

RT-Voice PRO

Hearing is understanding



API

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Chapter 4

Namespace Documentation

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Namespaces

Classes

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4.2 Crosstales.Common Namespace Reference

Namespaces

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Classes

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- class BaseSetupResources
Base for copying all resources to 'Editor Default Resources'.
- class NYCheck
Checks if a 'Happy new year'-message must be displayed.
- class OCCheck
Checks if 'Online Check' is installed.
- class SetApiLevel
Sets the required .NET API level.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class BaseEditorHelper
Base for various Editor helper functions.
- class BaseGAApi
Base GA-wrapper API.

4.5 Crosstales.Common.Model Namespace Reference

Namespaces

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum Platform {
Windows, OSX, Linux, IOS,
Android, WSA, Web, Unsupported,
MaryTTS }
All available platforms.

4.6.1 Enumeration Type Documentation

4.6.1.1 enum Crosstales.Common.Model.Enum.Platform [strong]

All available platforms.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class BackgroundController
Enables or disable game objects on Android or iOS in the background.
- class BaseConstants
Base for collected constants of very general utility for the asset.
- class BaseHelper
Base for various helper functions.
- class CTPlayerPrefs
Wrapper for the PlayerPrefs.
- class CTWebClient
Specialized WebClient.
- class FFTAnalyzer

- *FFT analyzer for an audio channel.*
- class PlatformController
 - *Enables or disable game objects for a given platform.*
- class RandomColor
 - *Random color changer.*
- class RandomRotator
 - *Random rotation changer.*
- class RandomScaler
 - *Random scale changer.*
- class SerializableDictionary
 - *Serializable Dictionary-class for XML.*
- class SerializeDeSerialize
 - *Serialize and deserialize objects to/from binary files.*
- class SpectrumVisualizer
 - *Simple spectrum visualizer.*
- class SurviveSceneSwitch
 - *Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.*
- class TakeScreenshot
 - *Take screen shots inside an application.*
- class XmlHelper
 - *Helper-class for XML.*

4.8 Crosstales.RTVoice Namespace Reference

Namespaces

- namespace Util
 - *WAV utility for recording and audio playback functions in Unity.*

Classes

- class LiveSpeaker
 - *Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").*
- class Speaker
 - *Main component of RTVoice.*

Functions

- delegate void **VoicesReady** ()
- delegate void **SpeakStart** (Model.Wrapper wrapper)
- delegate void **SpeakComplete** (Model.Wrapper wrapper)
- delegate void **SpeakCurrentWord** (Model.Wrapper wrapper, string[] speechTextArray, int wordIndex)
- delegate void **SpeakCurrentPhoneme** (Model.Wrapper wrapper, string phoneme)
- delegate void **SpeakCurrentViseme** (Model.Wrapper wrapper, string viseme)
- delegate void **SpeakAudioGenerationStart** (Model.Wrapper wrapper)
- delegate void **SpeakAudioGenerationComplete** (Model.Wrapper wrapper)
- delegate void **ErrorInfo** (Model.Wrapper wrapper, string info)
- delegate void **ProviderChange** (string provider)

4.9 Crosstales.RTVoice.AWSPolly Namespace Reference

Classes

- class Switcher
Simple switcher to test the functionality of the AWS Polly provider.
- class VoiceProviderAWS
AWS Polly voice provider.
- class VoiceProviderAWSEditor
Custom editor for the 'VoiceProviderAWS'-class.
- class VoiceProviderAWSGameObject
Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.
- class VoiceProviderAWSMenu
Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

Enumerations

- enum Endpoint {
 APNortheast1, APNortheast2, APSouth1, APSoutheast1,
 APSoutheast2, CACentral1, CNNorth1, EUCentral1,
 EUWest1, EUWest2, SAEast1, USEast1,
 USEast2, USGovCloudWest1, USWest1, USWest2 }
All available AWS Polly endpoints.

4.9.1 Enumeration Type Documentation

4.9.1.1 enum Crosstales.RTVoice.AWSPolly.Endpoint [strong]

All available AWS Polly endpoints.

4.10 Crosstales.RTVoice.Demo Namespace Reference

Namespaces

Classes

- class Dialog
Simple dialog system with TTS voices.
- class GUIAudioFilter
Simple GUI for audio filters.
- class GUIDialog
Simple GUI for runtime dialogs with all available OS voices.
- class GUIMain
Main GUI component for all demo scenes.
- class GUIMultiAudioFilter
Simple GUI for audio filters on multiple objects.
- class GUIScenes

- Main GUI scene manager for all demo scenes.*
- class GUISpeech
 - Simple GUI for runtime TTS with all available OS voices.*
- class NativeAudio
 - Simple example with native audio for exact timing.*
- class PreGeneratedAudio
 - Simple example with pre-generated audio for exact timing.*
- class SendMessage
 - Simple "SendMessage" example.*
- class SequenceCaller
 - Simple Sequence caller example.*
- class Simple
 - Simple TTS example.*
- class SimpleNative
 - Simple native TTS example.*
- class SpeakWrapper
 - Wrapper for the dynamic speakers.*

4.11 Crosstales.RTVoice.Demo.Util Namespace Reference

Classes

- class iOSController
 - Enables MaryTTS on iOS for specific scenes.*
- class MaterialChanger
 - Changes the material of a renderer while an AudioSource is playing.*
- class NativeController
 - Enables or disable game objects for native mode.*
- class PlatformController
 - Enables or disable game objects for a given platform.*

4.12 Crosstales.RTVoice.EditorExtension Namespace Reference

Classes

- class AudioFileGeneratorEditor
 - Custom editor for the 'SpeechText'-class.*
- class ChangeGenderEditor
 - Custom editor for the 'ChangeGender'-class.*
- class LoudspeakerEditor
 - Custom editor for the 'Loudspeaker'-class.*
- class ParalanguageEditor
 - Custom editor for the 'Paralanguage'-class.*
- class SequencerEditor
 - Custom editor for the 'Sequencer'-class.*
- class SpeakerEditor
 - Custom editor for the 'Speaker'-class.*
- class SpeechTextEditor
 - Custom editor for the 'SpeechText'-class.*
- class TextFileSpeakerEditor
 - Custom editor for the 'TextFileSpeaker'-class.*
- class VoiceInitializerEditor
 - Custom editor for the 'VoiceInitializer'-class.*

4.13 Crosstales.RTVoice.EditorIntegration Namespace Reference

Classes

- class ConfigBase
Base class for editor windows.
- class ConfigPreferences
Unity "Preferences" extension.
- class ConfigWindow
Editor window extension.
- class RTVoiceGameObject
Editor component for the "Hierarchy"-menu.
- class RTVoiceMenu
Editor component for the "Tools"-menu.

4.14 Crosstales.RTVoice.EditorTask Namespace Reference

Classes

- class AutoInitalize
Automatically adds the necessary RTVoice-prefabs to the current scene.
- class CheckIL2CPP
Checks if IL2CPP is enabled under standalone.
- class CompileDefines
Adds the given define symbols to PlayerSettings define symbols.
- class ConfigLoader
Loads the configuration at startup.
- class Launch
Show the configuration window on the first launch.
- class ReminderCheck
Reminds the customer to create an UAS review.
- class SetupResources
Moves all needed resources to 'Editor Default Resources'.
- class Tracer
Gather some tracing data for the asset.
- class UpdateCheck
Checks for updates of the asset.

Enumerations

- enum UpdateStatus {
 NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_PRO,
 UPDATE_VERSION, DEPRECATED, V2019 }
All possible update stati.

4.14.1 Enumeration Type Documentation

4.14.1.1 enum Crosstales.RTVoice.EditorTask.UpdateStatus [strong]

All possible update stati.

4.15 Crosstales.RTVoice.EditorUtil Namespace Reference

Classes

- class EditorConfig
Editor configuration for the asset.
- class EditorConstants
Collected constants of very general utility for the asset.
- class EditorHelper
Editor helper class.
- class GAApi
GA-wrapper API.

4.16 Crosstales.RTVoice.Model Namespace Reference

Namespaces

Classes

- class Sequence
Model for a sequence.
- class Voice
Model for a voice.
- class VoiceAlias
Alias for multiple voices on different platforms.
- class Wrapper
Wrapper for "Speak"-function calls.

4.17 Crosstales.RTVoice.Model.Enum Namespace Reference

Enumerations

- enum ESpeakModifiers {
 none, **m1**, **m2**, **m3**,
 m4, **m5**, **m6**, **f1**,
 f2, **f3**, **f4**, **croak**,
 whisper }
The modifiers for eSpeak voices (m1-m6 = male, f1-f4 = female).
- enum Gender { **MALE**, **FEMALE**, **UNKNOWN** }

The genders for voices.

- enum MaryTTSType { **RAWMARYXML**, **EMOTIONML**, **SSML**, **TEXT** }

The different MaryTTS input types.

- enum ProviderType { **Windows**, **macOS**, **Android**, **iOS**, **WSA**, **MaryTTS**, **Linux** }

Available provider types.

- enum SpeakMode { **Speak**, **SpeakNative** }

Available Speak-modes.

4.17.1 Enumeration Type Documentation

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

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

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

The genders for voices.

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

The different MaryTTS input types.

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

Available provider types.

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

Available Speak-modes.

4.18 Crosstales.RTVoice.PlayMaker Namespace Reference

Classes

- class SilenceEditor
Custom editor for the Silence-action.
- class SpeakEditor
Custom editor for the Speak-action.
- class SpeakUIEditor
Custom editor for the SpeakUI-action.

4.19 Crosstales.RTVoice.Provider Namespace Reference

Classes

- class BaseCustomVoiceProvider
Base class for custom voice providers (TTS-systems).
- class BaseVoiceProvider
Base class for voice providers.
- interface IVoiceProvider
Interface for all voice providers.
- class VoiceProviderAndroid
Android voice provider.
- class VoiceProviderIOS
iOS voice provider.
- class VoiceProviderLinux
Linux voice provider. Note: needs eSpeak to work: => <http://espeak.sourceforge.net/>
- class VoiceProviderMacOS
MacOS voice provider.
- class VoiceProviderMary
MaryTTS voice provider.
- class VoiceProviderWindows
Windows voice provider.
- class VoiceProviderWindowsLegacy
Windows voice provider (Legacy).
- class VoiceProviderWSA
WSA (UWP) voice provider.

4.20 Crosstales.RTVoice.SALSA Namespace Reference

Classes

- class Bots
This is class for conversations between two SALSA-Bots.
- class Speak
- class Speak2D
- class SpeakSimple

4.21 Crosstales.RTVoice.Tool Namespace Reference

Classes

- class AudioFileGenerator
Process files with configured speeches.
- class ChangeGender
Change the gender of all voices (useful for eSpeak).
- class Loudspeaker
Loudspeaker for an AudioSource.

- class Paralanguage
Para-language simulator with audio files.
- class Sequencer
Simple sequencer for dialogues.
- class SpeechText
Allows to speak and store generated audio.
- class TextFileSpeaker
Allows to speak text files.
- class VoiceInitalizer
Allows to initalize voices (useful on Android).

4.22 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.

4.23 Crosstales.RTVoice.Util Namespace Reference

WAV utility for recording and audio playback functions in Unity.

Classes

- class Config
Configuration for the asset.
- class Constants
Collected constants of very general utility for the asset.
- class Helper
Various helper functions.
- class WavMaster

4.23.1 Detailed Description

WAV utility for recording and audio playback functions in Unity.

- Use "ToAudioClip" method for loading wav file / bytes. Loads .wav (PCM uncompressed) files at 8,16,24 and 32 bits and converts data to Unity's AudioClip.
- Use "FromAudioClip" method for saving wav file / bytes. Converts an AudioClip's float data into wav byte array at 16 bit.

Partially based on: <https://github.com/deadlyfingers/UnityWav>

4.24 Crosstales.UI Namespace Reference

Namespaces

Classes

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

4.25 Crosstales.UI.Util Namespace Reference

Classes

- class AudioFilterController
Controller for audio filters.
- class AudioSourceController
Controller for AudioSources.
- class FPSDisplay
Simple FPS-Counter.
- class ScrollRectHandler
Changes the sensitivity of ScrollRects under various platforms.

4.26 HutongGames Namespace Reference

Namespaces

4.27 HutongGames.PlayMaker Namespace Reference

Namespaces

4.28 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.

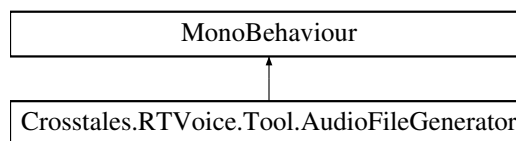
Chapter 5

Class Documentation

5.1 Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference

Process files with configured speeches.

Inheritance diagram for Crosstales.RTVoice.Tool.AudioFileGenerator:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **OnValidate** ()
- void **Generate** ()
Generate the audio files from the text files.
- IEnumerator **generate** ()
- void **Normalize** (string inputFile)
- float **GetMaxPeak** (string inputFile)

Public Attributes

- TextAsset[] TextFiles
Text files to generate.
- bool FileInsideAssets = true
Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath' (default: true).
- bool **isNormalize** = false
- bool GenerateOnStart = false
Enable generating of the texts on start (default: false).

5.1.1 Detailed Description

Process files with configured speeches.

5.1.2 Member Function Documentation

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

Generate the audio files from the text files.

5.1.3 Member Data Documentation

5.1.3.1 bool Crosstales.RTVoice.Tool.AudioFileGenerator.FileInsideAssets = true

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

5.1.3.2 bool Crosstales.RTVoice.Tool.AudioFileGenerator.GenerateOnStart = false

Enable generating of the texts on start (default: false).

5.1.3.3 TextAsset [] Crosstales.RTVoice.Tool.AudioFileGenerator.TextFiles

Text files to generate.

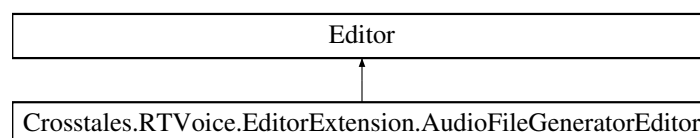
The documentation for this class was generated from the following file:

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

5.2 Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor:



Public Member Functions

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

5.2.1 Detailed Description

Custom editor for the 'SpeechText'-class.

