensionMethods.CTDump< T > (this T[] array) [static]`

Extension method for Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Array-instance to dump.
--------------	-------------------------

Returns

String with lines for all array entries.

5.22.2.5 `static string Crosstales.RTVoice.ExtensionMethods.CTDump< T > (this System.Collections.Generic.List< T > list)`
[static]

Extension method for Lists. Dumps a list to a string.

Parameters

<i>list</i>	List-instance to dump.
-------------	------------------------

Returns

String with lines for all list entries.

5.22.2.6 `static void Crosstales.RTVoice.ExtensionMethods.CTShuffle< T > (this System.Collections.Generic.IList< T > list)`
[static]

Extension method for Lists. Shuffles a List.

Parameters

<i>list</i>	List-instance to shuffle.
-------------	---------------------------

5.22.2.7 `static void Crosstales.RTVoice.ExtensionMethods.CTShuffle< T > (this T[] array)` [static]

Extension method for Arrays. Shuffles an Array.

Parameters

<i>array</i>	Array-instance to shuffle.
--------------	----------------------------

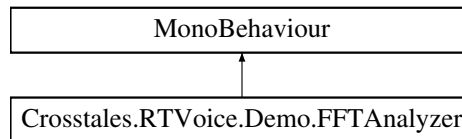
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/ExtensionMethods.cs

5.23 Crosstales.RTVoice.Demo.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.RTVoice.Demo.FFTAnalyzer:



Public Attributes

- float[] **Samples** = new float[256]
- int **Channel** = 0
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.23.1 Detailed Description

FFT analyzer for an audio channel.

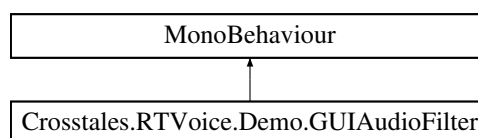
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/FFTAnalyzer.cs

5.24 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** (Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- 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**

5.24.1 Detailed Description

[Simple](#) GUI for audio filters.

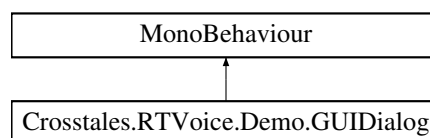
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/GUIAudioFilter.cs

5.25 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 **Start** ()
- void **Update** ()
- void **StartDialog** ()
- void **Silence** ()
- void **ChangeRateA** (float value)
- void **ChangeRateB** (float value)
- void **ChangeVolumeA** (float value)
- void **ChangeVolumeB** (float value)

Public Attributes

- [Dialog](#) **DialogScript**
- Image **PanelPersonA**
- Image **PanelPersonB**
- Text **PersonA**
- Text **PersonB**
- Color32 **SpeakerColor** = new Color32(0, 255, 0, 192)

5.25.1 Detailed Description

[Simple](#) GUI for runtime dialogs with all available OS voices.

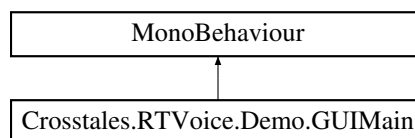
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstaes/RTVoice/Demo/↔ Scripts/GUIDialog.cs

5.26 Crosstaes.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstaes.RTVoice.Demo.GUIMain:



Public Member Functions

- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

Public Attributes

- Text **Version**
- Text **Scene**
- GameObject **NoVoices**
- Text **Errors**

5.26.1 Detailed Description

Main GUI component for all demo scenes.

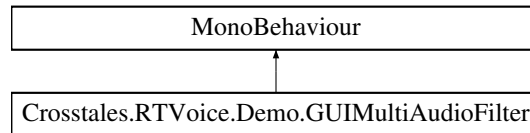
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/Scripts/GUIMain.cs

5.27 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** (Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

Public Attributes

- List< AudioSource > **Sources** = new List<AudioSource>()
- List< AudioReverbFilter > **ReverbFilters** = new List<AudioReverbFilter>()
- List< AudioChorusFilter > **ChorusFilters** = new List<AudioChorusFilter>()
- List< AudioEchoFilter > **EchoFilters** = new List<AudioEchoFilter>()
- List< AudioDistortionFilter > **DistortionFilters** = new List<AudioDistortionFilter>()
- List< AudioLowPassFilter > **LowPassFilters** = new List<AudioLowPassFilter>()
- List< AudioHighPassFilter > **HighPassFilters** = new List<AudioHighPassFilter>()
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**

5.27.1 Detailed Description

[Simple](#) GUI for audio filters on multiple objects.

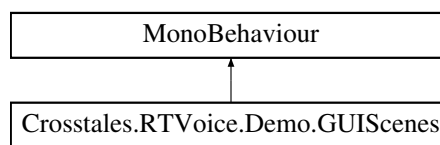
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstailes/RTVoice/Demo/↔ Scripts/GUIMultiAudioFilter.cs

5.28 Crosstailes.RTVoice.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstailes.RTVoice.Demo.GUIScenes:



Public Member Functions

- void **LoadPrevoiusScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **NextScene**

5.28.1 Detailed Description

Main GUI scene manager for all demo scenes.

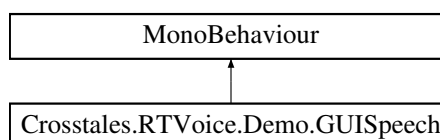
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstailes/RTVoice/Demo/↔ Scripts/GUIScenes.cs

5.29 Crosstailes.RTVoice.Demo.GUISpeech Class Reference

[Simple](#) GUI for runtime TTS with all available OS voices.

Inheritance diagram for Crosstailes.RTVoice.Demo.GUISpeech:



Public Member Functions

- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)

Public Attributes

- 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**
- bool **StartAsNative** = false
- [GUIMultiAudioFilter](#) **AudioFilter**

Static Public Attributes

- static float **Rate** = 1f
- static float **Pitch** = 1f
- static float **Volume** = 1f
- static bool **isNative** = false

5.29.1 Detailed Description

[Simple](#) GUI for runtime TTS with all available OS voices.

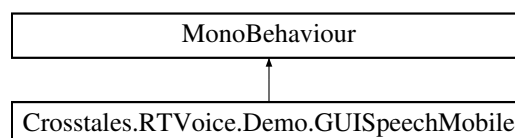
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/GUISpeech.cs

5.30 Crosstales.RTVoice.Demo.GUISpeechMobile Class Reference

[Simple](#) GUI for runtime TTS with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUISpeechMobile:



Public Member Functions

- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)

Public Attributes

- 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**

Static Public Attributes

- static float **Rate** = 1f
- static float **Pitch** = 1f
- static float **Volume** = 1f
- static bool **isNative** = false

5.30.1 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/3rd party/RTVoice_3rd_party/Assets/crosstailes/RTVoice/Demo/↔ Scripts/GUISpeechMobile.cs

5.31 Crosstailes.RTVoice.Util.Helper Class Reference

Various helper functions.

Static Public Member Functions

- static string [CleanText](#) (string text, bool removePunctuation=true)
Cleans a given text to contain only letters or digits.
- static string [ClearSpaces](#) (string text)
Cleans a given text from multiple spaces.
- static string [ValidatePath](#) (string path)
Validates a given path and add missing slash.
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text)
Split the given text to lines and return it as list.
- 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 string [MarkSpokenText](#) (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false, string markPrefix="<color=green>", string markPostfix="</color>")
Marks the current word or all spoken words from a given text array.

Properties

- static bool [isWindowsPlatform](#) [get]
Checks if the current platform is Windows.
- static bool [isMacOSPlatform](#) [get]
Checks if the current platform is OSX.
- static bool [isAndroidPlatform](#) [get]
Checks if the current platform is Android.
- static bool [isIOSPlatform](#) [get]
Checks if the current platform is iOS.
- static bool [isWSAPlatform](#) [get]
Checks if the current platform is WSA.
- static bool [isEditorMode](#) [get]
Checks if we are in Editor mode.
- static bool [isSupportedPlatform](#) [get]
Checks if the current platform is supported.

