

**Mce Inc Documentation :**

**SpeechEngine Plugin**

**Mamadou Cisse**

What is it?

A solution to save, use Google Text to Speech api on android device with Unity3D.

What’s in the Package?

**MceInc.dll:** The dll file which contains some a part of [Mce Inc Engine](http://www.mceinc-engine.com.s3-website.eu-west-2.amazonaws.com/html/namespace_mce_inc_engine_1_1_resource_management.html) .

**SpeechEngine.cs:** The main script of this package. All functions of this script are statics.

**Locale.cs:** A script which represents a java.util.locale object.

**Test.cs:** The test script.

Getting Stated

**1 - Configuration**

First of all, you must to switch the current platform to Android, because, the engine works only on android device.



**2 – Choose a language.**

As stated above, all functions of this package are statics, you don’t need to place a Game Object in your scene to use the engine.

If you want to change the language of the engine,

Call the function SpeechEngine.SetLanguage(Locale locale);

By default, there is a static instance of all supported language of the speech engine (32) without a specified country.

There is also a reference of all supported languages and (country) of the engine like ‘French-Canadian’. So, if you want to specified the country of the language, you can use the third parameter of Locale class constructor like

Locale l = new Locale (“French Canada”, “fr”, “CA”);

To test if a language is supported, you can use the function:

SpeechEngine.IsSupported(Locale locale);

or display the content of the array “SpeechEngine.AvailableLocales” like on the test script with the dropdown list.

There is 255 instance of Locale class in the array “SpeechEngine.AvailableLocales”.

**3 - Speak**

If you want to speak a message, call the function:

SpeechEngine.Speak(string message);

There is a second version of this function which take a parameter time, this function allows you to makes pause during the speak.

Example:

With the sentence “This {pause} is {pause} a {pause} test”,

when you call the function SpeechEngine.Speak(string 1);

The engine makes pause during 1 second each time there is ‘{pause}’ in the sentence.

**4 – Complement**

* **ISI Localization: T**his plugin is compatible with [ISI Localization](http://u3d.as/s7c) plugin. If you want to use the current language of ISI Localization as speak language, you can add the following line somewhere in your code:

SpeechEngine.SetLanguage(ISILocalization.CurrentLanguage. ToLocale ());

* **Change the voice:** If you want to modify the voice, you can change the value of the properties:

“SpeechEngine.PitchValue” and “SpeechEngine.SpeechRateValue”.

* **Disable the engine:** If you want to disable the engine, change the value of the properties “SpeechEngine.IsEnabled”.
* **Speaking status:** If you want to know if the engine is speaking, use the property “SpeechEngine.IsSpeaking”.
* **Engine status:** If the engine not works and you want to know the why, display the value of “SpeechEngine.Status”.

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Good luck for your projects.