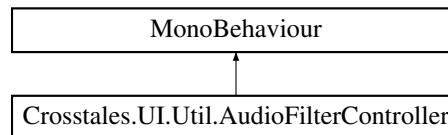
The documentation for this class was generated from the following file:

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

5.3 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **FindAllAudioFilters** ()
Finds all audio filters in the scene.
- void **ResetAudioFilters** ()
Resets all audio filters.
- void **ReverbFilterDropdownChanged** (System.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)

Public Attributes

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

5.3.1 Detailed Description

Controller for audio filters.

5.3.2 Member Function Documentation

5.3.2.1 void Crosstales.UI.Util.AudioFilterController.FindAllAudioFilters ()

Finds all audio filters in the scene.

5.3.2.2 void Crosstales.UI.Util.AudioFilterController.ResetAudioFilters ()

Resets all audio filters.

5.3.3 Member Data Documentation

5.3.3.1 bool Crosstales.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true

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

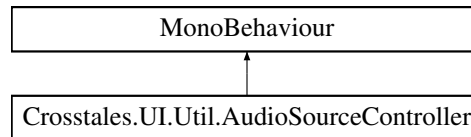
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioFilterController.cs

5.4 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



Public Member Functions

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

Public Attributes

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

5.4.1 Detailed Description

Controller for AudioSources.

5.4.2 Member Function Documentation

5.4.2.1 void Crosstales.UI.Util.AudioSourceController.FindAllAudioSources ()

Finds all audio sources in the scene.

5.4.2.2 void Crosstales.UI.Util.AudioSourceController.ResetAllAudioSources ()

Resets all audio sources.

5.4.3 Member Data Documentation

5.4.3.1 AudioSource [] Crosstales.UI.Util.AudioSourceController.AudioSources

Active controlled AudioSources.

5.4.3.2 bool Crosstales.UI.Util.AudioSourceController.FindAllAudioSourcesOnStart = true

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

5.4.3.3 bool Crosstales.UI.Util.AudioSourceController.Loop = false

Loop on/off (default: false).

5.4.3.4 bool Crosstales.UI.Util.AudioSourceController.Mute = false

Mute on/off (default: false).

5.4.3.5 float Crosstales.UI.Util.AudioSourceController.Pitch = 1f

Pitch of the audio (default: 1).

5.4.3.6 bool Crosstales.UI.Util.AudioSourceController.ResetAudioSourcesOnStart = true

Resets all active AudioSources (default: true).

5.4.3.7 float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f

Stereo pan of the audio (default: 0).

5.4.3.8 float Crosstales.UI.Util.AudioSourceController.Volume = 1f

Volume of the audio (default: 1)

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

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

5.5 Crosstales.RTVoice.EditorTask.AutoInitialize Class Reference

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

5.5.1 Detailed Description

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

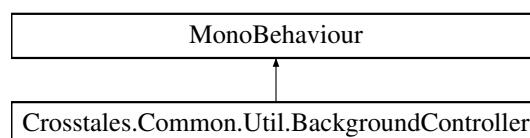
The documentation for this class was generated from the following file:

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

5.6 Crosstales.Common.Util.BackgroundController Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



Public Member Functions

- void **Start** ()

Public Attributes

- GameObject[] Objects

Selected objects to disable in the background for the controller.

5.6.1 Detailed Description

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

5.6.2 Member Data Documentation

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

Selected objects to disable in the background for the controller.

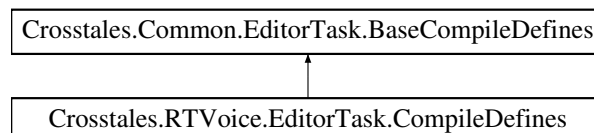
The documentation for this class was generated from the following file:

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

5.7 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Protected Member Functions

- static void **setCompileDefines** (string[] symbols)

5.7.1 Detailed Description

Base for adding the given define symbols to PlayerSettings define symbols.

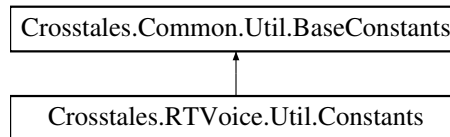
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Task/BaseCompileDefines.cs

5.8 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Public Attributes

- const string ASSET_AUTHOR = "crosstales LLC"
Author of the asset.
- const string ASSET_AUTHOR_URL = "https://www.crosstales.com"
URL of the asset author.
- const string ASSET_CT_URL = "https://goo.gl/qwtXyb"
URL of the crosstales assets in UAS.
- const string ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string ASSET_SOCIAL_XING = "https://www.xing.com/companies/crosstales"
URL of the crosstales XING-profile.
- const string ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011IN↵GT"
URL of the 3rd party asset "PlayMaker".
- const int FACTOR_KB = 1024
Factor for kilo bytes.
- const int FACTOR_MB = FACTOR_KB * 1024
Factor for mega bytes.
- const int FACTOR_GB = FACTOR_MB * 1024
Factor for giga bytes.
- const float FLOAT_32768 = 32768f
Float value of 32768.
- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"
ToString for two decimal places.
- const string FORMAT_NO_DECIMAL_PLACES = "0"
ToString for no decimal places.
- const string FORMAT_PERCENT = "0%"
ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string PATH_DELIMITER_WINDOWS = @"\"
Path delimiter for Windows.
- const string PATH_DELIMITER_UNIX = "/"
Path delimiter for Unix.

Static Public Attributes

- static bool DEV_DEBUG = false
Development debug logging for the asset.
- static string TEXT_TOSTRING_END = "}"
- static string TEXT_TOSTRING_DELIMITER = ", "
- static string TEXT_TOSTRING_DELIMITER_END = ""
- static string TEXT_TOSTRING_START = "{"
- static string PREFIX_HTTP = "http://"
- static string PREFIX_HTTPS = "https://"
- static int PROCESS_KILL_TIME = 5000
Kill processes after 5000 milliseconds.

Properties

- static string PREFIX_FILE [get]
URL prefix for files.
- static string APPLICATION_PATH [get]
Application path.

5.8.1 Detailed Description

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

5.8.2 Member Data Documentation

5.8.2.1 `const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011INGT"`

URL of the 3rd party asset "PlayMaker".

5.8.2.2 `const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC"`

Author of the asset.

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

URL of the asset author.

5.8.2.4 `const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://goo.gl/qwtXyb"`

URL of the crosstales assets in UAS.

5.8.2.5 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"`

URL of the crosstales Discord-channel.

5.8.2.6 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"`

URL of the crosstales Facebook-profile.

5.8.2.7 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"`

URL of the crosstales LinkedIn-profile.

5.8.2.8 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"`

URL of the crosstales Twitter-profile.

5.8.2.9 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_XING = "https://www.xing.com/companies/crosstales"`

URL of the crosstales XING-profile.

5.8.2.10 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"`

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

5.8.2.12 `const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024`

Factor for giga bytes.

5.8.2.13 `const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024`

Factor for kilo bytes.

5.8.2.14 `const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024`

Factor for mega bytes.

5.8.2.15 `const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f`

Float value of 32768.

5.8.2.16 `const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0"`

ToString for no decimal places.

5.8.2.17 `const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%"`

ToString for percent.

5.8.2.18 `const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00"`

ToString for two decimal places.

5.8.2.19 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/"`

Path delimiter for Unix.

5.8.2.20 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\"`

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

5.8.3 Property Documentation

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

Application path.

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

URL prefix for files.

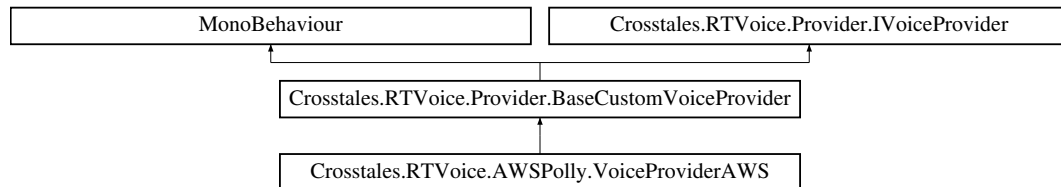
The documentation for this class was generated from the following file:

- `D:/slauberberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Scripts/Util/BaseConstants.cs`

5.9 Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Provider.BaseCustomVoiceProvider:



Public Member Functions

- virtual void Silence ()
Silence all active TTS-providers.
- virtual void Silence (string uid)
Silence the current TTS-provider (native mode).
- abstract IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- abstract IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- abstract IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- abstract void Load ()
Load the provider (e.g. all voices).

Protected Member Functions

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

Protected Attributes

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

Static Protected Attributes

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

Properties

- VoicesReady OnVoicesReady
An event triggered whenever the voices of a provider are ready.
- SpeakStart OnSpeakStart
An event triggered whenever a speak is started.
- SpeakComplete OnSpeakComplete
An event triggered whenever a speak is completed.
- SpeakCurrentWord OnSpeakCurrentWord
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- SpeakCurrentPhoneme OnSpeakCurrentPhoneme
An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- SpeakCurrentViseme OnSpeakCurrentViseme
An event triggered whenever a new viseme is spoken (native mode, Windows only).
- SpeakAudioGenerationStart OnSpeakAudioGenerationStart
An event triggered whenever a speak audio generation is started.
- SpeakAudioGenerationComplete OnSpeakAudioGenerationComplete
An event triggered whenever a speak audio generation is completed.
- ErrorInfo OnErrorInfo
An event triggered whenever an error occurs.
- bool **isActive** [get, set]
- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- virtual System.Collections.Generic.List< Model.Voice > **Voices** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

5.9.1 Detailed Description

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

5.9.2 Member Function Documentation

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

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

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.

5.9.2.2 abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Load () [pure virtual]

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

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.

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

Silence all active TTS-providers.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

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

Silence the current TTS-provider (native mode).

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

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

The current provider speaks a text with a given voice.

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.

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

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

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.

5.9.3 Property Documentation

5.9.3.1 **ErrorInfo** Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnErrorInfo [add], [remove]

An event triggered whenever an error occurs.

5.9.3.2 **SpeakAudioGenerationComplete** Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudioGenerationComplete [add], [remove]

An event triggered whenever a speak audio generation is completed.

5.9.3.3 **SpeakAudioGenerationStart** Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudioGenerationStart [add], [remove]

An event triggered whenever a speak audio generation is started.

5.9.3.4 **SpeakComplete** Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakComplete [add], [remove]

An event triggered whenever a speak is completed.

5.9.3.5 **SpeakCurrentPhoneme** Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentPhoneme [add], [remove]

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

5.9.3.6 **SpeakCurrentViseme** Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentViseme [add], [remove]

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

5.9.3.7 **SpeakCurrentWord** Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentWord [add], [remove]

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

5.9.3.8 SpeakStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakStart [add],[remove]

An event triggered whenever a speak is started.

5.9.3.9 VoicesReady Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnVoicesReady [add],[remove]

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

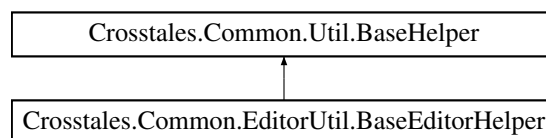
The documentation for this class was generated from the following file:

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

5.10 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void RestartUnity (string executeMethod="")
Restart Unity.

Additional Inherited Members

5.10.1 Detailed Description

Base for various Editor helper functions.

5.10.2 Member Function Documentation

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

Restart Unity.

Parameters

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

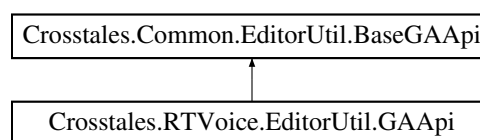
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Util/BaseEditorHelper.cs

5.11 Crosstales.Common.EditorUtil.BaseGAApi Class Reference

Base GA-wrapper API.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseGAApi:



Static Public Member Functions

- static void **Event** (string name, string version, string category, string action, string label="", int value=0)
Tracks an event from the asset.

Static Protected Attributes

- static readonly string **clientId** = SystemInfo.deviceUniqueIdentifier
- static readonly string **screenResolution** = Screen.currentResolution.ToString()
- static readonly string **userLanguage** = System.Threading.Thread.CurrentThread.CurrentCulture.Name
- static readonly string **unityVersion** = Application.unityVersion
- static readonly string **os** = SystemInfo.operatingSystem
- static readonly string **cpu** = SystemInfo.processorType
- static readonly int **cpuCores** = SystemInfo.processorCount
- static readonly int **cpuFrequency** = SystemInfo.processorFrequency
- static readonly string **productName** = Application.productName
- static readonly string **companyName** = Application.companyName
- static readonly int **memory** = SystemInfo.systemMemorySize
- static readonly string **gpu** = SystemInfo.graphicsDeviceName
- static readonly int **gpuMemory** = SystemInfo.graphicsMemorySize
- static readonly int **gpuShaderLevel** = SystemInfo.graphicsShaderLevel

5.11.1 Detailed Description

Base GA-wrapper API.

5.11.2 Member Function Documentation

- 5.11.2.1 static void **Crosstales.Common.EditorUtil.BaseGAApi.Event** (string name, string version, string category, string action, string label = " ", int value = 0) [static]

Tracks an event from the asset.

Parameters

<i>category</i>	Specifies the event category.
<i>action</i>	Specifies the event action.
<i>label</i>	Specifies the event label.
<i>value</i>	Specifies the event value.

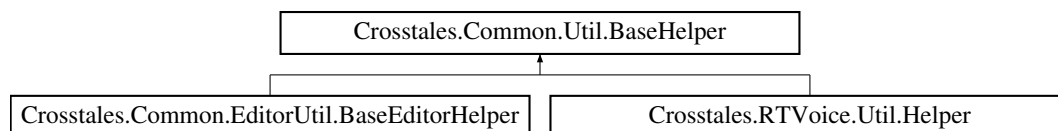
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Util/BaseGAApi.cs

5.12 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string CreateString (string replaceChars, int stringLength)
Creates a string of characters with a given length.
- static bool hasActiveClip (AudioSource source)
Determines if an AudioSource has an active clip.
- static bool RemoteCertificateValidationCallback (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string ValidatePath (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string ValidateFile (string path)
Validates a given file.
- static string ValidURLFromFilePath (string path)
Validates a given file.
- static string CleanUrl (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.