5.31.1 Detailed Description

Various helper functions.

5.31.2 Member Function Documentation

5.31.2.1 static string Crosstales.RTVoice.Util.Helper.CleanText (string text, bool removePunctuation =true) [static]

Cleans a given text to contain only letters or digits.

Parameters

<i>text</i>	Text to clean.
<i>removePunctuation</i>	Remove punctuation from text (default: true, optional).

Returns

Clean text with only letters and digits.

5.31.2.2 `static string Crosstales.RTVoice.Util.Helper.ClearSpaces (string text) [static]`

Cleans a given text from multiple spaces.

Parameters

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

Returns

Clean text without multiple spaces.

5.31.2.3 `static Color Crosstales.RTVoice.Util.Helper.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.

5.31.2.4 `static string Crosstales.RTVoice.Util.Helper.MarkSpokenText (string[] speechTextArray, int wordIndex, bool markAllSpokenWords = false, string markPrefix = "<color=green>", string markPostfix = "</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.

5.31.2.5 `static System.Collections.Generic.List<string> Crosstales.RTVoice.Util.Helper.SplitStringToLines (string text)`
[static]

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

Parameters

<i>text</i>	Complete text fragment
-------------	------------------------

Returns

Splitted lines as array

5.31.2.6 `static string Crosstales.RTVoice.Util.Helper.ValidatePath (string path)` [static]

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

5.31.3 Property Documentation

5.31.3.1 `bool Crosstales.RTVoice.Util.Helper.isAndroidPlatform` [static], [get]

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.31.3.2 `bool Crosstales.RTVoice.Util.Helper.isEditorMode` [static], [get]

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.31.3.3 `bool Crosstales.RTVoice.Util.Helper.isIOSPlatform` `[static], [get]`

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.31.3.4 `bool Crosstales.RTVoice.Util.Helper.isMacOSPlatform` `[static], [get]`

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.31.3.5 `bool Crosstales.RTVoice.Util.Helper.isSupportedPlatform` `[static], [get]`

Checks if the current platform is supported.

Returns

True if the current platform is supported.

5.31.3.6 `bool Crosstales.RTVoice.Util.Helper.isWindowsPlatform` `[static], [get]`

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.31.3.7 `bool Crosstales.RTVoice.Util.Helper.isWSAPlatform` `[static], [get]`

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

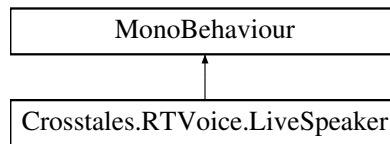
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Util/Helper.cs`

5.32 Crosstales.RTVoice.LiveSpeaker Class Reference

Wrapper of the main component from [RTVoice](#) 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.

5.32.1 Detailed Description

Wrapper of the main component from [RTVoice](#) for MonoBehaviour-access (like "SendMessage").

5.32.2 Member Function Documentation

5.32.2.1 void Crosstales.RTVoice.LiveSpeaker.Silence ()

Silence all active TTS-voices.

5.32.2.2 void Crosstales.RTVoice.LiveSpeaker.Speak ([Model.Wrapper wrapper](#))

Speaks a text with a given wrapper.

Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

5.32.2.3 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).
-------------	---

5.32.2.4 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 = volume (optional), 5 = pitch (optional).
-------------	---

5.32.2.5 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.
----------------	----------------------------------

5.32.2.6 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).
-------------	---

5.32.2.7 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 = volume (optional), 5 = pitch (optional).
-------------	---

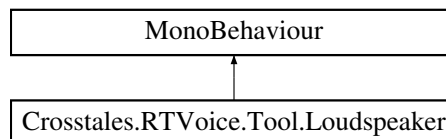
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/LiveSpeaker.cs

5.33 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

[Loudspeaker](#) for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()

Public Attributes

- AudioSource [Source](#)
Origin AudioSource.
- bool [Synchronized](#) = true
Synchronized with the origin (default: on).
- bool [SilenceSource](#) = false
Silence the origin (default: off).

5.33.1 Detailed Description

[Loudspeaker](#) for an AudioSource.

5.33.2 Member Data Documentation

5.33.2.1 bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource = false

Silence the origin (default: off).

5.33.2.2 AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source

Origin AudioSource.

5.33.2.3 bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized = true

Synchronized with the origin (default: on).

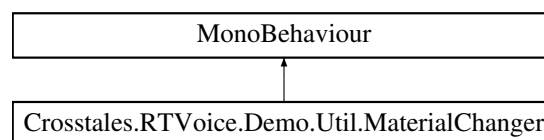
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Tool/Loudspeaker.cs

5.34 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**

5.34.1 Detailed Description

Changes the material of a renderer while an AudioSource is playing.

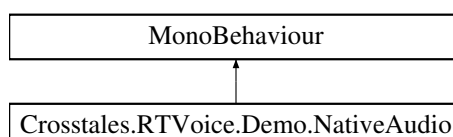
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/MaterialChanger.cs

5.35 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

5.35.1 Detailed Description

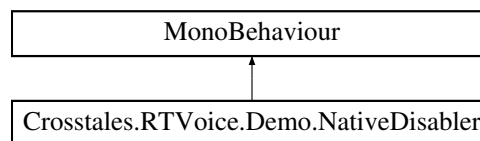
[Simple](#) example with native audio for exact timing.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/NativeAudio.cs

5.36 Crosstales.RTVoice.Demo.NativeDisabler Class Reference

Inheritance diagram for Crosstales.RTVoice.Demo.NativeDisabler:



Public Attributes

- GameObject[] **Objects**

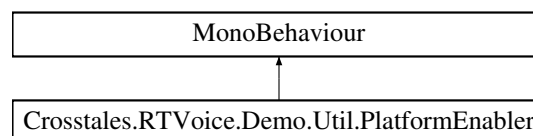
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/NativeDisabler.cs

5.37 Crosstales.RTVoice.Demo.Util.PlatformEnabler Class Reference

Enables game objects for a given platform.

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



Public Attributes

- List< [Platform](#) > **EnabledPlatforms**
- GameObject[] **Objects**

5.37.1 Detailed Description

Enables game objects for a given platform.

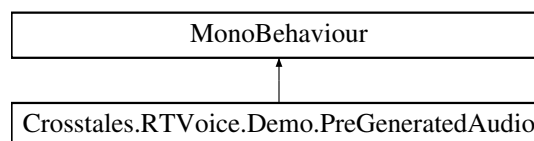
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstaes/RTVoice/Demo/↔ Scripts/Util/PlatformEnabler.cs

5.38 Crosstaes.RTVoice.Demo.PreGeneratedAudio Class Reference

[Simple](#) example with pre-generated audio for exact timing.

Inheritance diagram for Crosstaes.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

5.38.1 Detailed Description

[Simple](#) example with pre-generated audio for exact timing.

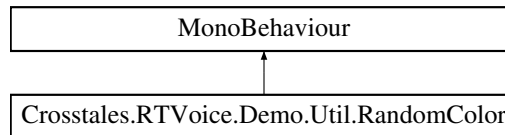
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstaes/RTVoice/Demo/↔ Scripts/PreGeneratedAudio.cs

5.39 Crosstales.RTVoice.Demo.Util.RandomColor Class Reference

Random color changer.

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



Public Attributes

- Vector2 **ChangeInterval** = new Vector2(5, 15)

5.39.1 Detailed Description

Random color changer.

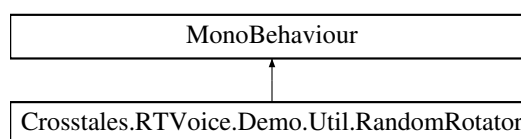
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/RandomColor.cs

5.40 Crosstales.RTVoice.Demo.Util.RandomRotator Class Reference

Random rotation changer.

