Speech synthesis

Configure voices to speak strings of text.

Overview

The Speech Synthesis framework manages voice and speech synthesis, and requires two primary tasks:

Create an `AVSpeechUtterance` instance that contains the text to speak. Optionally, configure speech parameters, such as voice and rate, for each utterance.

```
// Create an utterance.
let utterance = AVSpeechUtterance(string: "The quick brown fox jumped over the lazy

// Configure the utterance.
utterance.rate = 0.57
utterance.pitchMultiplier = 0.8
utterance.postUtteranceDelay = 0.2
utterance.volume = 0.8

// Retrieve the British English voice.
let voice = AVSpeechSynthesisVoice(language: "en-GB")

// Assign the voice to the utterance.
utterance.voice = voice
```

Pass the utterance to an `AVSpeechSynthesizer` instance to produce spoken audio.

```
// Create a speech synthesizer.
let synthesizer = AVSpeechSynthesizer()
```

```
// Tell the synthesizer to speak the utterance.
```

Optionally, use the speech synthesizer instance to control or respond to ongoing speech; for example, assign its `delegate` to receive speech event notifications.

> **Note**
>
> Speech generation occurs on device and isn't sent to a server for processing.

Topics

Spoken text attributes

`class` `AVSpeechUtterance`

An object that encapsulates the text for speech synthesis and parameters that affect the speech.

`class` `AVSpeechSynthesisVoice`

A distinct voice for use in speech synthesis.

Speech synthesis controls

`class` `AVSpeechSynthesizer`

An object that produces synthesized speech from text utterances and enables monitoring or controlling of ongoing speech.

Speech synthesis audio unit

`class` `AVSpeechSynthesisProviderAudioUnit`

An object that generates speech from text.

See Also

Audio

Audio playback, recording, and processing

Play, record, and process audio; configure your app’s system audio behavior.