Parameters

url	URL to clean
removeProtocol	Remove the protocol, e.g. http:// (default: true, optional).
removeWWW	Remove www (default: true, optional).
removeSlash	Remove slash at the end (default: true, optional)

*Returns**Clean URL*

- static string ClearTags (string text)

Cleans a given text from tags.

- static string ClearSpaces (string text)

Cleans a given text from multiple spaces.

- static string ClearLineEndings (string text)

Cleans a given text from line endings.

- static System.Collections.Generic.List< string > SplitStringToLines (string text, bool ignoreCommented↵ Lines=true, int skipHeaderLines=0, int skipFooterLines=0)

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

- static string FormatBytesToHRF (long bytes)

Format byte-value to Human-Readable-Form.

- static string FormatSecondsToHourMinSec (double seconds)

Format seconds to Human-Readable-Form.

- static Color HSVToRGB (float h, float s, float v, float a=1f)

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

- static bool isValidURL (string url)

Checks if the URL is valid.

- static void FileCopy (string inputFile, string outputFile, bool move=false)

Copy or move a file.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")

Protected Attributes

- const string **file_prefix** = "file://"

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex** = new System.Text.Regular↵ Expressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.Regular↵ Expressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.Regular↵ Expressions.Regex(@"<.*?>")
- static readonly System.Random **rnd** = new System.Random()

Properties

- static bool `isInternetAvailable` [get]
Checks if an Internet connection is available.
- static bool `isWindowsPlatform` [get]
Checks if the current platform is Windows.
- static bool `isMacOSPlatform` [get]
Checks if the current platform is OSX.
- static bool `isLinuxPlatform` [get]
Checks if the current platform is Linux.
- static bool `isStandalonePlatform` [get]
Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool `isAndroidPlatform` [get]
Checks if the current platform is Android.
- static bool `isIOSPlatform` [get]
Checks if the current platform is iOS.
- static bool `isWSAPlatform` [get]
Checks if the current platform is WSA.
- static bool `isWebGLPlatform` [get]
Checks if the current platform is WebGL.
- static bool `isWebPlatform` [get]
Checks if the current platform is Web (WebPlayer or WebGL).
- static bool `isWindowsBasedPlatform` [get]
Checks if the current platform is Windows-based (Windows standalone or WSA).
- static bool `isAppleBasedPlatform` [get]
Checks if the current platform is Apple-based (macOS standalone or iOS).
- static bool `isEditor` [get]
Checks if we are inside the Editor.
- static bool `isEditorMode` [get]
Checks if we are in Editor mode.
- static Model.Enum.Platform `CurrentPlatform` [get]
Returns the current platform.

5.12.1 Detailed Description

Base for various helper functions.

5.12.2 Member Function Documentation

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

Cleans a given text from line endings.

Parameters

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

Returns

Clean text without line endings.

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

Cleans a given text from multiple spaces.

Parameters

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

Returns

Clean text without multiple spaces.

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

Cleans a given text from tags.

Parameters

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

Returns

Clean text without tags.

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

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

Copy or move a file.

Parameters

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

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

Format byte-value to Human-Readable-Form.

Returns

Formatted byte-value in Human-Readable-Form.

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

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

Determines if an AudioSource has an active clip.

Parameters

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

Returns

True if the AudioSource has an active clip.

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

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

Parameters

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

Returns

True if the current platform is supported.

5.12.2.10 static bool Crosstales.Common.Util.BaseHelper.IsValidURL (string url) [static]

Checks if the URL is valid.

Parameters

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

Returns

True if the URL is valid.

5.12.2.11 static bool Crosstales.Common.Util.BaseHelper.RemoteCertificateValidationCallback (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptograph↔y.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors) [static]

HTTPS-certification callback.

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

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

Parameters

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

Returns

Splitted lines as array

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

Validates a given file.

Parameters

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

Returns

Valid file path

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

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

Validates a given file.

Parameters

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

Returns

Valid file path

5.12.3 Property Documentation

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

Returns the current platform.

Returns

The current platform.

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

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

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

Returns

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

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.12.3.10 bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform [static], [get]

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

Returns

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

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.12.3.12 bool Crosstales.Common.Util.BaseHelper.isWebPlatform [static], [get]

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

Returns

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

5.12.3.13 bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform [static], [get]

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

Returns

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

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

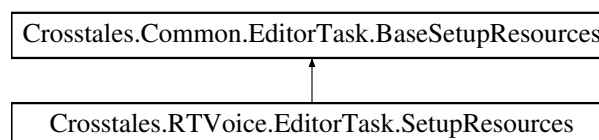
The documentation for this class was generated from the following file:

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

5.13 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base for copying all resources to 'Editor Default Resources'.

Inheritance diagram for `Crosstales.Common.EditorTask.BaseSetupResources`:



Static Protected Member Functions

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

5.13.1 Detailed Description

Base for copying all resources to 'Editor Default Resources'.

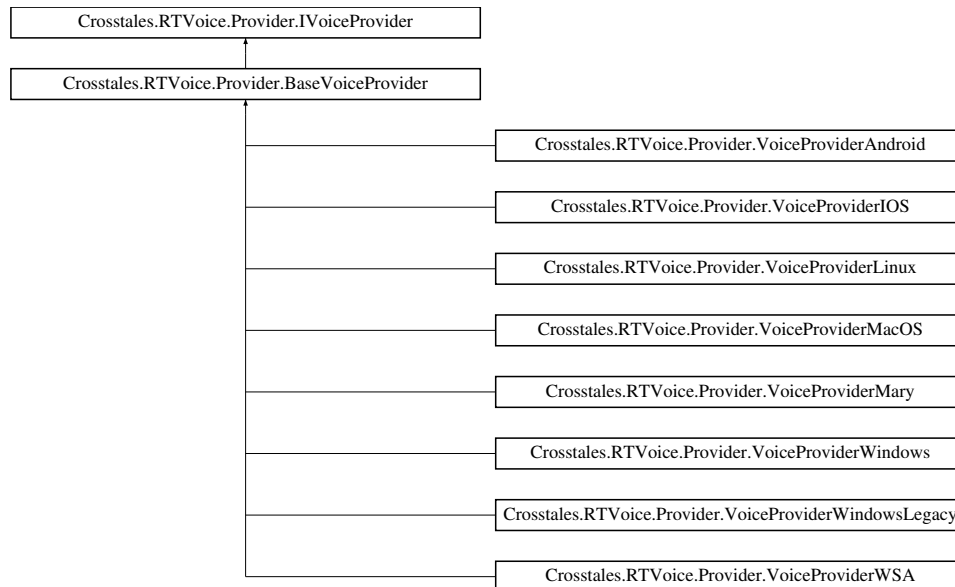
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Editor/Task/BaseSetupResources.cs

5.14 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



Public Member Functions

- BaseVoiceProvider (MonoBehaviour obj)
Constructor for a VoiceProvider.
- virtual void Silence ()
Silence all active TTS-providers.
- virtual void Silence (string uid)
Silence the current TTS-provider (native mode).
- abstract IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- abstract IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- abstract IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.

Protected Member Functions

- string **getOutputFile** (string uid, bool isPersistentData=false)
- virtual IEnumerator **playAudioFile** (Model.Wrapper wrapper, string url, string outputFile, AudioType type=AudioType.WAV, bool isNative=false, bool isLocalFile=true, System.Collections.Generic.Dictionary<string, string> headers=null)
- virtual void **copyAudioFile** (Model.Wrapper wrapper, string outputFile, bool isLocalFile=true, byte[] data=null)
- virtual void **processAudioFile** (Model.Wrapper wrapper, string outputFile, bool isLocalFile=true, byte[] data=null)
- virtual string **getVoiceName** (Model.Wrapper wrapper)

Static Protected Member Functions

- static void **onVoicesReady** ()
- static void **onSpeakStart** (Model.Wrapper wrapper)
- static void **onSpeakComplete** (Model.Wrapper wrapper)
- 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 **onSpeakAudioGenerationStart** (Model.Wrapper wrapper)
- static void **onSpeakAudioGenerationComplete** (Model.Wrapper wrapper)
- static void **onErrorInfo** (Model.Wrapper wrapper, string info)

Protected Attributes

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

Static Protected Attributes

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

Properties

- static VoicesReady OnVoicesReady
An event triggered whenever the voices of a provider are ready.
- static SpeakStart OnSpeakStart
An event triggered whenever a speak is started.
- static SpeakComplete OnSpeakComplete
An event triggered whenever a speak is completed.
- static SpeakCurrentWord OnSpeakCurrentWord
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- static SpeakCurrentPhoneme OnSpeakCurrentPhoneme
An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- static SpeakCurrentViseme OnSpeakCurrentViseme
An event triggered whenever a new viseme is spoken (native mode, Windows only).
- static SpeakAudioGenerationStart OnSpeakAudioGenerationStart
An event triggered whenever a speak audio generation is started.
- static SpeakAudioGenerationComplete OnSpeakAudioGenerationComplete
An event triggered whenever a speak audio generation is completed.
- static ErrorInfo OnErrorInfo
An event triggered whenever an error occurs.
- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- virtual System.Collections.Generic.List< Model.Voice > **Voices** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

5.14.1 Detailed Description

Base class for voice providers.

5.14.2 Constructor & Destructor Documentation

5.14.2.1 Crosstales.RTVoice.Provider.BaseVoiceProvider.BaseVoiceProvider (MonoBehaviour *obj*)

Constructor for a VoiceProvider.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.14.3 Member Function Documentation

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

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

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy, Crosstales.RTVoice.Provider.VoiceProviderLinux, Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderMary, and Crosstales.RTVoice.Provider.VoiceProviderWSA.

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

Silence all active TTS-providers.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Reimplemented in Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Provider.VoiceProviderMary, Crosstales.RTVoice.Provider.VoiceProviderIOS, and Crosstales.RTVoice.Provider.VoiceProviderWSA.

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

Silence the current TTS-provider (native mode).

Parameters

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

Implements `Crosstales.RTVoice.Provider.IVoiceProvider`.

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

The current provider speaks a text with a given voice.

Parameters

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

Implements `Crosstales.RTVoice.Provider.IVoiceProvider`.

Implemented in `Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy`, `Crosstales.RTVoice.Provider.VoiceProviderIOS`, `Crosstales.RTVoice.Provider.VoiceProviderLinux`, `Crosstales.RTVoice.Provider.VoiceProviderMacOS`, `Crosstales.RTVoice.Provider.VoiceProviderAndroid`, `Crosstales.RTVoice.Provider.VoiceProviderWindows`, `Crosstales.RTVoice.Provider.VoiceProviderMary`, and `Crosstales.RTVoice.Provider.VoiceProviderWSA`.

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

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

Parameters

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

Implements `Crosstales.RTVoice.Provider.IVoiceProvider`.

Implemented in `Crosstales.RTVoice.Provider.VoiceProviderIOS`, `Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy`, `Crosstales.RTVoice.Provider.VoiceProviderMary`, `Crosstales.RTVoice.Provider.VoiceProviderLinux`, `Crosstales.RTVoice.Provider.VoiceProviderWindows`, `Crosstales.RTVoice.Provider.VoiceProviderMacOS`, and `Crosstales.RTVoice.Provider.VoiceProviderAndroid`.

5.14.4 Property Documentation

5.14.4.1 ErrorInfo Crosstales.RTVoice.Provider.BaseVoiceProvider.OnErrorInfo `[static], [add], [remove]`

An event triggered whenever an error occurs.

5.14.4.2 SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationComplete `[static], [add], [remove]`

An event triggered whenever a speak audio generation is completed.

5.14.4.3 SpeakAudioGenerationStart `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationStart` `[static], [add], [remove]`

An event triggered whenever a speak audio generation is started.

5.14.4.4 SpeakComplete `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakComplete` `[static], [add], [remove]`

An event triggered whenever a speak is completed.

5.14.4.5 SpeakCurrentPhoneme `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentPhoneme` `[static], [add], [remove]`

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

5.14.4.6 SpeakCurrentViseme `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentViseme` `[static], [add], [remove]`

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

5.14.4.7 SpeakCurrentWord `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentWord` `[static], [add], [remove]`

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

5.14.4.8 SpeakStart `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakStart` `[static], [add], [remove]`

An event triggered whenever a speak is started.

5.14.4.9 VoicesReady `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnVoicesReady` `[static], [add], [remove]`

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

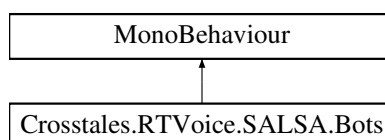
The documentation for this class was generated from the following file:

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

5.15 Crosstales.RTVoice.SALSA.Bots Class Reference

This is class for conversations between two SALSA-Bots.

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



Public Member Functions

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

Public Attributes

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

5.15.1 Detailed Description

This is class for conversations between two SALSA-Bots.

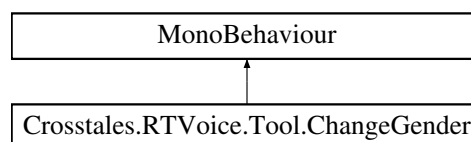
The documentation for this class was generated from the following file:

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

5.16 Crosstales.RTVoice.Tool.ChangeGender Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Tool.ChangeGender:



Public Member Functions

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

Public Attributes

- Model.Enum.Gender NewGender
The new gender for all voices.
- bool RefreshOnVoicesReady = true
Refresh on voices ready (default: true).
- bool ESpeakOnly = true
Change voices only when eSpeak is used (default: true).

5.16.1 Detailed Description

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

5.16.2 Member Data Documentation

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

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

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

The new gender for all voices.

5.16.2.3 `bool Crosstales.RTVoice.Tool.ChangeGender.RefreshOnVoicesReady = true`

Refresh on voices ready (default: true).

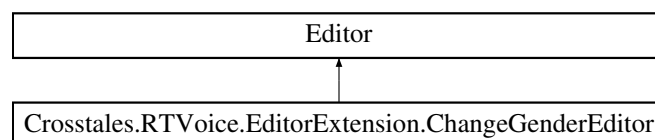
The documentation for this class was generated from the following file:

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

5.17 Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference

Custom editor for the 'ChangeGender'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExtension.ChangeGenderEditor`:



Public Member Functions

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

5.17.1 Detailed Description

Custom editor for the 'ChangeGender'-class.