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



Public Attributes

- Vector3 **Speed**
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.40.1 Detailed Description

Random rotation changer.

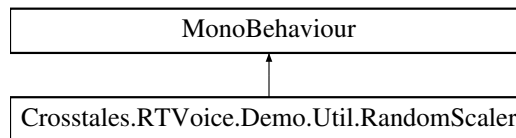
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/RandomRotator.cs

5.41 Crosstales.RTVoice.Demo.Util.RandomScaler Class Reference

Random scale changer.

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



Public Attributes

- Vector3 **ScaleMin** = Vector3.zero
- Vector3 **ScaleMax** = Vector3.one
- bool **Uniform** = false
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.41.1 Detailed Description

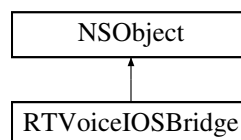
Random scale changer.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/RandomScaler.cs

5.42 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Instance Methods

- (void) - [setVoices](#)
- (void) - [speak:rate:pitch:volume:culture:](#)
- (void) - [stop](#)

5.42.1 Method Documentation

5.42.1.1 - (void) setVoices

Collects and sends all voices to RTVoice.

5.42.1.2 - (void) speak: (NSString *) text rate:(float) rate pitch:(float) pitch volume:(float) volume culture:(NSString *) culture

Speaks the string with a given rate, pitch, volume and culture.

Parameters

<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
<i>culture</i>	Culture of the voice to speak

5.42.1.3 - (void) stop

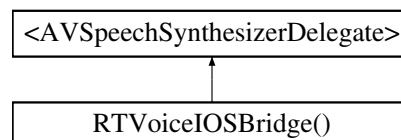
Stops speaking

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstailes/RTVoice/RTVoiceIOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstailes/RTVoice/RTVoiceIOSBridge.mm

5.43 RTVoiceIOSBridge() Category Reference

Inheritance diagram for RTVoiceIOSBridge():



Properties

- AVSpeechSynthesizer * **synthesizer**

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstailes/RTVoice/RTVoiceIOSBridge.mm

5.44 Crosstailes.RTVoice.EditorExt.RTVoiceMenu Class Reference

Editor component for adding the various prefabs.

5.44.1 Detailed Description

Editor component for adding the various prefabs.

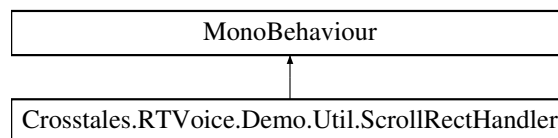
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstaes/RTVoice/Plugins/↔ Editor/RTVoiceMenu.cs

5.45 Crosstaes.RTVoice.Demo.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstaes.RTVoice.Demo.Util.ScrollRectHandler:



Public Attributes

- ScrollRect **Scroll**

5.45.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

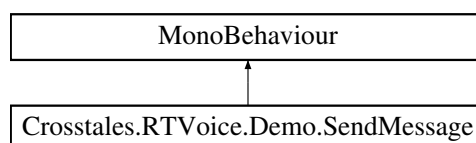
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstaes/RTVoice/Demo/↔ Scripts/Util/ScrollRectHandler.cs

5.46 Crosstaes.RTVoice.Demo.SendMessage Class Reference

[Simple](#) "SendMessage" example.

Inheritance diagram for Crosstaes.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

5.46.1 Detailed Description

[Simple](#) "SendMessage" example.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/SendMessage.cs

5.47 Crosstales.RTVoice.Model.Sequence Class Reference

[Model](#) for a sequence.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string [Text](#)
Text to speak.
- string [RTVoiceNameWindows](#) = string.Empty
Name of the RT-Voice under Windows (optional).
- string [RTVoiceNameMac](#) = string.Empty
Name of the RT-Voice under macOS (optional).
- string [RTVoiceNameAndroid](#) = string.Empty
Name of the RT-Voice under Android.
- string [RTVoiceNameIOS](#) = string.Empty
Name of the RT-Voice under iOS.
- string [RTVoiceNameWSA](#) = string.Empty
Name of the RT-Voice under WSA.
- [SpeakMode](#) [Mode](#) = SpeakMode.Speak

- *Speak mode (default = 'Speak').*
- AudioSource [Source](#)
AudioSource for the output (optional).
- float [Rate](#) = 1f
<summary>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

Properties

- string [RTVoiceName](#) [get]
Name of the RT-Voice.

5.47.1 Detailed Description

[Model](#) for a sequence.

5.47.2 Member Data Documentation

5.47.2.1 **SpeakMode** Crosstales.RTVoice.Model.Sequence.Mode = SpeakMode.Speak

Speak mode (default = 'Speak').

5.47.2.2 float Crosstales.RTVoice.Model.Sequence.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.47.2.3 float Crosstales.RTVoice.Model.Sequence.Rate = 1f

<summary>Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.47.2.4 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.47.2.5 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameiOS = string.Empty

Name of the RT-Voice under iOS.

5.47.2.6 `string Crosstales.RTVoice.Model.Sequence.RTVoiceNameMac = string.Empty`

Name of the RT-Voice under macOS (optional).

5.47.2.7 `string Crosstales.RTVoice.Model.Sequence.RTVoiceNameWindows = string.Empty`

Name of the RT-Voice under Windows (optional).

5.47.2.8 `string Crosstales.RTVoice.Model.Sequence.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.47.2.9 `AudioSource Crosstales.RTVoice.Model.Sequence.Source`

AudioSource for the output (optional).

5.47.2.10 `string Crosstales.RTVoice.Model.Sequence.Text`

Text to speak.

5.47.2.11 `float Crosstales.RTVoice.Model.Sequence.Volume = 1f`

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.47.3 Property Documentation

5.47.3.1 `string Crosstales.RTVoice.Model.Sequence.RTVoiceName` `[get]`

Name of the RT-Voice.

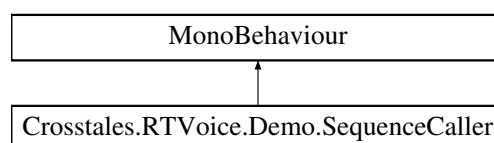
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Sequence.cs

5.48 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

5.48.1 Detailed Description

[Simple](#) Sequence caller example.

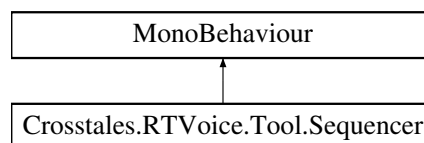
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstaes/RTVoice/Demo/↔ Scripts/SequenceCaller.cs

5.49 Crosstaes.RTVoice.Tool.Sequencer Class Reference

Simple sequencer.

Inheritance diagram for Crosstaes.RTVoice.Tool.Sequencer:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- 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.
- string [Culture](#)
Fallback culture for all sequences (e.g. 'en', optional).
- float [Delay](#) = 0f
Delay in seconds before the [Sequencer](#) starts processing (default: 0).
- bool [PlayOnStart](#) = false
Run the [Sequencer](#) on start on/off (default: off).

Properties

- [Model.Sequence CurrentSequence](#) [get]
Returns the current Sequence.

5.49.1 Detailed Description

Simple sequencer.

5.49.2 Member Function Documentation

5.49.2.1 void Crosstales.RTVoice.Tool.Sequencer.PlayAllSequences ()

Plays all Sequences.

5.49.2.2 void Crosstales.RTVoice.Tool.Sequencer.PlayNextSequence ()

Plays the next Sequence in the array.

5.49.2.3 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).
--------------	---

5.49.2.4 void Crosstales.RTVoice.Tool.Sequencer.StopAllSequences ()

Stops and silences all active Sequences.