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

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

5.18 Crosstales.RTVoice.EditorTask.CheckIL2CPP Class Reference

Checks if IL2CPP is enabled under standalone.

5.18.1 Detailed Description

Checks if IL2CPP is enabled under standalone.

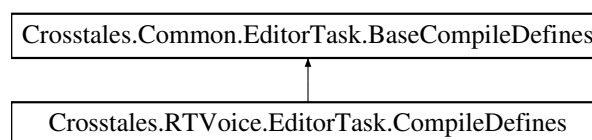
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↔ Editor/Task/CheckIL2CPP.cs

5.19 Crosstales.RTVoice.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.RTVoice.EditorTask.CompileDefines:



Additional Inherited Members

5.19.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

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

5.20 Crosstales.RTVoice.Util.Config Class Reference

Configuration 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.

Static Public Attributes

- static string ASSET_PATH = "/Plugins/crosstales/RTVoice/"
Path to the asset inside the Unity project.
- static bool DEBUG = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE_AUTOMATIC_DELETE
Don't destroy the objects during scene switches.
- static bool ENFORCE_32BIT_WINDOWS = Constants.DEFAULT_ENFORCE_32BIT_WINDOWS
Enforce 32bit versions of voices under Windows.
- static string TTS_WINDOWS_BUILD = Constants.DEFAULT_TTS_WINDOWS_BUILD
Location of the TTS-wrapper under Windows (stand-alone).
- static string TTS_MACOS = Constants.DEFAULT_TTS_MACOS
Location of the TTS-system under MacOS.
- static string TTS_LINUX = Constants.DEFAULT_TTS_LINUX
Location of the TTS-system under Linux.
- static string TTS_LINUX_DATA = Constants.DEFAULT_TTS_LINUX_DATA
Location of the data for the TTS-system under Linux.
- static bool ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME
Enable or disable the ensuring the name of the RTVoice gameobject.
- static bool isLoading = false
Is the configuration loaded?

Properties

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

5.20.1 Detailed Description

Configuration for the asset.

5.20.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

5.20.3 Member Data Documentation

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

Path to the asset inside the Unity project.

5.20.3.2 bool Crosstales.RTVoice.Util.Config.AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE_AUTOMATIC_DELETE [static]

Don't destroy the objects during scene switches.

Automatically delete the generated audio files.

5.20.3.3 bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]

Enable or disable debug logging for the asset.

5.20.3.4 bool Crosstales.RTVoice.Util.Config.ENFORCE_32BIT_WINDOWS = Constants.DEFAULT_ENFORCE_32BIT_WINDOWS [static]

Enforce 32bit versions of voices under Windows.

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

Enable or disable the ensuring the name of the RTVoice gameobject.

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

Is the configuration loaded?

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

Location of the TTS-system under Linux.

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

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

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

Location of the TTS-system under MacOS.

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

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

5.20.4 Property Documentation

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

Path to the generated audio files.

5.20.4.2 `string Crosstales.RTVoice.Util.Config.TTS_WINDOWS_EDITOR` `[static]`, `[get]`

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

5.20.4.3 `string Crosstales.RTVoice.Util.Config.TTS_WINDOWS_EDITOR_x86` `[static]`, `[get]`

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

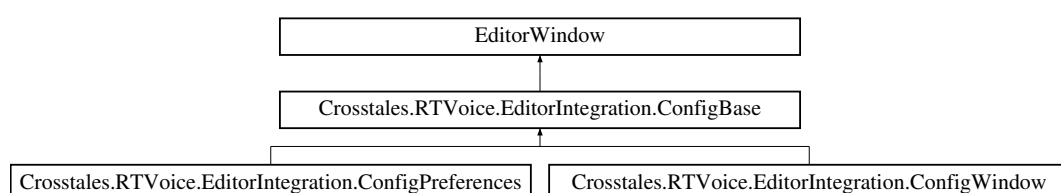
The documentation for this class was generated from the following file:

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

5.21 Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.21.1 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/Plugins/crosstales/RTVoice/↔ Editor/Integration/ConfigBase.cs

5.22 Crosstales.RTVoice.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

5.22.1 Detailed Description

Loads the configuration at startup.

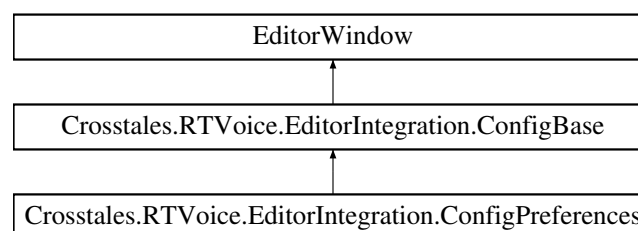
The documentation for this class was generated from the following file:

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

5.23 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.23.1 Detailed Description

Unity "Preferences" extension.

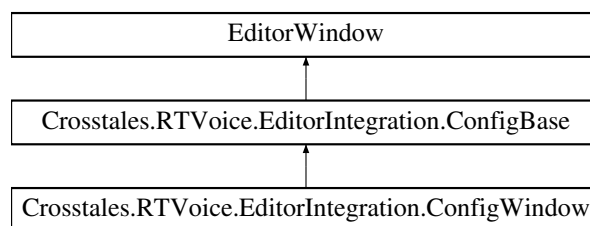
The documentation for this class was generated from the following file:

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

5.24 Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

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

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

5.24.1 Detailed Description

Editor window extension.

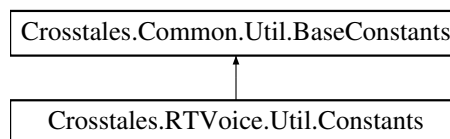
The documentation for this class was generated from the following file:

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

5.25 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.RTVoice.Util.Constants:



Public Attributes

- const string ASSET_NAME = "RT-Voice PRO"
Name of the asset.
- const string ASSET_VERSION = "2019.1.3b4"
Version of the asset.
- const int ASSET_BUILD = 20190211
Build number of the asset.
- const string ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011ING&pubref=" + ASSET_NAME
URL of the PRO asset in UAS.
- const string ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011ING&pubref=" + ASSET_NAME
URL of the 2019 asset in UAS.
- const string ASSET_3P_URL = "https://www.assetstore.unity3d.com/#!/list/42209-rt-voice-friends?aid=1011ING&pubref=" + ASSET_NAME
URL of the 3rd party assets in UAS.
- const string ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/rtvoice_versions.txt"
URL for update-checks of the asset
- const string ASSET_CONTACT = "rtvoice@crosstales.com"
Contact to the owner of the asset.
- const string ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf"
URL of the asset manual.
- const string ASSET_API_URL = "http://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_WEB_URL = "https://www.crosstales.com/en/portfolio/rtvoice/"

URL of the asset in crosstales.

- const string ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDLY7g8?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"

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

- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"

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

- const string ASSET_3P_ADVENTURE_CREATOR = "https://www.assetstore.unity3d.com/#!/content/11896?aid=1011l↵NGT&pubref=" + ASSET_NAME

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

- const string ASSET_3P_CINEMA_DIRECTOR = "https://www.assetstore.unity3d.com/#!/content/19779?aid=1011l↵NGT&pubref=" + ASSET_NAME

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

- const string ASSET_3P_DIALOG_SYSTEM = "https://www.assetstore.unity3d.com/#!/content/11672?aid=1011l↵NGT&pubref=" + ASSET_NAME

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

- const string ASSET_3P_LOCALIZED_DIALOGS = "https://www.assetstore.unity3d.com/#!/content/5020?aid=1011l↵NGT&pubref=" + ASSET_NAME

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

- const string ASSET_3P_LIPSYNC = "https://www.assetstore.unity3d.com/#!/content/32117?aid=1011l↵NGT&pubref=" + ASSET_NAME

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

- const string ASSET_3P_NPC_CHAT = "https://www.assetstore.unity3d.com/#!/content/9723?aid=1011l↵NGT&pubref=" + ASSET_NAME

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

- const string ASSET_3P_QUEST_SYSTEM = "https://www.assetstore.unity3d.com/#!/content/63460?aid=1011l↵NGT&pubref=" + ASSET_NAME

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

- const string ASSET_3P_SALSA = "https://www.assetstore.unity3d.com/#!/content/16944?aid=1011l↵NGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "SALSA".

- const string ASSET_3P_SLATE = "https://www.assetstore.unity3d.com/#!/content/56558?aid=1011l↵NGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "SLATE".

- const string ASSET_3P_DIALOGUE_ENGINE = "https://www.assetstore.unity3d.com/#!/content/42467?aid=1011l↵NGT&pubref=" + ASSET_NAME

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

- const string ASSET_3P_USEQUENCER = "https://www.assetstore.unity3d.com/#!/content/3666?aid=1011l↵NGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "uSequencer".

- const string KEY_PREFIX = "RTVOICE_CFG_"
- const string KEY_ASSET_PATH = KEY_PREFIX + "ASSET_PATH"
- const string KEY_DEBUG = KEY_PREFIX + "DEBUG"
- const string KEY_AUDIOFILE_PATH = KEY_PREFIX + "AUDIOFILE_PATH"
- const string KEY_AUDIOFILE_AUTOMATIC_DELETE = KEY_PREFIX + "AUDIOFILE_AUTOMATIC_DELETE"
- const string KEY_ENFORCE_32BIT_WINDOWS = KEY_PREFIX + "ENFORCE_32BIT_WINDOWS"
- const string KEY_ENSURE_NAME = KEY_PREFIX + "ENSURE_NAME"
- 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 string **DEFAULT_TTS_LINUX** = "espeak"
- const string **DEFAULT_TTS_LINUX_DATA** = ""
- const int **DEFAULT_TTS_KILL_TIME** = 7000
- const bool **DEFAULT_ENSURE_NAME** = true
- const string **RTVOICE_SCENE_OBJECT_NAME** = "RTVoice"

RTVoice prefab scene name.

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(2019, 2, 11)
Change date of the asset (YYYY, MM, DD).
- static readonly string **DEFAULT_AUDIOFILE_PATH** = Helper.ValidatePath(Application.temporaryCachePath)
- static string **TTS_WINDOWS_SUBPATH** = "Wrapper/Windows/RTVoiceTTSWrapper.exe"
Sub-path to the TTS-wrapper under Windows (Editor).
- static string **TTS_WINDOWS_x86_SUBPATH** = "Wrapper/Windows/RTVoiceTTSWrapper_x86.exe"
Sub-path to the TTS-wrapper (32bit) under Windows (Editor).
- static string **ESPEAK_FEMALE_MODIFIER** = "+f3"
Female modifier for eSpeak.
- static string **AUDIOFILE_PREFIX** = "rtvoice_"
Audio file prefix to identify the files.
- static float **SPEAK_CALL_SPEED** = 0.5f
Defines the speed of 'Speak'-calls in seconds.

Additional Inherited Members

5.25.1 Detailed Description

Collected constants of very general utility for the asset.

5.25.2 Member Data Documentation

- 5.25.2.1 const string Crosstales.RTVoice.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT&pubref=" + ASSET_NAME

URL of the 2019 asset in UAS.

- 5.25.2.2 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://www.assetstore.unity3d.com/#!/content/11896?aid=1011INGT&pubref=" + ASSET_NAME

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

5.25.2.3 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR = "https://www.assetstore.unity3d.com/#!/content/19779?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.25.2.4 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOG_SYSTEM = "https://www.assetstore.unity3d.com/#!/content/11672?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.25.2.5 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_ENGINE = "https://www.assetstore.unity3d.com/#!/content/42467?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.25.2.6 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://www.assetstore.unity3d.com/#!/content/32117?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.25.2.7 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://www.assetstore.unity3d.com/#!/content/5020?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.25.2.8 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://www.assetstore.unity3d.com/#!/content/9723?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.25.2.9 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://www.assetstore.unity3d.com/#!/content/63460?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.25.2.10 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://www.assetstore.unity3d.com/#!/content/16944?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "SALSA".

5.25.2.11 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://www.assetstore.unity3d.com/#!/content/56558?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "SLATE".

5.25.2.12 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://www.assetstore.unity3d.com/#!/list/42209-rt-voice-friends?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party assets in UAS.

5.25.2.13 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_USEQUENCER = "https://www.assetstore.unity3d.com/#!/content/3666?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "uSequencer".

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

URL of the asset API.

5.25.2.15 `const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 20190211`

Build number of the asset.

5.25.2.16 `readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.DateTime(2019, 2, 11)`
`[static]`

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

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

Contact to the owner of the asset.

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

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

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

URL of the asset forum.

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

URL of the asset manual.

5.25.2.21 `const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RT-Voice PRO"`

Name of the asset.

5.25.2.22 `const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

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

URL for update-checks of the asset

5.25.2.24 `const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2019.1.3b4"`

Version of the asset.

5.25.2.25 `const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDLY7g8?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

5.25.2.26 `const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

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

URL of the asset in crosstales.

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

Audio file prefix to identify the files.

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

Female modifier for eSpeak.

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

RTVoice prefab scene name.

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

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

5.25.2.32 string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_SUBPATH = "Wrapper/Windows/RTVoiceTTSWrapper.exe" [static]

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

5.25.2.33 string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "Wrapper/Windows/RTVoiceTTS↵
Wrapper_x86.exe" [static]

Sub-path to 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/Plugins/crosstales/RTVoice/↵
Scripts/Util/Constants.cs

5.26 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool HasKey (string key)
Exists the key?
- static void DeleteAll ()
Deletes all keys.
- static void DeleteKey (string key)
Delete the key.
- static void Save ()
Saves all modifications.
- static string GetString (string key)
Allows to get a string from a key.
- static float GetFloat (string key)
Allows to get a float from a key.
- static int GetInt (string key)
Allows to get an int from a key.
- static bool GetBool (string key)
Allows to get a bool from a key.
- static 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.

5.26.1 Detailed Description

Wrapper for the PlayerPrefs.

5.26.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.
-----	-----------------------------------

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

Allows to get a bool from a key.