5.49.3 Member Data Documentation

5.49.3.1 string Crosstales.RTVoice.Tool.Sequencer.Culture

Fallback culture for all sequences (e.g. 'en', optional).

5.49.3.2 float Crosstales.RTVoice.Tool.Sequencer.Delay = 0f

Delay in seconds before the [Sequencer](#) starts processing (default: 0).

5.49.3.3 `bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false`

Run the [Sequencer](#) on start on/off (default: off).

5.49.3.4 `Model.Sequence [] Crosstales.RTVoice.Tool.Sequencer.Sequences`

All available sequences.

5.49.4 Property Documentation

5.49.4.1 `Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence` `[get]`

Returns the current Sequence.

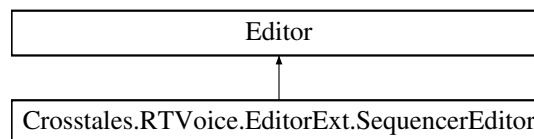
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Tool/Sequencer.cs`

5.50 `Crosstales.RTVoice.EditorExt.SequencerEditor` Class Reference

Custom editor for the 'Sequencer'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExt.SequencerEditor`:



Public Member Functions

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

5.50.1 Detailed Description

Custom editor for the 'Sequencer'-class.

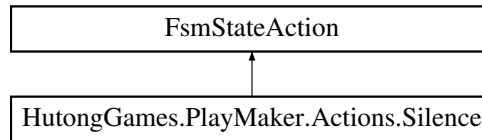
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/SequencerEditor.cs`

5.51 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



Public Member Functions

- override void **OnEnter** ()

5.51.1 Detailed Description

Silence-action for [PlayMaker](#).

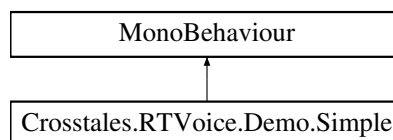
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/PlayMaker/Scripts/Silence.cs party/RTVoice_3rd_party/Assets/crosstailes/RTVoice/3rd

5.52 Crosstailes.RTVoice.Demo.Simple Class Reference

[Simple](#) TTS example.

Inheritance diagram for Crosstailes.RTVoice.Demo.Simple:



Public Member Functions

- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- bool **PlayOnStart** = false

5.52.1 Detailed Description

[Simple](#) TTS example.

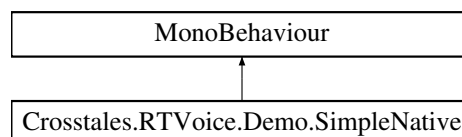
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Simple.cs

5.53 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

- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **TextSpeakerC**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **PhonemeSpeakerC**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- Text **VisemeSpeakerC**
- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- float **RateSpeakerC** = 2.5f
- bool **PlayOnStart** = false

5.53.1 Detailed Description

[Simple](#) native TTS example.

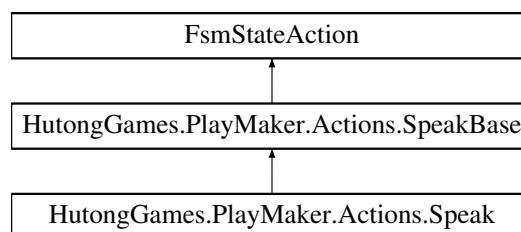
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd_party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/Scripts/SimpleNative.cs

5.54 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` = "Microsoft David Desktop"
Name of the RT-Voice under Windows.
- FsmString `RTVoiceNameMac` = "Alex"
Name of the RT-Voice under macOS.
- FsmString `RTVoiceNameAndroid` = string.Empty
Name of the RT-Voice under Android.
- FsmString `RTVoiceNameIOS` = "Daniel"
Name of the RT-Voice under iOS.
- FsmString `RTVoiceNameWSA` = string.Empty
Name of the RT-Voice under WSA.
- FsmString `Culture` = "en"
Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.54.1 Detailed Description

Speak-action for [PlayMaker](#).

5.54.2 Member Data Documentation

5.54.2.1 FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"

Fallback culture (e.g. 'en', optional).

5.54.2.2 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.54.2.3 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

5.54.2.4 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"

Name of the RT-Voice under macOS.

5.54.2.5 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "Microsoft David Desktop"

Name of the RT-Voice under Windows.

5.54.2.6 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = string.Empty

Name of the RT-Voice under WSA.

5.54.2.7 FsmString HutongGames.PlayMaker.Actions.Speak.Text = "Hello world!"

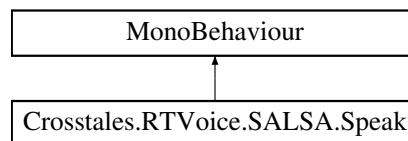
Text to speak.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Speak.cs

5.55 Crosstales.RTVoice.SALSA.Speak Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.Speak:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **Talk** ()

Public Attributes

- AudioSource **Source**
- CrazyMinnow.SALSA.Salsa3D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

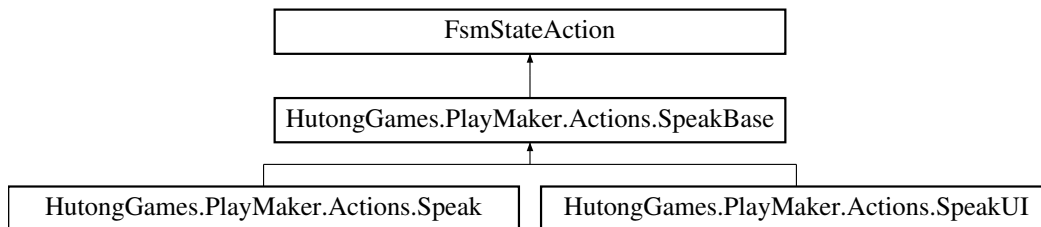
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/SALSA/Scripts/Speak.cs

5.56 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** ()

Public Attributes

- FsmEvent **sendEvent**
- [Crosstales.RTVoice.Model.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

- System.Guid **uid**

5.56.1 Detailed Description

Base for Speak-actions in [PlayMaker](#).

5.56.2 Member Data Documentation

5.56.2.1 FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

5.56.2.2 Crosstales.RTVoice.Model.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode

[Speak](#) mode (default = [Speak](#)).

5.56.2.3 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.56.2.4 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.56.2.5 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1

Volume of the speaker in percent (1 = 100%, default: 1, optional).

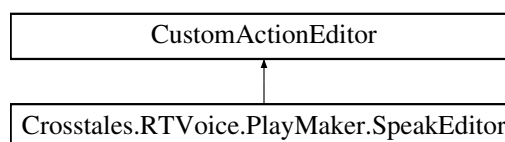
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeakBase.cs

5.57 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** ()

5.57.1 Detailed Description

Custom editor for the Speak-action.

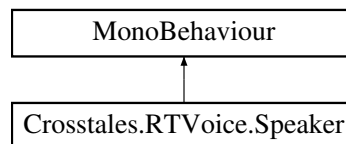
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Editor/SpeakEditor.cs

5.58 Crosstales.RTVoice.Speaker Class Reference

Main component of [RTVoice](#).

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Member Functions

- delegate void **SpeakNativeCurrentWord** (object sender, [Model.Event.CurrentWordEventArgs](#) e)
- delegate void **SpeakNativeCurrentPhoneme** (object sender, [Model.Event.CurrentPhonemeEventArgs](#) e)
- delegate void **SpeakNativeCurrentViseme** (object sender, [Model.Event.CurrentVisemeEventArgs](#) e)
- delegate void **SpeakStart** (object sender, [Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakComplete** (object sender, [Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakAudioGenerationStart** (object sender, [Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakAudioGenerationComplete** (object sender, [Model.Event.SpeakEventArgs](#) e)
- delegate void **ErrorInfo** (string info)
- void **OnEnable** ()
- void **Update** ()
- void **OnDestroy** ()
- void **OnApplicationQuit** ()

Static Public Member Functions

- static float [ApproximateSpeechLength](#) (string text, float rate=1f, float wordsPerMinute=175f, float time←Factor=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"!
- static System.Collections.Generic.List< [Model.Voice](#) > [VoicesForCulture](#) (string culture)
Get all available voices for a given culture from the current TTS-system.
- static [Model.Voice](#) [VoiceForCulture](#) (string culture, int index=0)
Get a voice from for a given culture and otional index from the current TTS-system.
- static [Model.Voice](#) [VoiceForName](#) (string name)
Get a voice for a given name from the current TTS-system.

- static System.Guid [SpeakNative](#) (string text, [Model.Voice](#) voice=null, float rate=1f, float volume=1f, float pitch=1f)
Speaks a text with a given voice (native mode).
- static void [SpeakNativeWithUID](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given voice (native mode).
- static System.Guid [SpeakNative](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given wrapper (native mode).
- static System.Guid [Speak](#) (string text, AudioSource source=null, [Model.Voice](#) voice=null, bool speak←Immediately=true, float rate=1f, float volume=1f, string outputFile="", float pitch=1f)
Speaks a text with a given voice.
- static void [SpeakWithUID](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given voice.
- static System.Guid [Speak](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given wrapper.
- static void [SpeakMarkedWordsWithUID](#) (System.Guid uid, string text, AudioSource source, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f)
Speaks a text with a given voice and tracks the word position.
- static void [Silence](#) ()
Silence all active TTS-voices.
- static void [Silence](#) (System.Guid uid)
Silence an active TTS-voice with a UID.

Properties

- static string [AudioFileExtension](#) [get]
Returns the extension of the generated audio files.
- static System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
Get all available voices from the current TTS-system.
- static System.Collections.Generic.List< string > [Cultures](#) [get]
Get all available cultures from the current TTS-system..
- static bool [isTTSAvailable](#) [get]
Checks if TTS is available on this system.

Events

- static SpeakNativeCurrentWord [OnSpeakNativeCurrentWord](#)
An event triggered whenever a new word is spoken (native mode).
- static SpeakNativeCurrentPhoneme [OnSpeakNativeCurrentPhoneme](#)
An event triggered whenever a new phoneme is spoken (native mode).
- static SpeakNativeCurrentViseme [OnSpeakNativeCurrentViseme](#)
An event triggered whenever a new viseme is spoken (native mode).
- static SpeakStart [OnSpeakStart](#)
An event triggered whenever a speak is started.
- static SpeakComplete [OnSpeakComplete](#)
An event triggered whenever a native speak is completed.
- 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.

5.58.1 Detailed Description

Main component of [RTVoice](#).

5.58.2 Member Function Documentation

5.58.2.1 `static float Crosstales.RTVoice.Speaker.ApproximateSpeechLength (string text, float rate = 1f, float wordsPerMinute = 175f, float timeFactor = 0.9f) [static]`

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.

5.58.2.2 `static void Crosstales.RTVoice.Speaker.Silence () [static]`

Silence all active TTS-voices.

5.58.2.3 `static void Crosstales.RTVoice.Speaker.Silence (System.Guid uid) [static]`

Silence an active TTS-voice with a UID.

Parameters

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

5.58.2.4 `static System.Guid Crosstales.RTVoice.Speaker.Speak (string text, AudioSource source = null, Model.Voice voice = null, bool speakImmediately = true, float rate = 1f, float volume = 1f, string outputFile = "", float pitch = 1f) [static]`

Speaks a text with a given voice.

Parameters

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

Parameters

<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%, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, default: 1, optional).

///

Parameters

<i>outputFile</i>	Saves the generated audio to an output file (without extension, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, default: 1, optional).

Returns

UID of the speaker.

5.58.2.5 static System.Guid Crosstales.RTVoice.Speaker.Speak (**Model.Wrapper wrapper**) [static]

Speaks a text with a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the speaker.

5.58.2.6 static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (System.Guid *uid*, string *text*, AudioSource *source*, **Model.Voice voice** = null, float *rate* = 1f, float *pitch* = 1f) [static]

Speaks 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%, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, default: 1, optional).

5.58.2.7 `static System.Guid Crosstales.RTVoice.Speaker.SpeakNative (string text, Model.Voice voice = null, float rate = 1f, float volume = 1f, float pitch = 1f) [static]`

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%, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, default: 1, optional).

Returns

UID of the speaker.

5.58.2.8 `static System.Guid Crosstales.RTVoice.Speaker.SpeakNative (Model.Wrapper wrapper) [static]`

Speaks a text with a given wrapper (native mode).

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the speaker.

5.58.2.9 `static void Crosstales.RTVoice.Speaker.SpeakNativeWithUID (Model.Wrapper wrapper) [static]`

Speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.58.2.10 `static void Crosstales.RTVoice.Speaker.SpeakWithUID (Model.Wrapper wrapper) [static]`

Speaks a text with a given voice.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.58.2.11 **static Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (string *culture*, int *index* = 0)** [static]

Get a voice from for a given culture and otional 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)

Returns

Voice for the given culture and index.

5.58.2.12 **static Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (string *name*)** [static]

Get a voice for a given name from the current TTS-system.

Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
-------------	---------------------------------

Returns

Voice for the given name or null if not found.

5.58.2.13 **static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForCulture (string *culture*)** [static]

Get all available voices for a given culture from the current TTS-system.

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
----------------	----------------------------------

Returns

All available voices (alphabetically ordered by 'Name') for a given culture as a list.

5.58.3 Property Documentation

5.58.3.1 **string Crosstales.RTVoice.Speaker.AudioFileExtension** [static],[get]

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.58.3.2 `System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Cultures` `[static], [get]`

Get all available cultures from the current TTS-system..

Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

5.58.3.3 `bool Crosstales.RTVoice.Speaker.isTTSAvailable` `[static], [get]`

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

5.58.3.4 `System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.Voices` `[static], [get]`

Get all available voices from the current TTS-system.

Returns

All available voices (alphabetically ordered by 'Name') as a list.

5.58.4 Event Documentation

5.58.4.1 `ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo` `[static]`

An event triggered whenever an error occurs.

5.58.4.2 `SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete` `[static]`

An event triggered whenever a speak audio generation is completed.

5.58.4.3 `SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart` `[static]`

An event triggered whenever a speak audio generation is started.

5.58.4.4 `SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete` `[static]`

An event triggered whenever a native speak is completed.

5.58.4.5 `SpeakNativeCurrentPhoneme` `Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentPhoneme` `[static]`

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

5.58.4.6 `SpeakNativeCurrentViseme` `Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentViseme` `[static]`

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

5.58.4.7 `SpeakNativeCurrentWord` `Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentWord` `[static]`

An event triggered whenever a new word is spoken (native mode).

5.58.4.8 `SpeakStart` `Crosstales.RTVoice.Speaker.OnSpeakStart` `[static]`

An event triggered whenever a speak is started.

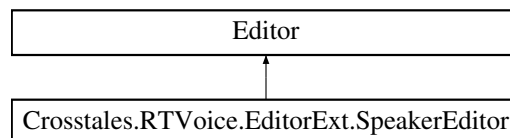
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Speaker.cs`

5.59 `Crosstales.RTVoice.EditorExt.SpeakerEditor` Class Reference

Custom editor for the '[Speaker](#)'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExt.SpeakerEditor`:



Public Member Functions

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

5.59.1 Detailed Description

Custom editor for the '[Speaker](#)'-class.