Parameters

key	Key for the PlayerPrefs.
-----	--------------------------

Returns

Value for the key.

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

Allows to get a float from a key.

Parameters

key	Key for the PlayerPrefs.
-----	--------------------------

Returns

Value for the key.

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

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.
-----	--------------------------

Returns

Value for the key.

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

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.
-----	--------------------------

Returns

Value for the key.

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

Exists the key?

Parameters

key	Key for the PlayerPrefs.
-----	--------------------------

Returns

Value for the key.

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

Saves all modifications.

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

Allows to set a bool for a key.

Parameters

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

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

Allows to set a float for a key.

Parameters

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

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

Allows to set an int for a key.

Parameters

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

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

Allows to set a string for a key.

Parameters

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

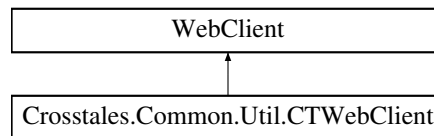
The documentation for this class was generated from the following file:

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

5.27 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

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

Protected Member Functions

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

Properties

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

5.27.1 Detailed Description

Specialized WebClient.

5.27.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

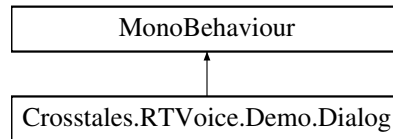
The documentation for this class was generated from the following file:

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

5.28 Crosstales.RTVoice.Demo.Dialog Class Reference

Simple dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- IEnumerator **DialogSequence** ()

Public Attributes

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

5.28.1 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/Plugins/crosstales/RTVoice/↔ Demo/Scripts/Dialog.cs

5.29 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference

Editor configuration 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.

Static Public Attributes

- static bool UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_CHECK
Enable or disable reminder-checks for the asset.
- static bool TRACER = EditorConstants.DEFAULT_TRACER
Enable or disable anonymous tracer data.
- static bool PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool isLoading = false
Is the configuration loaded?

Properties

- static string ASSET_PATH [get]
Returns the path to the asset inside the Unity project.
- static string PREFAB_PATH [get]
Returns the path of the prefabs.

5.29.1 Detailed Description

Editor configuration for the asset.

5.29.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

5.29.3 Member Data Documentation

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

Enable or disable the icon in the hierarchy.

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

Is the configuration loaded?

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

Automatically load and add the prefabs to the scene.

5.29.3.4 `bool Crosstales.RTVoice.EditorUtil.EditorConfig.REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_CHECK [static]`

Enable or disable reminder-checks for the asset.

5.29.3.5 `bool Crosstales.RTVoice.EditorUtil.EditorConfig.TRACER = EditorConstants.DEFAULT_TRACER [static]`

Enable or disable anonymous tracer data.

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

Enable or disable update-checks for the asset.

5.29.4 Property Documentation

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

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

5.29.4.2 string Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_PATH [static], [get]

Returns the path of the prefabs.

Returns

The path of the prefabs.

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

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

5.30 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference

Collected constants of very general utility for the asset.

Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_REMINDER_CHECK** = Util.Constants.KEY_PREFIX + "REMINDER_CHECK"
- const string **KEY_TRACER** = Util.Constants.KEY_PREFIX + "TRACER"
- const string **KEY_PREFAB_AUTOLOAD** = Util.Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Util.Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_REMINDER_DATE** = Util.Constants.KEY_PREFIX + "REMINDER_DATE"
- const string **KEY_REMINDER_COUNT** = Util.Constants.KEY_PREFIX + "REMINDER_COUNT"
- const string **KEY_UNITY_DATE** = Util.Constants.KEY_PREFIX + "UNITY_DATE"
- const string **KEY_LAUNCH** = Util.Constants.KEY_PREFIX + "LAUNCH"
- const string **KEY_TRACER_DATE** = Util.Constants.KEY_PREFIX + "TRACER_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/RTVoice/"
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_REMINDER_CHECK** = true
- const bool **DEFAULT_TRACER** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = true

Static Public Attributes

- static string PREFAB_SUBPATH = "Prefabs/"
Sub-path to the prefabs.

Properties

- static string ASSET_URL [get]
Returns the URL of the asset in UAS.
- static string ASSET_ID [get]
Returns the ID of the asset in UAS.
- static System.Guid ASSET_UID [get]
Returns the UID of the asset.

5.30.1 Detailed Description

Collected constants of very general utility for the asset.

5.30.2 Member Data Documentation

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

Sub-path to the prefabs.

5.30.3 Property Documentation

5.30.3.1 string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_ID [static],[get]

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.30.3.2 System.Guid Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_UID [static],[get]

Returns the UID of the asset.

Returns

The UID of the asset.

5.30.3.3 string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_URL [static], [get]

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

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

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

5.31 Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void NoVoicesUI ()
Shows the "no voices found"-UI.
- static void SeparatorUI (int space=12)
Shows a separator-UI.
- static void InstantiatePrefab (string prefabName)
Instantiates a prefab.

Public Attributes

- const int GO_ID = 20
Start index inside the "GameObject"-menu.
- const int MENU_ID = 11820
Start index inside the "Tools"-menu.

Properties

- static Texture2D **Logo_Asset** [get]
- static Texture2D **Logo_Asset_Small** [get]
- static Texture2D **Logo_CT** [get]
- static Texture2D **Logo_Unity** [get]
- static Texture2D **Icon_Save** [get]
- static Texture2D **Icon_Reset** [get]
- static Texture2D **Icon_Plus** [get]
- static Texture2D **Icon_Minus** [get]
- static Texture2D **Icon_Refresh** [get]
- static Texture2D **Icon_Speak** [get]
- static Texture2D **Icon_Silence** [get]
- static Texture2D **Icon_Next** [get]
- static Texture2D **Icon_Previous** [get]

- static Texture2D **Icon_Manual** [get]
- static Texture2D **Icon_API** [get]
- static Texture2D **Icon_Forum** [get]
- static Texture2D **Icon_Product** [get]
- static Texture2D **Icon_Check** [get]
- static Texture2D **Social_Discord** [get]
- static Texture2D **Social_Facebook** [get]
- static Texture2D **Social_Twitter** [get]
- static Texture2D **Social_Youtube** [get]
- static Texture2D **Social_Linkedin** [get]
- static Texture2D **Social_Xing** [get]
- static Texture2D **Video_Promo** [get]
- static Texture2D **Video_Tutorial** [get]
- static Texture2D **Icon_Videos** [get]
- static Texture2D **Store_PlayMaker** [get]
- static Texture2D **Store_AdventureCreator** [get]
- static Texture2D **Store_CinemaDirector** [get]
- static Texture2D **Store_DialogueSystem** [get]
- static Texture2D **Store_LDC** [get]
- static Texture2D **Store_LipSync** [get]
- static Texture2D **Store_NPC_Chat** [get]
- static Texture2D **Store_QuestSystem** [get]
- static Texture2D **Store_SALSA** [get]
- static Texture2D **Store_SLATE** [get]
- static Texture2D **Store_THE_Dialogue_Engine** [get]
- static Texture2D **Store_uSequencer** [get]
- static Texture2D **Icon_3p_Assets** [get]
- static bool **isRTVoiceInScene** [get]

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

5.31.1 Detailed Description

Editor helper class.

5.31.2 Member Function Documentation

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

Instantiates a prefab.

Parameters

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

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

Shows the "no voices found"-UI.

5.31.2.3 `static void Crosstales.RTVoice.EditorUtil.EditorHelper.SeparatorUI (int space = 12) [static]`

Shows a separator-UI.

Parameters

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

5.31.3 Member Data Documentation

5.31.3.1 `const int Crosstales.RTVoice.EditorUtil.EditorHelper.GO_ID = 20`

Start index inside the "GameObject"-menu.

5.31.3.2 `const int Crosstales.RTVoice.EditorUtil.EditorHelper.MENU_ID = 11820`

Start index inside the "Tools"-menu.

5.31.4 Property Documentation

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

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

Returns

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

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

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

5.32 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string CTTToTitleCase (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string CTReverse (this string str)
Extension method for strings. Reverses a string.
- static string CTReplace (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool CTEquals (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool CTContains (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool CTContainsAny (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains any given string.
- static bool CTContainsAll (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains all given strings.
- static void CTShuffle< T > (this T[] array, int seed=0)
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 (this Vector2[] array)
Extension method for Vector2-Arrays. Dumps an array to a string.
- static string CTDump (this Vector3[] array)
Extension method for Vector3-Arrays. Dumps an array to a string.
- static string CTDump (this Vector4[] array)
Extension method for Vector4-Arrays. Dumps an array to a string.
- static string[] CTTToString< T > (this T[] array)
Extension method for Arrays. Generates a string array with all entries (via ToString).
- static void CTShuffle< T > (this System.Collections.Generic.IList< T > list, int seed=0)
Extension method for IList. Shuffles a List.
- static string CTDump< T > (this System.Collections.Generic.IList< T > list)
Extension method for IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector2 > list)
Extension method for Vector2-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector3 > list)
Extension method for Vector3-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector4 > list)
Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > CTTToString< T > (this System.Collections.Generic.IList< T > list)
Extension method for IList. Generates a string list with all entries (via ToString).
- static string CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict)
Extension method for IDictionary. Dumps a dictionary to a string.
- static void CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection)
Extension method for IDictionary. Adds a dictionary to an existing one.
- static bool CTIsVisibleFrom (this Renderer renderer, Camera camera)
Extension method for Renderer. Determines if the renderer is visible from a certain camera.

5.32.1 Detailed Description

Various extension methods.

5.32.2 Member Function Documentation

5.32.2.1 `static void Crosstales.ExtensionMethods.CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection) [static]`

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

<i>source</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

5.32.2.2 `static bool Crosstales.ExtensionMethods.CTContains (this string str, string toCheck, System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase) [static]`

Extension method for strings. Case insensitive 'Contains'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.32.2.3 `static bool Crosstales.ExtensionMethods.CTContainsAll (this string str, string searchTerms, char splitChar = ' ') [static]`

Extension method for strings. Contains all given strings.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

Returns

True if the string contains all parts of the given string.

5.32.2.4 `static bool Crosstales.ExtensionMethods.CTContainsAny (this string str, string searchTerms, char splitChar = ' ')`
[static]

Extension method for strings. Contains any given string.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

Returns

True if the string contains any parts of the given string.

5.32.2.5 `static string Crosstales.ExtensionMethods.CTDump (this Vector2[] array)` [static]

Extension method for Vector2-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector2-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.32.2.6 `static string Crosstales.ExtensionMethods.CTDump (this Vector3[] array)` [static]

Extension method for Vector3-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector3-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.32.2.7 `static string Crosstales.ExtensionMethods.CTDump (this Vector4[] array)` [static]

Extension method for Vector4-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector4-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.32.2.8 `static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector2 > list)`
[static]

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.32.2.9 `static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector3 > list)`
[static]

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.32.2.10 `static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector4 > list)`
[static]

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.32.2.11 `static string Crosstales.ExtensionMethods.CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict) [static]`

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

<i>dict</i>	IDictionary-instance to dump.
-------------	-------------------------------

Returns

String with lines for all dictionary entries.

5.32.2.12 `static string Crosstales.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.

5.32.2.13 `static string Crosstales.ExtensionMethods.CTDump< T > (this System.Collections.Generic.IList< T > list) [static]`

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

Parameters

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

Returns

String with lines for all list entries.

5.32.2.14 `static bool Crosstales.ExtensionMethods.CTEquals (this string str, string toCheck, System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase) [static]`

Extension method for strings. Case insensitive 'Equals'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.32.2.15 `static bool Crosstales.ExtensionMethods.CTIsVisibleFrom (this Renderer renderer, Camera camera)` `[static]`

Extension method for *Renderer*. Determines if the renderer is visible from a certain camera.

Parameters

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.32.2.16 `static string Crosstales.ExtensionMethods.CTReplace (this string str, string oldString, string newString, System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase)`
`[static]`

Extension method for strings. Case insensitive 'Replace'.

Parameters

<i>str</i>	String-instance.
<i>oldString</i>	String to replace.
<i>newString</i>	New replacement string.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

Replaced string.

5.32.2.17 `static string Crosstales.ExtensionMethods.CTReverse (this string str)` `[static]`

Extension method for strings. Reverses a string.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Reversed string.

5.32.2.18 `static void Crosstales.ExtensionMethods.CTShuffle< T > (this T[] array, int seed = 0) [static]`

Extension method for Arrays. Shuffles an Array.

Parameters

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.32.2.19 `static void Crosstales.ExtensionMethods.CTShuffle< T > (this System.Collections.Generic.IList< T > list, int seed = 0) [static]`

Extension method for IList. Shuffles a List.

Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.32.2.20 `static string [] Crosstales.ExtensionMethods.CTToString< T > (this T[] array) [static]`

Extension method for Arrays. Generates a string array with all entries (via ToString).

Parameters

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

Returns

String array with all entries (via ToString).

5.32.2.21 `static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (this System.Collections.Generic.IList< T > list) [static]`

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

<i>list</i>	IList-instance to ToString.
-------------	-----------------------------

Returns

String list with all entries (via ToString).

5.32.2.22 static string Crosstales.ExtensionMethods.CTToTitleCase (this string *str*) [static]

Extension method for strings. Converts a string to title case (first letter uppercase).

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Converted string in title case.

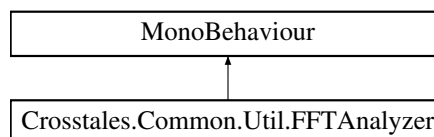
The documentation for this class was generated from the following file:

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

5.33 Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Util.FFTAnalyzer:



Public Member Functions

- void **Update** ()

Public Attributes

- float[] Samples = new float[256]
Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int Channel = 0
summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.33.1 Detailed Description

FFT analyzer for an audio channel.

5.33.2 Member Data Documentation

5.33.2.1 `int Crosstales.Common.Util.FFTAnalyzer.Channel = 0`

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.33.2.2 `float [] Crosstales.Common.Util.FFTAnalyzer.Samples = new float[256]`

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

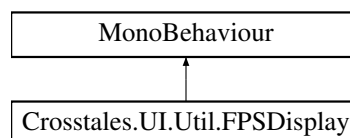
The documentation for this class was generated from the following file:

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

5.34 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text FPS
Text component to display the FPS.