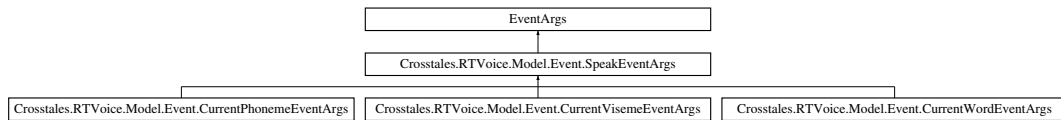
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/SpeakerEditor.cs`

5.60 Crosstales.RTVoice.Model.Event.SpeakEventArgs Class Reference

EventArgs and base class for all speaker events.

Inheritance diagram for Crosstales.RTVoice.Model.Event.SpeakEventArgs:



Public Member Functions

- **SpeakEventArgs** ([Wrapper](#) wrapper)
- override string **ToString** ()

Public Attributes

- [Wrapper](#) [Wrapper](#)
[Wrapper](#) with "Speak"-function call.

5.60.1 Detailed Description

EventArgs and base class for all speaker events.

5.60.2 Member Data Documentation

5.60.2.1 [Wrapper](#) Crosstales.RTVoice.Model.Event.SpeakEventArgs.[Wrapper](#)

[Wrapper](#) with "Speak"-function call.

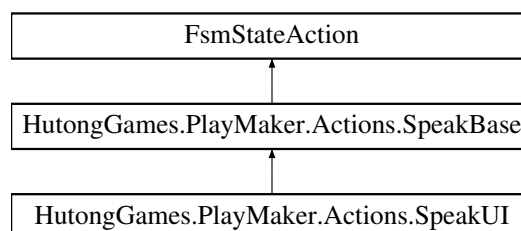
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/SpeakEventArgs.cs

5.61 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

5.61.1 Detailed Description

Speak-action for UI-components in [PlayMaker](#).

5.61.2 Member Data Documentation

5.61.2.1 FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"

Fallback culture (e.g. 'en', optional).

5.61.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

5.61.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

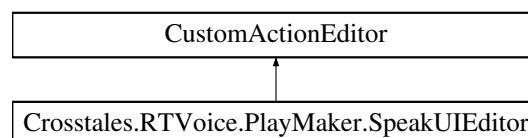
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeakUI.cs

5.62 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** ()

5.62.1 Detailed Description

Custom editor for the SpeakUI-action.

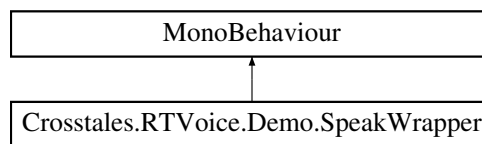
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Editor/SpeakUIEditor.cs

5.63 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Wrapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:



Public Member Functions

- void **Start** ()
- void **Speak** ()

Public Attributes

- **Voice SpeakerVoice**
- InputField **Input**
- Text **Label**
- AudioSource **Audio**

5.63.1 Detailed Description

Wrapper for the dynamic speakers.

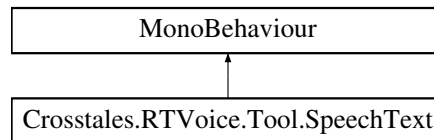
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/Scripts/SpeakWrapper.cs

5.64 Crosstales.RTVoice.Tool.SpeechText Class Reference

Allows to speak and store generated audio.

Inheritance diagram for Crosstales.RTVoice.Tool.SpeechText:



Public Member Functions

- void **Start** ()
- void **Speak** ()
- void **Silence** ()

Public Attributes

- string **Text** = "Hello world!"
Text to speak.
- string **RTVoiceNameWindows** = "Microsoft David Desktop"
Name of the RT-Voice under Windows (optional).
- string **RTVoiceNameMac** = "Alex"
Name of the RT-Voice under macOS (optional).
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = "Daniel"
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = string.Empty
Name of the RT-Voice under WSA.
- **Model.SpeakMode Mode** = Model.SpeakMode.Speak
Speak mode (default = Speak).
- string **Culture** = "en"
Fallback culture for the text (e.g. 'en', optional).
- 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 **PlayOnStart** = false
Speak this text on start on/off (default: off).
- bool **GenerateAudioFile** = false
Generate audio file on/off (default: off).
- string **FilePath** = @"_generatedAudio/"
File path for the generated audio.
- string **FileName** = "RTVGeneratedAudio"
File name of the generated audio.
- bool **FileInsideAssets** = true
Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

Properties

- string `RTVoiceName` [get]
Name of the RT-Voice.

5.64.1 Detailed Description

Allows to speak and store generated audio.

5.64.2 Member Data Documentation

5.64.2.1 string `Crosstales.RTVoice.Tool.SpeechText.Culture` = "en"

Fallback culture for the text (e.g. 'en', optional).

5.64.2.2 bool `Crosstales.RTVoice.Tool.SpeechText.FileInsideAssets` = true

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

5.64.2.3 string `Crosstales.RTVoice.Tool.SpeechText.FileName` = "RTVGeneratedAudio"

File name of the generated audio.

5.64.2.4 string `Crosstales.RTVoice.Tool.SpeechText.FilePath` = @"_generatedAudio/"

File path for the generated audio.

5.64.2.5 bool `Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile` = false

Generate audio file on/off (default: off).

5.64.2.6 **Model.SpeakMode** `Crosstales.RTVoice.Tool.SpeechText.Mode` = **Model.SpeakMode.Speak**

Speak mode (default = Speak).

5.64.2.7 float `Crosstales.RTVoice.Tool.SpeechText.Pitch` = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.64.2.8 `bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false`

Speak this text on start on/off (default: off).

5.64.2.9 `float Crosstales.RTVoice.Tool.SpeechText.Rate = 1f`

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.64.2.10 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

5.64.2.11 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameIOS = "Daniel"`

Name of the RT-Voice under iOS.

5.64.2.12 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameMac = "Alex"`

Name of the RT-Voice under macOS (optional).

5.64.2.13 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameWindows = "Microsoft David Desktop"`

Name of the RT-Voice under Windows (optional).

5.64.2.14 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.64.2.15 `AudioSource Crosstales.RTVoice.Tool.SpeechText.Source`

AudioSource for the output (optional).

5.64.2.16 `string Crosstales.RTVoice.Tool.SpeechText.Text = "Hello world!"`

Text to speak.

5.64.2.17 `float Crosstales.RTVoice.Tool.SpeechText.Volume = 1f`

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.64.3 Property Documentation

5.64.3.1 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceName` [get]

Name of the RT-Voice.

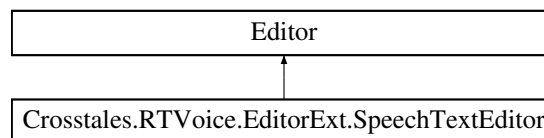
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/Scripts/Tool/SpeechText.cs`

5.65 `Crosstales.RTVoice.EditorExt.SpeechTextEditor` Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExt.SpeechTextEditor`:



Public Member Functions

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

5.65.1 Detailed Description

Custom editor for the 'SpeechText'-class.

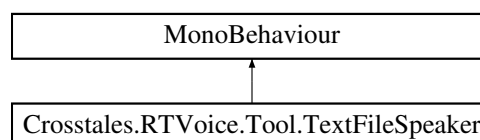
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/Editor/SpeechTextEditor.cs`

5.66 `Crosstales.RTVoice.Tool.TextFileSpeaker` Class Reference

Allows to speak text files.

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



Public Member Functions

- void **Start** ()
- void **Speak** ()
Speaks a random text.
- System.Guid **SpeakText** (int index=-1)
Speaks a text with an optional index.
- void **Silence** ()

Public Attributes

- TextAsset[] **TextFiles**
Text files to speak.
- string **RTVoiceNameWindows** = "Microsoft David Desktop"
Name of the RT-Voice under Windows (optional).
- string **RTVoiceNameMac** = "Alex"
Name of the RT-Voice under macOS (optional).
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = "Daniel"
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = string.Empty
Name of the RT-Voice under WSA.
- **Model.SpeakMode Mode** = Model.SpeakMode.Speak
Speak mode (default = Speak).
- bool **PlayOnStart** = false
Speak a random text file on start on/off (default: off).
- string **Culture** = "en"
Fallback culture for the text (e.g. 'en', optional).
- 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).