5.34.1 Detailed Description

Simple FPS-Counter.

5.34.2 Member Data Documentation

5.34.2.1 Text Crosstales.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

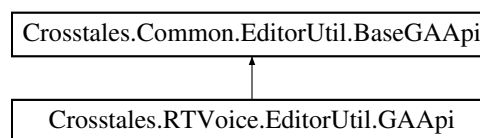
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs

5.35 Crosstales.RTVoice.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.RTVoice.EditorUtil.GAApi:



Static Public Member Functions

- static void Event (string category, string action, string label="", int value=0)
Tracks an event from the asset.

Additional Inherited Members

5.35.1 Detailed Description

GA-wrapper API.

5.35.2 Member Function Documentation

5.35.2.1 static void Crosstales.RTVoice.EditorUtil.GAApi.Event (string *category*, string *action*, string *label* = " ", int *value* = 0) [static]

Tracks an event from the asset.

Parameters

<i>category</i>	Specifies the event category.
<i>action</i>	Specifies the event action.
<i>label</i>	Specifies the event label.
<i>value</i>	Specifies the event value.

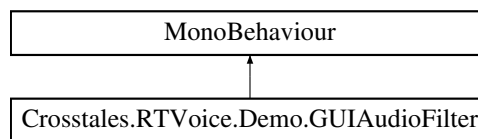
The documentation for this class was generated from the following file:

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

5.36 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

Simple GUI for audio filters.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIAudioFilter:



Public Member Functions

- void **Start** ()
- void **ResetFilters** ()
- void **ReverbFilterDropdownChanged** (System.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**
- Dropdown **ReverbFilterDropdown**

5.36.1 Detailed Description

Simple GUI for audio filters.

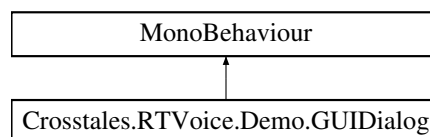
The documentation for this class was generated from the following file:

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

5.37 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 **ChangePitchA** (float value)
- void **ChangePitchB** (float value)
- void **ChangeVolumeA** (float value)
- void **ChangeVolumeB** (float value)
- void **GenderAChanged** (System.Int32 index)
- void **GenderBChanged** (System.Int32 index)

Public Attributes

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

5.37.1 Detailed Description

Simple GUI for runtime dialogs with all available OS voices.

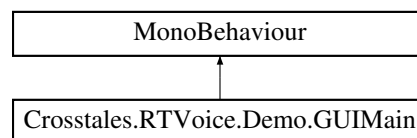
The documentation for this class was generated from the following file:

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

5.38 Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

Public Attributes

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

5.38.1 Detailed Description

Main GUI component for all demo scenes.

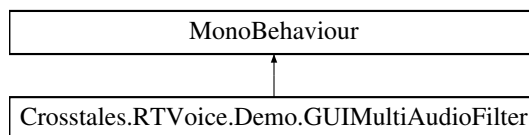
The documentation for this class was generated from the following file:

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

5.39 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 **Start** ()
- void **ResetFilters** ()
- void **ClearFilters** ()
- void **ReverbFilterDropdownChanged** (System.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

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

5.39.1 Detailed Description

Simple GUI for audio filters on multiple objects.

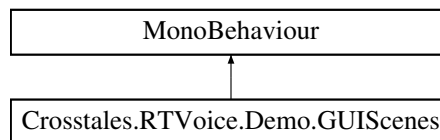
The documentation for this class was generated from the following file:

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

5.40 Crosstales.RTVoice.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIScenes:



Public Member Functions

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

Public Attributes

- string **PreviousScene**
- string **PreviousSceneWebGL**
- string **NextScene**
- string **NextSceneWebGL**

5.40.1 Detailed Description

Main GUI scene manager for all demo scenes.

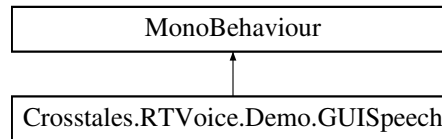
The documentation for this class was generated from the following file:

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

5.41 Crosstales.RTVoice.Demo.GUISpeech Class Reference

Simple GUI for runtime TTS with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUISpeech:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OnDestroy** ()
- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **ChangeMaryTTS** (bool maryTTS)
- void **GenderChanged** (System.Int32 index)

Public Attributes

- bool **StartAsNative** = false
- GUIMultiAudioFilter **AudioFilter**
- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)
- InputField **Input**
- InputField **Culture**
- Text **Cultures**
- Toggle **MaryToogle**
- Text **Voices**

Static Public Attributes

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

5.41.1 Detailed Description

Simple GUI for runtime TTS with all available OS voices.

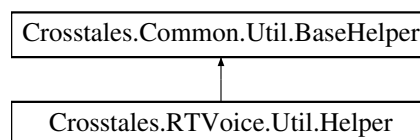
The documentation for this class was generated from the following file:

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

5.42 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.RTVoice.Util.Helper:



Static Public Member Functions

- static Model.Enum.Gender StringToGender (string gender)
Converts a string to a Gender.
- static Model.Enum.Gender AppleVoiceNameToGender (string voiceName)
Converts an Apple voice name to a Gender.
- static Model.Enum.Gender WSAVoiceNameToGender (string voiceName)
Converts an WSA voice name to a Gender.
- static string CleanText (string text, bool removeTags=true, bool clearSpaces=true, bool clearLine↵ Endings=true)
Cleans a given text to contain only letters or digits.
- static string MarkSpokenText (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false, string markPrefix="<color=green>", string markPostfix="</color>")
Marks the current word or all spoken words from a given text array.

Static Public Attributes

- static System.Collections.Generic.Dictionary< int, string > **LocaleCodes** = new System.Collections.↵ Generic.Dictionary<int, string>(161)

Properties

- static bool hasBuiltInTTS [get]
Checks if the current platform has built-in TTS.
- static Model.Enum.ProviderType CurrentProviderType [get]
The current provider type.

Additional Inherited Members

5.42.1 Detailed Description

Various helper functions.

5.42.2 Member Function Documentation

5.42.2.1 static `Model.Enum.Gender` `Crosstales.RTVoice.Util.Helper.AppleVoiceNameToGender (string voiceName)` [static]

Converts an Apple voice name to a Gender.

Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

Returns

Gender from the given Apple voice name.

5.42.2.2 static `string` `Crosstales.RTVoice.Util.Helper.CleanText (string text, bool removeTags = true, bool clearSpaces = true, bool clearLineEndings = true)` [static]

Cleans a given text to contain only letters or digits.

Parameters

<i>text</i>	Text to clean.
<i>removeTags</i>	Removes tags from text (default: true, optional).
<i>clearSpaces</i>	Clears multiple spaces from text (default: true, optional).
<i>clearLineEndings</i>	Clears line endings from text (default: true, optional).

Returns

Clean text with only letters and digits.

5.42.2.3 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
------------------------	-------------------------------

Parameters

<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.

5.42.2.4 static **Model.Enum.Gender** Crosstales.RTVoice.Util.Helper.StringToGender (*string gender*) [static]

Converts a string to a Gender.

Parameters

<i>gender</i>	Gender as text.
---------------	-----------------

Returns

Gender from the given string.

5.42.2.5 static **Model.Enum.Gender** Crosstales.RTVoice.Util.Helper.WSAVoiceNameToGender (*string voiceName*) [static]

Converts an WSA voice name to a Gender.

Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

Returns

Gender from the given WSA voice name.

5.42.3 Property Documentation

5.42.3.1 **Model.Enum.ProviderType** Crosstales.RTVoice.Util.Helper.CurrentProviderType [static], [get]

The current provider type.

Returns

Current provider type.

5.42.3.2 bool Crosstailes.RTVoice.Util.Helper.hasBuiltInTTS [static], [get]

Checks if the current platform has built-in TTS.

Returns

True if the current platform has built-in TTS.

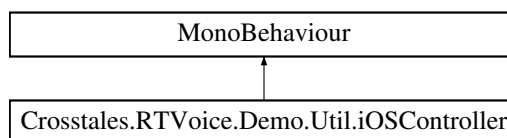
The documentation for this class was generated from the following file:

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

5.43 Crosstailes.RTVoice.Demo.Util.iOSController Class Reference

Enables MaryTTS on iOS for specific scenes.

Inheritance diagram for Crosstailes.RTVoice.Demo.Util.iOSController:



Public Member Functions

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

5.43.1 Detailed Description

Enables MaryTTS on iOS for specific scenes.

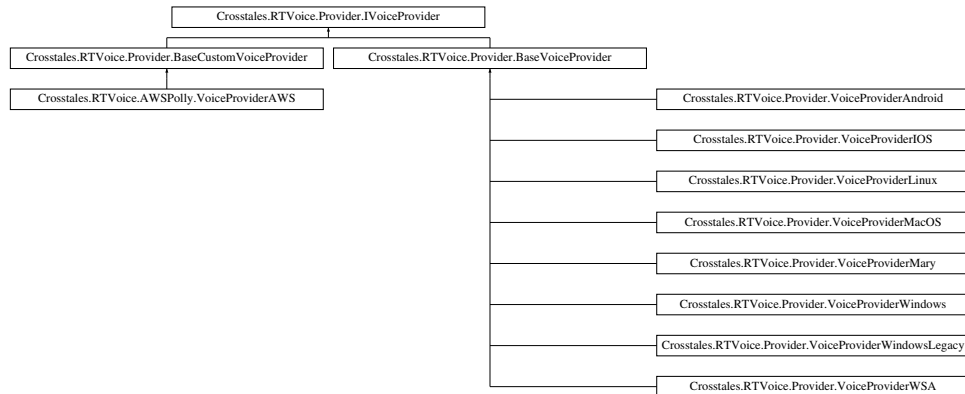
The documentation for this class was generated from the following file:

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

5.44 Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference

Interface for all voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.IVoiceProvider:



Public Member Functions

- void Silence ()
Silence all active TTS-providers.
- void Silence (string uid)
Silence the current TTS-provider (native mode).
- IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.

Properties

- string AudioFileExtension [get]
Returns the extension of the generated audio files.
- AudioType AudioFileType [get]
Returns the type of the generated audio files.
- string DefaultVoiceName [get]
Returns the default voice name of the current TTS-provider.
- System.Collections.Generic.List< Model.Voice > Voices [get]
Get all available voices from the current TTS-provider and fills it into a given list.
- int MaxTextLength [get]
Maximal length of the speech text (in characters).
- bool isWorkingInEditor [get]
Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).
- bool isSpeakNativeSupported [get]
Indicates if this provider is supporting SpeakNative.
- bool isSpeakSupported [get]
Indicates if this provider is supporting Speak.

- `bool isPlatformSupported` [get]
Indicates if this provider is supporting the current platform.
- `bool isSSMLSupported` [get]
Indicates if this provider is supporting SSML.
- `System.Collections.Generic.List< string > Cultures` [get]
Get all available cultures from the current provider (ISO 639-1).

5.44.1 Detailed Description

Interface for all voice providers.

5.44.2 Member Function Documentation

5.44.2.1 `IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Generate (Model.Wrapper wrapper)`

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

Parameters

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

Implemented in `Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy`, `Crosstales.RTVoice.Provider.VoiceProviderLinux`, `Crosstales.RTVoice.Provider.VoiceProviderMacOS`, `Crosstales.RTVoice.Provider.BaseVoiceProvider`, `Crosstales.RTVoice.Provider.VoiceProviderIOS`, `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`, `Crosstales.RTVoice.Provider.VoiceProviderAndroid`, `Crosstales.RTVoice.AWSPolly.VoiceProviderAWS`, `Crosstales.RTVoice.Provider.VoiceProviderWindows`, `Crosstales.RTVoice.Provider.VoiceProviderMary`, and `Crosstales.RTVoice.Provider.VoiceProviderWSA`.

5.44.2.2 `void Crosstales.RTVoice.Provider.IVoiceProvider.Silence ()`

Silence all active TTS-providers.

Implemented in `Crosstales.RTVoice.Provider.VoiceProviderAndroid`, `Crosstales.RTVoice.Provider.VoiceProviderMary`, `Crosstales.RTVoice.Provider.VoiceProviderIOS`, `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`, `Crosstales.RTVoice.Provider.BaseVoiceProvider`, and `Crosstales.RTVoice.Provider.VoiceProviderWSA`.

5.44.2.3 `void Crosstales.RTVoice.Provider.IVoiceProvider.Silence (string uid)`

Silence the current TTS-provider (native mode).

Parameters

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

Implemented in `Crosstales.RTVoice.Provider.BaseVoiceProvider`, and `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.44.2.4 IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Speak (Model.Wrapper wrapper)

The current provider speaks a text with a given voice.

Parameters

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

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Provider.BaseVoiceProvider, Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy, Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.Provider.VoiceProviderLinux, Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderMary, and Crosstales.RTVoice.Provider.VoiceProviderWSA.

5.44.2.5 IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNative (Model.Wrapper wrapper)

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

Parameters

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

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Provider.BaseVoiceProvider, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy, Crosstales.RTVoice.Provider.VoiceProviderMary, Crosstales.RTVoice.Provider.VoiceProviderLinux, Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderWSA, Crosstales.RTVoice.Provider.VoiceProviderMacOS, and Crosstales.RTVoice.Provider.VoiceProviderAndroid.

5.44.3 Property Documentation

5.44.3.1 string Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileExtension [get]

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.44.3.2 AudioType Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileType [get]

Returns the type of the generated audio files.

Returns

Type of the generated audio files.

5.44.3.3 System.Collections.Generic.List<string> Crosstales.RTVoice.Provider.IVoiceProvider.Cultures [get]

Get all available cultures from the current provider (ISO 639-1).

Returns

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

5.44.3.4 string Crosstales.RTVoice.Provider.IVoiceProvider.DefaultVoiceName [get]

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.44.3.5 bool Crosstales.RTVoice.Provider.IVoiceProvider.isPlatformSupported [get]

Indicates if this provider is supporting the current platform.

Returns

Provider supports current platform.

5.44.3.6 bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakNativeSupported [get]

Indicates if this provider is supporting SpeakNative.

Returns

Provider supports SpeakNative.

5.44.3.7 bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakSupported [get]

Indicates if this provider is supporting Speak.

Returns

Provider supports Speak.

5.44.3.8 bool Crosstales.RTVoice.Provider.IVoiceProvider.isSSMLSupported [get]

Indicates if this provider is supporting SSML.

Returns

Provider supports SSML.

5.44.3.9 `bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInEditor` [get]

Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).

Returns

The provider is working directly inside the Unity Editor.

5.44.3.10 `int Crosstales.RTVoice.Provider.IVoiceProvider.MaxTextLength` [get]

Maximal length of the speech text (in characters).

Returns

The maximal length of the speech text.

5.44.3.11 `System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Provider.IVoiceProvider.Voices` [get]

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

Returns

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

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

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

5.45 Crosstales.RTVoice.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.45.1 Detailed Description

Show the configuration window on the first launch.

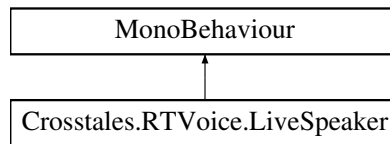
The documentation for this class was generated from the following file:

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

5.46 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.
- void SetVoices (string voices)
Sets all voices from iOS.
- void WordSpoken (string word)
The current spoken word from iOS.
- void SetState (string state)
Sets the state from iOS.

5.46.1 Detailed Description

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

5.46.2 Member Function Documentation

5.46.2.1 void Crosstales.RTVoice.LiveSpeaker.SetState (string state)

Sets the state from iOS.

Parameters

<i>voices</i>	State from iOS.
---------------	-----------------

5.46.2.2 void Crosstales.RTVoice.LiveSpeaker.SetVoices (string *voices*)

Sets all voices from iOS.

Parameters

<i>voices</i>	All voices from iOS.
---------------	----------------------

5.46.2.3 void Crosstales.RTVoice.LiveSpeaker.Silence ()

Silence all active TTS-voices.

5.46.2.4 void Crosstales.RTVoice.LiveSpeaker.Speak (Model.Wrapper *wrapper*)

Speaks a text with a given wrapper.

Parameters

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

5.46.2.5 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).
-------------	---

5.46.2.6 void Crosstales.RTVoice.LiveSpeaker.Speak (string[] *args*)

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

Parameters

<i>args</i>	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = pitch (optional), 5 = volume (optional).
-------------	---

5.46.2.7 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.
----------------	----------------------------------

5.46.2.8 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).
-------------	---

5.46.2.9 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (string[] args)

Speaks a text with a given array of arguments (native mode).

Parameters

<i>args</i>	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = pitch (optional), 5 = volume (optional).
-------------	---

5.46.2.10 void Crosstales.RTVoice.LiveSpeaker.WordSpoken (string word)

The current spoken word from iOS.

Parameters

<i>voices</i>	Current spoken word from iOS.
---------------	-------------------------------

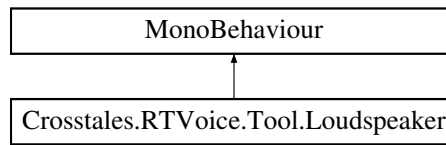
The documentation for this class was generated from the following file:

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

5.47 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

Loudspeaker for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



Public Member Functions

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

Public Attributes

- AudioSource Source
Origin AudioSource.
- bool Synchronized = false
Synchronize with the origin (default: false).
- bool SilenceSource = true
Silence the origin (default: true).

Properties

- bool isSynchronized [get, set]
Synchronize with the origin (main use is for UI).
- bool isSilenceSource [get, set]
Silence the origin (main use is for UI).

5.47.1 Detailed Description

Loudspeaker for an AudioSource.

5.47.2 Member Data Documentation

5.47.2.1 bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource = true

Silence the origin (default: true).

5.47.2.2 AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source

Origin AudioSource.

5.47.2.3 `bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized = false`

Synchronize with the origin (default: false).

5.47.3 Property Documentation

5.47.3.1 `bool Crosstales.RTVoice.Tool.Loudspeaker.isSilenceSource` `[get]`, `[set]`

Silence the origin (main use is for UI).

5.47.3.2 `bool Crosstales.RTVoice.Tool.Loudspeaker.isSynchronized` `[get]`, `[set]`

Synchronize with the origin (main use is for UI).

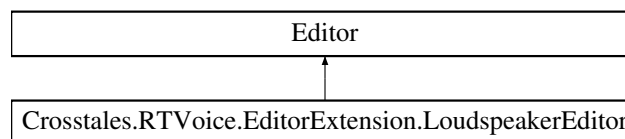
The documentation for this class was generated from the following file:

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

5.48 Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference

Custom editor for the 'Loudspeaker'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExtension.LoudspeakerEditor`:



Public Member Functions

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

5.48.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

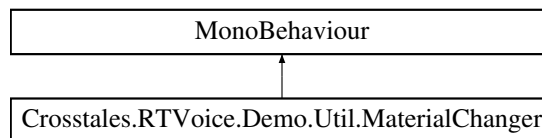
The documentation for this class was generated from the following file:

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

5.49 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 Member Functions

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

Public Attributes

- AudioSource **Source**
- Material **ActiveMaterial**

5.49.1 Detailed Description

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

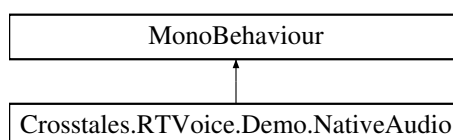
The documentation for this class was generated from the following file:

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

5.50 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 **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- 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

5.50.1 Detailed Description

Simple example with native audio for exact timing.

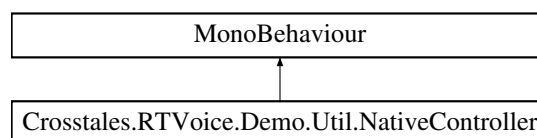
The documentation for this class was generated from the following file:

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

5.51 Crosstales.RTVoice.Demo.Util.NativeController Class Reference

Enables or disable game objects for native mode.

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



Public Member Functions

- void **Update** ()

Public Attributes

- bool **Active** = true
Enable or disable the 'Objects' for native mode (default: true).
- GameObject[] **Objects**
Selected objects for the controller.

5.51.1 Detailed Description

Enables or disable game objects for native mode.

5.51.2 Member Data Documentation

5.51.2.1 `bool Crosstales.RTVoice.Demo.Util.NativeController.Active = true`

Enable or disable the 'Objects' for native mode (default: true).

5.51.2.2 `GameObject [] Crosstales.RTVoice.Demo.Util.NativeController.Objects`

Selected objects for the controller.

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

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

5.52 Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

5.52.1 Detailed Description

Checks if a 'Happy new year'-message must be displayed.

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

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

5.53 Crosstales.Common.EditorTask.OCCheck Class Reference

Checks if 'Online Check' is installed.

5.53.1 Detailed Description

Checks if 'Online Check' is installed.

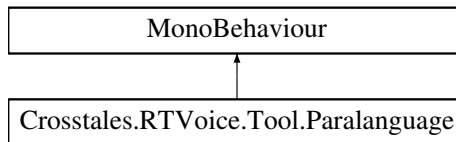
The documentation for this class was generated from the following file:

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

5.54 Crosstales.RTVoice.Tool.Paralanguage Class Reference

Para-language simulator with audio files.

Inheritance diagram for Crosstales.RTVoice.Tool.Paralanguage:



Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **Speak** ()
Speak the text.
- void **Silence** ()
Silence the speech.

Public Attributes

- string **Text** = string.Empty
Text to speak.
- Model.VoiceAlias **Voices**
Voices for the speech.
- Model.Enum.SpeakMode **Mode** = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioClip[] **Clips**
Audio clips to play.
- 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
Enable speaking of the text on start (default: false).
- float **Delay** = 0f
Delay until the speech for this text starts (default: 0).

Properties

- string CurrentText [get, set]
Text to speak (main use is for UI).
- float CurrentRate [get, set]
Speech rate of the speaker in percent (main use is for UI).
- float CurrentPitch [get, set]
Speech pitch of the speaker in percent (main use is for UI).
- float CurrentVolume [get, set]
Volume of the speaker in percent (main use is for UI).

5.54.1 Detailed Description

Para-language simulator with audio files.

5.54.2 Member Function Documentation

5.54.2.1 void Crosstales.RTVoice.Tool.Paralanguage.Silence ()

Silence the speech.

5.54.2.2 void Crosstales.RTVoice.Tool.Paralanguage.Speak ()

Speak the text.

5.54.3 Member Data Documentation

5.54.3.1 AudioClip [] Crosstales.RTVoice.Tool.Paralanguage.Clips

Audio clips to play.

5.54.3.2 float Crosstales.RTVoice.Tool.Paralanguage.Delay = 0f

Delay until the speech for this text starts (default: 0).

5.54.3.3 Model.Enum.SpeakMode Crosstales.RTVoice.Tool.Paralanguage.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.54.3.4 float Crosstales.RTVoice.Tool.Paralanguage.Pitch = 1f

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

5.54.3.5 `bool Crosstales.RTVoice.Tool.Paralanguage.PlayOnStart = false`

Enable speaking of the text on start (default: false).

5.54.3.6 `float Crosstales.RTVoice.Tool.Paralanguage.Rate = 1f`

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

5.54.3.7 `string Crosstales.RTVoice.Tool.Paralanguage.Text = string.Empty`

Text to speak.

5.54.3.8 **Model.VoiceAlias** `Crosstales.RTVoice.Tool.Paralanguage.Voices`

Voices for the speech.

5.54.3.9 `float Crosstales.RTVoice.Tool.Paralanguage.Volume = 1f`

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

5.54.4 Property Documentation

5.54.4.1 `float Crosstales.RTVoice.Tool.Paralanguage.CurrentPitch` `[get], [set]`

Speech pitch of the speaker in percent (main use is for UI).

5.54.4.2 `float Crosstales.RTVoice.Tool.Paralanguage.CurrentRate` `[get], [set]`

Speech rate of the speaker in percent (main use is for UI).

5.54.4.3 `string Crosstales.RTVoice.Tool.Paralanguage.CurrentText` `[get], [set]`

Text to speak (main use is for UI).

5.54.4.4 `float Crosstales.RTVoice.Tool.Paralanguage.CurrentVolume` `[get], [set]`

Volume of the speaker in percent (main use is for UI).

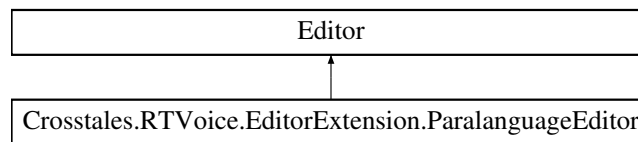
The documentation for this class was generated from the following file:

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

5.55 Crosstales.RTVoice.EditorExtension.ParalanguageEditor Class Reference

Custom editor for the 'Paralanguage'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ParalanguageEditor:



Public Member Functions

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

5.55.1 Detailed Description

Custom editor for the 'Paralanguage'-class.

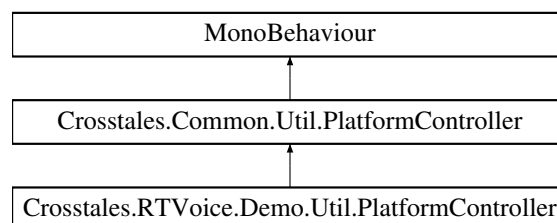
The documentation for this class was generated from the following file:

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

5.56 Crosstales.RTVoice.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

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



Public Member Functions

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

Additional Inherited Members

5.56.1 Detailed Description

Enables or disable game objects for a given platform.

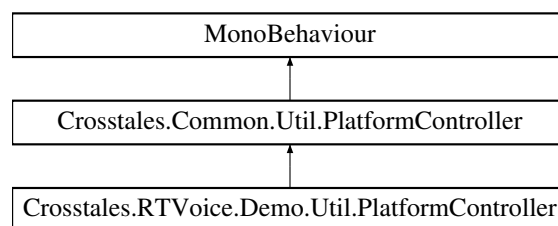
The documentation for this class was generated from the following file:

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

5.57 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< Model.Enum.Platform > Platforms
Selected platforms for the controller.
- bool **Active** = true
- GameObject[] Objects
Selected objects for the controller.

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- Model.Enum.Platform **currentPlatform**

5.57.1 Detailed Description

Enables or disable game objects for a given platform.

5.57.2 Member Data Documentation

5.57.2.1 `GameObject []` `Crosstales.Common.Util.PlatformController.Objects`

Selected objects for the controller.

5.57.2.2 `System.Collections.Generic.List<Model.Enum.Platform>` `Crosstales.Common.Util.PlatformController.Platforms`

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

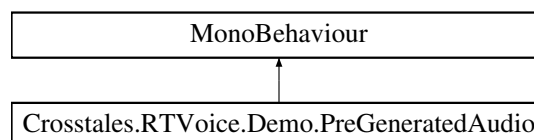
The documentation for this class was generated from the following file:

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

5.58 Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference

Simple example with pre-generated audio for exact timing.

Inheritance diagram for `Crosstales.RTVoice.Demo.PreGeneratedAudio`:



Public Member Functions

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

5.58.1 Detailed Description

Simple example with pre-generated audio for exact timing.

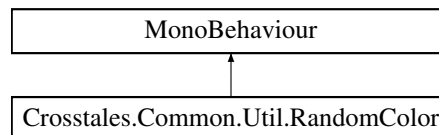
The documentation for this class was generated from the following file:

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

5.59 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Member Functions

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

Public Attributes

- bool UseInterval = true
Use intervals to change the color (default: true).
- Vector2 ChangeInterval = new Vector2(5, 10)
summary> Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 HueRange = new Vector2(0f, 1f)
summary> Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 SaturationRange = new Vector2(1f, 1f)
summary> Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 ValueRange = new Vector2(1f, 1f)
summary> Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 AlphaRange = new Vector2(1f, 1f)
summary> Use gray scale colors (default: false).
- bool **GrayScale** = false
- Material Material
Modify the color of a material instead of the Renderer (default: not set, optional).
- bool **RandomColorAtStart** = false

5.59.1 Detailed Description

Random color changer.