Properties

- string **RTVoiceName** [get]
Name of the RT-Voice.

5.66.1 Detailed Description

Allows to speak text files.

5.66.2 Member Function Documentation

5.66.2.1 `void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ()`

Speaks a random text.

5.66.2.2 `System.Guid Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (int index = -1)`

Speaks a text with an optional index.

Parameters

<i>index</i>	Index of the text (default: -1 (random), optional).
--------------	---

Returns

UID of the speaker.

5.66.3 Member Data Documentation

5.66.3.1 `string Crosstales.RTVoice.Tool.TextFileSpeaker.Culture = "en"`

Fallback culture for the text (e.g. 'en', optional).

5.66.3.2 `Model.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = Model.SpeakMode.Speak`

Speak mode (default = Speak).

5.66.3.3 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch = 1f`

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.66.3.4 `bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart = false`

Speak a random text file on start on/off (default: off).

5.66.3.5 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate = 1f`

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.66.3.6 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

5.66.3.7 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameIOS = "Daniel"`

Name of the RT-Voice under iOS.

5.66.3.8 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameMac = "Alex"`

Name of the RT-Voice under macOS (optional).

5.66.3.9 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameWindows = "Microsoft David Desktop"`

Name of the RT-Voice under Windows (optional).

5.66.3.10 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.66.3.11 `AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source`

AudioSource for the output (optional).

5.66.3.12 `TextAsset [] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles`

Text files to speak.

5.66.3.13 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume = 1f`

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.66.4 Property Documentation

5.66.4.1 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceName` `[get]`

Name of the RT-Voice.

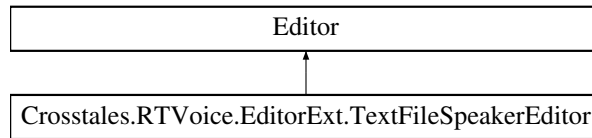
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Tool/TextFileSpeaker.cs`

5.67 Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor Class Reference

Custom editor for the 'TextFileSpeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor:



Public Member Functions

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

5.67.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

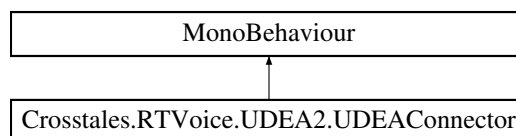
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/TextFileSpeakerEditor.cs

5.68 Crosstales.RTVoice.UDEA2.UDEAConnector Class Reference

Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.

Inheritance diagram for Crosstales.RTVoice.UDEA2.UDEAConnector:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **SpeakRT** ()

Public Attributes

- [UDEAVoiceWrapper\[\] Voices](#)
Voices for the UDEA-characters (optional).
- string [Culture](#)
Fallback culture for all sequences (e.g. 'en', optional).

5.68.1 Detailed Description

Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.

5.68.2 Member Data Documentation

5.68.2.1 string Crosstales.RTVoice.UDEA2.UDEAConnector.Culture

Fallback culture for all sequences (e.g. 'en', optional).

5.68.2.2 UDEAVoiceWrapper [] Crosstales.RTVoice.UDEA2.UDEAConnector.Voices

Voices for the UDEA-characters (optional).

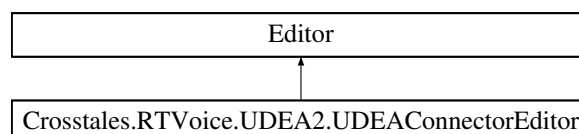
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAConnector.cs

5.69 Crosstales.RTVoice.UDEA2.UDEAConnectorEditor Class Reference

Custom editor for the '[UDEAConnector](#)'-class.

Inheritance diagram for Crosstales.RTVoice.UDEA2.UDEAConnectorEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.69.1 Detailed Description

Custom editor for the 'UDEAConnector'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Editor/UDEAConnectorEditor.cs

5.70 Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper Class Reference

Wrapper for an UDEA-character to an RT-Voice.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string **UDEAVoiceName** = string.Empty
"Name of the UDEA-character on-screen."
- string **RTVoiceNameWindows** = string.Empty
"Name of the RT-Voice under Windows."
- string **RTVoiceNameMac** = string.Empty
Name of the RT-Voice under macOS.
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = string.Empty
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = string.Empty
Name of the RT-Voice under WSA.
- AudioSource **Source**
Origin AudioSource (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).
- bool **IgnoreCharacter** = false
Ignore this character (default: off).
- bool **initalized** = false

Properties

- string **RTVoiceName** [get]
Name of the RT-Voice.

5.70.1 Detailed Description

Wrapper for an UDEA-character to an RT-Voice.

5.70.2 Member Data Documentation

5.70.2.1 `bool Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.IgnoreCharacter = false`

Ignore this character (default: off).

5.70.2.2 `float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Pitch = 1f`

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.70.2.3 `float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Rate = 1f`

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.70.2.4 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

5.70.2.5 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameIOS = string.Empty`

Name of the RT-Voice under iOS.

5.70.2.6 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameMac = string.Empty`

Name of the RT-Voice under macOS.

5.70.2.7 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWindows = string.Empty`

"Name of the RT-Voice under Windows.

5.70.2.8 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.70.2.9 `AudioSource Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Source`

Origin AudioSource (optional).

5.70.2.10 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.UDEAVoiceName = string.Empty`

"Name of the UDEA-character on-screen.

5.70.2.11 `float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Volume = 1f`

Volume of the speaker in percent (1 = 100%, default: 1, optional).

5.70.3 Property Documentation

5.70.3.1 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceName` `[get]`

Name of the RT-Voice.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAVoiceWrapper.cs

5.71 Crosstales.RTVoice.EditorExt.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result)

Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.71.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↵ Editor/UpdateCheck.cs

5.72 Crosstales.RTVoice.Model.Voice Class Reference

[Model](#) for a voice.

Public Member Functions

- [Voice](#) (string name, string description, string gender, string age, string culture)
Instantiate the class.
- [Voice](#) (string name, string description, string culture)
Instantiate the class.
- string [ToShortString](#) ()
Returns a short ToString()-variant.
- override string [ToString](#) ()

Public Attributes

- string [Name](#)
Name of the RT-Voice.
- string [Description](#) = string.Empty
Description of the RT-Voice.
- string [Gender](#) = string.Empty
Gender of the RT-Voice (Windows only).
- string [Age](#) = string.Empty
Age of the RT-Voice (Windows only).
- string [Culture](#) = string.Empty
Culture of the RT-Voice.

5.72.1 Detailed Description

[Model](#) for a voice.

5.72.2 Constructor & Destructor Documentation

5.72.2.1 Crosstales.RTVoice.Model.Voice.Voice (string name, string description, string gender, string age, string culture)

Instantiate the class.

Parameters

<i>name</i>	Name of the RT-Voice.
<i>description</i>	Description of the RT-Voice.
<i>gender</i>	Gender of the RT-Voice (Windows only).
<i>age</i>	Age of the RT-Voice (Windows only).
<i>culture</i>	Culture of the RT-Voice.

5.72.2.2 Crosstales.RTVoice.Model.Voice.Voice (string name, string description, string culture)

Instantiate the class.

Parameters

<i>name</i>	Name of the RT-Voice.
<i>description</i>	Description of the RT-Voice.
<i>culture</i>	Culture of the RT-Voice.

5.72.3 Member Function Documentation

5.72.3.1 `string Crosstales.RTVoice.Model.Voice.ToShortString ()`

Returns a short ToString()-variant.

Returns

Returns a short ToString()-variant.

5.72.4 Member Data Documentation

5.72.4.1 `string Crosstales.RTVoice.Model.Voice.Age = string.Empty`

Age of the RT-Voice (Windows only).

5.72.4.2 `string Crosstales.RTVoice.Model.Voice.Culture = string.Empty`

Culture of the RT-Voice.

5.72.4.3 `string Crosstales.RTVoice.Model.Voice.Description = string.Empty`

Description of the RT-Voice.

5.72.4.4 `string Crosstales.RTVoice.Model.Voice.Gender = string.Empty`

Gender of the RT-Voice (Windows only).

5.72.4.5 `string Crosstales.RTVoice.Model.Voice.Name`

Name of the RT-Voice.

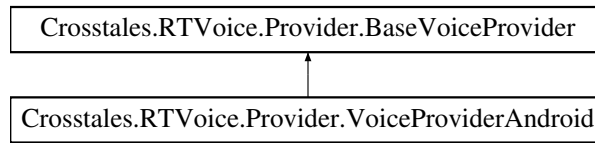
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Voice.cs

5.73 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



Public Member Functions

- 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.
- void **ShutdownTTS** ()

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.73.1 Detailed Description

Android voice provider.

5.73.2 Member Function Documentation

5.73.2.1 override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.73.2.2 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](#).

5.73.2.3 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](#).

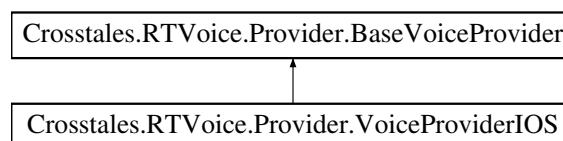
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Provider/VoiceProviderAndroid.cs

5.74 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for [Crosstales.RTVoice.Provider.VoiceProviderIOS](#):



Public Member Functions

- override void [Silence](#) ()
Silence all active TTS-providers.
- 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.

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 everytime a new word is spoken.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.74.1 Detailed Description

iOS voice provider.

5.74.2 Member Function Documentation

5.74.2.1 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.
--------------	---------------------------

5.74.2.2 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices (string *voicesText*) [static]

Receives all voices

Parameters

<i>voicesText</i>	All voices as text string.
-------------------	----------------------------

5.74.2.3 override void Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.74.2.4 **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](#).

5.74.2.5 **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](#).

5.74.2.6 **static void** Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken () [static]

Called everytime a new word is spoken.

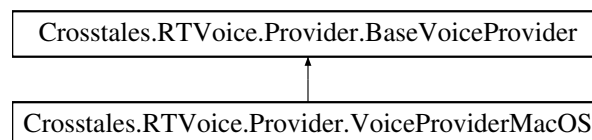
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/Scripts/Provider/VoiceProviderIOS.cs

5.75 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



Public Member Functions

- **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.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.75.1 Detailed Description

MacOS voice provider.

5.75.2 Member Function Documentation

5.75.2.1 override IEnumerator [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#).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](#).

5.75.2.2 override IEnumerator [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#).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](#).

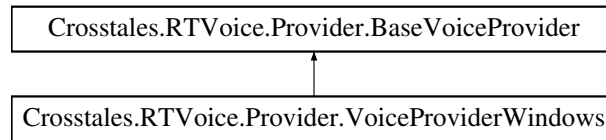
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↵ Scripts/Provider/VoiceProviderMacOS.cs

5.76 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for [Crosstales.RTVoice.Provider.VoiceProviderWindows](#):



Public Member Functions

- 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.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.76.1 Detailed Description

Windows voice provider.

5.76.2 Member Function Documentation

5.76.2.1 override IEnumerator [Crosstales.RTVoice.Provider.VoiceProviderWindows.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](#).

5.76.2.2 override IEnumerator [Crosstales.RTVoice.Provider.VoiceProviderWindows.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.
----------------	------------------------------

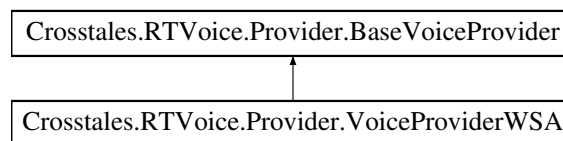
Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Provider/VoiceProviderWindows.cs

5.77 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:



Public Member Functions

- 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.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.77.1 Member Function Documentation

5.77.1.1 override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.77.1.2 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](#).

5.77.1.3 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](#).

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Provider/VoiceProviderWSA.cs

5.78 Crosstales.RTVoice.Model.Wrapper Class Reference

[Wrapper](#) for "Speak"-function calls.

Public Member Functions

- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="")
Instantiate the class.
- [Wrapper](#) (System.Guid uid, string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, Audio↔ Source source=null, bool speakImmediately=true, string outputFile="")
Instantiate the class.
- override string **Tostring** ()

Public Attributes

- System.Guid [Uid](#)
UID of the speech.
- string [Text](#)
Text for the speech.
- AudioSource [Source](#)
AudioSource for the speech.
- [Voice](#) [Voice](#)
Voice for the speech.
- bool [SpeakImmediately](#)
Speak immediately after the audio generation. Only works if 'Source' is not null.
- string [OutputFile](#)
Output file (without extension) for the generated audio.

Properties

- 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).

5.78.1 Detailed Description

[Wrapper](#) for "Speak"-function calls.

5.78.2 Constructor & Destructor Documentation

5.78.2.1 `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 = " ")`

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech.
<i>rate</i>	Rate of the speech (values: 0-3).
<i>pitch</i>	Pitch of the speech (values: 0-2).
<i>volume</i>	Volume of the speech (values: 0-1, Windows only).
<i>source</i>	AudioSource for the speech.
<i>speakImmediately</i>	>Speak immediately after the audio generation. Only works if 'Source' is not null.
<i>outputFile</i>	Output file (without extension) for the generated audio.

5.78.2.2 `Crosstales.RTVoice.Model.Wrapper.Wrapper (System.Guid uid, string text, Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f, AudioSource source = null, bool speakImmediately = true, string outputFile = " ")`

Instantiate the class.

Parameters

<i>uid</i>	UID of the speech.
<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech.
<i>rate</i>	Rate of the speech (values: 0-3).
<i>pitch</i>	Pitch of the speech (values: 0-2).
<i>volume</i>	Volume of the speech (values: 0-1, Windows only).
<i>source</i>	AudioSource for the speech.
<i>speakImmediately</i>	>Speak immediately after the audio generation. Only works if 'Source' is not null.
<i>outputFile</i>	Output file (without extension) for the generated audio.

5.78.3 Member Data Documentation

5.78.3.1 `string Crosstales.RTVoice.Model.Wrapper.OutputFile`

Output file (without extension) for the generated audio.

5.78.3.2 `AudioSource Crosstales.RTVoice.Model.Wrapper.Source`

AudioSource for the speech.

5.78.3.3 `bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately`

Speak immediately after the audio generation. Only works if 'Source' is not null.

5.78.3.4 `string Crosstales.RTVoice.Model.Wrapper.Text`

Text for the speech.

5.78.3.5 `System.Guid Crosstales.RTVoice.Model.Wrapper.Uid`

UID of the speech.

5.78.3.6 `Voice Crosstales.RTVoice.Model.Wrapper.Voice`

Voice for the speech.

5.78.4 Property Documentation

5.78.4.1 `float Crosstales.RTVoice.Model.Wrapper.Pitch` `[get]`, `[set]`

Pitch of the speech (values: 0-2).

5.78.4.2 `float Crosstales.RTVoice.Model.Wrapper.Rate` `[get]`, `[set]`

Rate of the speech (values: 0-3).

5.78.4.3 `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/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/Scripts/Model/Wrapper.cs`

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