5.59.2 Member Data Documentation

5.59.2.1 Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)

summary>Use gray scale colors (default: false).

5.59.2.2 Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.59.2.3 Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.59.2.4 Material Crosstales.Common.Util.RandomColor.Material

Modify the color of a material instead of the Renderer (default: not set, optional).

summary>Set the object to a random color at Start (default: false).

5.59.2.5 Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.59.2.6 bool Crosstales.Common.Util.RandomColor.UseInterval = true

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.59.2.7 Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

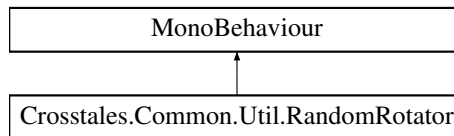
The documentation for this class was generated from the following file:

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

5.60 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Member Functions

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

Public Attributes

- bool UseInterval = true
Use intervals to change the rotation (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)
summary> Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 SpeedMin = new Vector3(5, 5, 5)
summary> Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 SpeedMax = new Vector3(15, 15, 15)
summary> Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart** = false

5.60.1 Detailed Description

Random rotation changer.

5.60.2 Member Data Documentation

5.60.2.1 Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)

summary> Minimum rotation speed per axis (default: 5 for all axis).

5.60.2.2 Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)

summary> Set the object to a random rotation at Start (default: false).

5.60.2.3 Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)

summary> Maximum rotation speed per axis (default: 15 for all axis).

5.60.2.4 bool Crosstales.Common.Util.RandomRotator.UseInterval = true

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

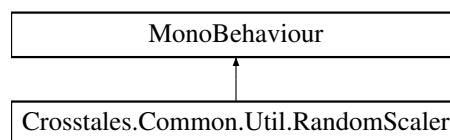
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.61 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Member Functions

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

Public Attributes

- bool UseInterval = true
Use intervals to change the scale (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)
summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMax = new Vector3(3, 3, 3)
summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool Uniform = true
summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

5.61.1 Detailed Description

Random scale changer.

5.61.2 Member Data Documentation

5.61.2.1 Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)

summary>Minimum scale per axis (default: 0.1 for all axis).

5.61.2.2 Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.61.2.3 Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

summary>Maximum scale per axis (default: 0.1 for all axis).

5.61.2.4 bool Crosstales.Common.Util.RandomScaler.Uniform = true

summary>Set the object to a random scale at Start (default: false).

5.61.2.5 bool Crosstales.Common.Util.RandomScaler.UseInterval = true

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomScaler.cs

5.62 Crosstales.RTVoice.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.62.1 Detailed Description

Reminds the customer to create an UAS review.

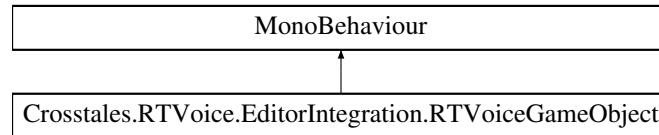
The documentation for this class was generated from the following file:

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

5.63 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject:



5.63.1 Detailed Description

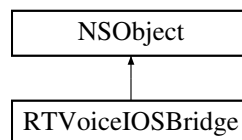
Editor component for the "Hierarchy"-menu.

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

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

5.64 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Instance Methods

- (void) - setVoices
- (void) - speak:text:rate:pitch:volume:
- (void) - stop

5.64.1 Method Documentation

5.64.1.1 - (void) setVoices

Collects and sends all voices to RTVoice.

5.64.1.2 - (void) speak: (NSString *) id text:(NSString *) text rate:(float) rate pitch:(float) pitch volume:(float) volume

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

Parameters

<i>name</i>	Name of the voice to speak
<i>text</i>	Text to speak
<i>rate</i>	Speech rate of the speaker in percent
<i>pitch</i>	Pitch of the speech in percent
<i>volume</i>	Volume of the speaker in percent

5.64.1.3 - (void) stop

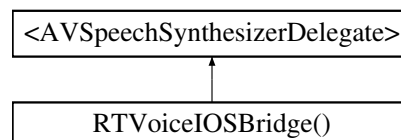
Stops speaking

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

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

5.65 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/Plugins/crosstailes/RTVoice/↔ Wrapper/iOS/RTVoiceIOSBridge.mm

5.66 Crosstailes.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

5.66.1 Detailed Description

Editor component for the "Tools"-menu.

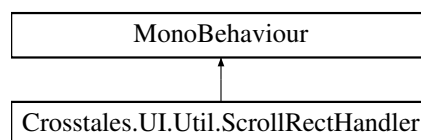
The documentation for this class was generated from the following file:

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

5.67 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**

5.67.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

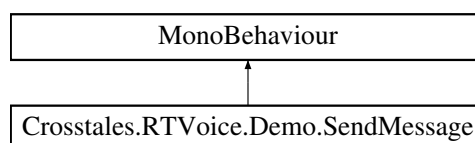
The documentation for this class was generated from the following file:

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

5.68 Crosstales.RTVoice.Demo.SendMessage Class Reference

Simple "SendMessage" example.

Inheritance diagram for Crosstales.RTVoice.Demo.SendMessage:



Public Member Functions

- void **Start** ()
- 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

5.68.1 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/Plugins/crosstales/RTVoice/↔ Demo/Scripts/SendMessage.cs

5.69 Crosstales.RTVoice.Model.Sequence Class Reference

Model for a sequence.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string **Text** = string.Empty
Text to speak.
- Model.VoiceAlias **Voices**
Voices for the speech.
- Enum.SpeakMode **Mode** = Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioSource **Source**
AudioSource for the output (optional).
- float **Rate** = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float **Pitch** = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float **Volume** = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool **initialized** = false

5.69.1 Detailed Description

Model for a sequence.

5.69.2 Member Data Documentation

5.69.2.1 Enum.SpeakMode Crosstales.RTVoice.Model.Sequence.Mode = Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

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

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

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

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

5.69.2.4 AudioSource Crosstales.RTVoice.Model.Sequence.Source

AudioSource for the output (optional).

5.69.2.5 string Crosstales.RTVoice.Model.Sequence.Text = string.Empty

Text to speak.

5.69.2.6 Model.VoiceAlias Crosstales.RTVoice.Model.Sequence.Voices

Voices for the speech.

5.69.2.7 float Crosstales.RTVoice.Model.Sequence.Volume = 1f

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

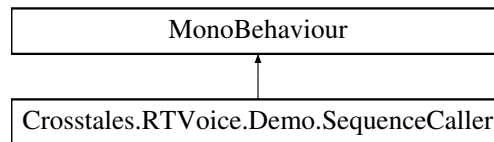
The documentation for this class was generated from the following file:

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

5.70 Crosstales.RTVoice.Demo.SequenceCaller Class Reference

Simple Sequence caller example.

Inheritance diagram for Crosstales.RTVoice.Demo.SequenceCaller:



Public Member Functions

- void **Start** ()

Public Attributes

- GameObject **receiver**
- int **NumberOfSequences**
- float **SequenceDelay** = 1f

5.70.1 Detailed Description

Simple Sequence caller example.

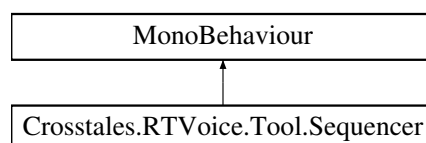
The documentation for this class was generated from the following file:

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

5.71 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer for dialogues.

Inheritance diagram for Crosstales.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.
- float Delay = 0f
Delay in seconds before the Sequencer starts processing (default: 0).
- bool PlayOnStart = false
Enable the Sequencer on start (default: false).

Properties

- Model.Sequence CurrentSequence [get]
Returns the current Sequence.

5.71.1 Detailed Description

Simple sequencer for dialogues.

5.71.2 Member Function Documentation

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

Plays all Sequences.

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

Plays the next Sequence in the array.

5.71.2.3 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).
--------------	---

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

Stops and silences all active Sequences.

5.71.3 Member Data Documentation

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

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

5.71.3.2 bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false

Enable the Sequencer on start (default: false).

5.71.3.3 Model.Sequence [] Crosstales.RTVoice.Tool.Sequencer.Sequences

All available sequences.

5.71.4 Property Documentation

5.71.4.1 Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence [get]

Returns the current Sequence.

Returns

The current Sequence.

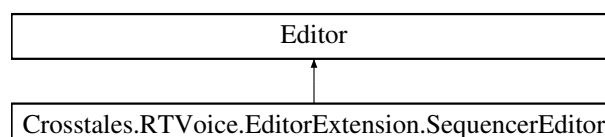
The documentation for this class was generated from the following file:

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

5.72 Crosstales.RTVoice.EditorExtension.SequencerEditor Class Reference

Custom editor for the 'Sequencer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SequencerEditor:



Public Member Functions

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

5.72.1 Detailed Description

Custom editor for the 'Sequencer'-class.

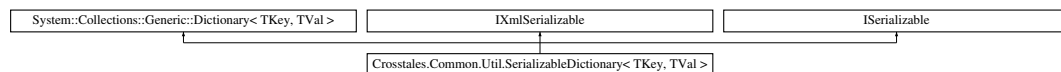
The documentation for this class was generated from the following file:

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

5.73 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:



Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.StreamingContext context)

Properties

- System.Xml.Serialization.XmlSerializer **ValueSerializer** [get]

5.73.1 Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializableDictionary.cs

5.74 Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)
Serialize an object to a byte-array.
- static byte[] SerializeToByteArray< T > (T obj)
Serialize an object to a byte-array.
- static T DeserializeFromFile< T > (string filename)
Deserialize a binary-file to an object.
- static T DeserializeFromByteArray< T > (byte[] data)
Deserialize a byte-array to an object.

5.74.1 Detailed Description

Serialize and deserialize objects to/from binary files.

5.74.2 Member Function Documentation

5.74.2.1 static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (byte[] data) [static]

Deserialize a byte-array to an object.

Parameters

<i>filename</i>	Byte-array of the object
-----------------	--------------------------

Returns

Object

5.74.2.2 static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (string filename) [static]

Deserialize a binary-file to an object.

Parameters

<i>filename</i>	Binary-file of the object
-----------------	---------------------------

Returns

Object

5.74.2.3 `static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (T obj) [static]`

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Byte-array of the object

5.74.2.4 `static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > (T obj, string filename) [static]`

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

Returns

Byte-array of the object

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

- D:/slauberberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ Scripts/Util/SerializeDeSerialize.cs

5.75 Crosstales.Common.EditorTask.SetApiLevel Class Reference

Sets the required .NET API level.

5.75.1 Detailed Description

Sets the required .NET API level.

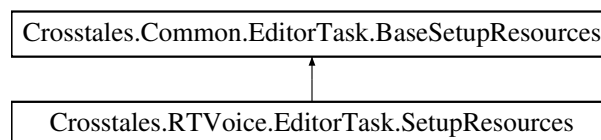
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/↔ Editor/Task/SetApiLevel.cs

5.76 Crosstailes.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstailes.RTVoice.EditorTask.SetupResources:



Additional Inherited Members

5.76.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

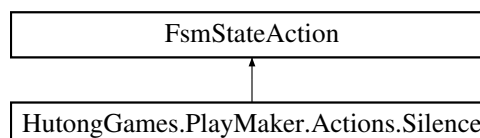
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/↔ Editor/Task/SetupResources.cs

5.77 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmEvent **sendEvent**

5.77.1 Detailed Description

Silence-action for PlayMaker.

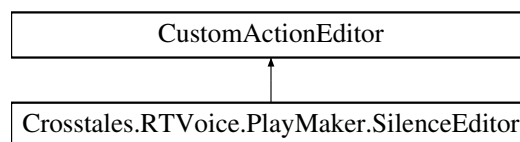
The documentation for this class was generated from the following file:

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

5.78 Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SilenceEditor:



Public Member Functions

- override bool **OnGUI** ()

5.78.1 Detailed Description

Custom editor for the Silence-action.

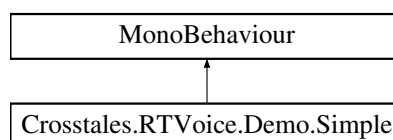
The documentation for this class was generated from the following file:

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

5.79 Crosstales.RTVoice.Demo.Simple Class Reference

Simple TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

Public Attributes

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

5.79.1 Detailed Description

Simple TTS example.

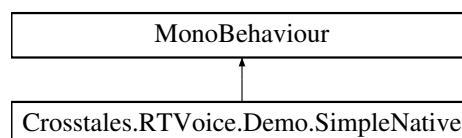
The documentation for this class was generated from the following file:

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

5.80 Crosstales.RTVoice.Demo.SimpleNative Class Reference

Simple native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **SpeakerC** ()
- void **Silence** ()

Public Attributes

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

5.80.1 Detailed Description

Simple native TTS example.

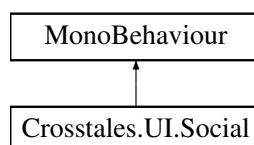
The documentation for this class was generated from the following file:

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

5.81 Crosstales.UI.Social Class Reference

Crosstales social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Xing** ()
- void **Youtube** ()
- void **Discord** ()

5.81.1 Detailed Description

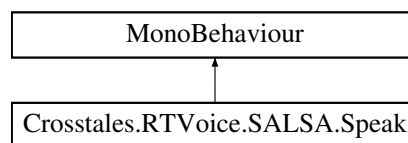
Crosstailes social media links.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/Social.cs↔

5.82 Crosstailes.RTVoice.SALSA.Speak Class Reference

Inheritance diagram for Crosstailes.RTVoice.SALSA.Speak:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Talk** ()

Public Attributes

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

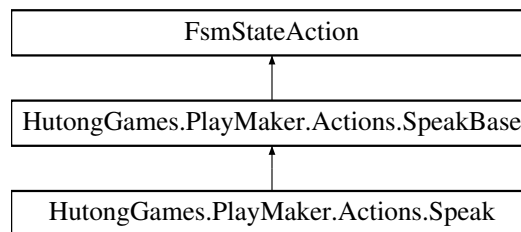
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/3rd party/SALSA/Scripts/Speak.cs↔

5.83 HutongGames.PlayMaker.Actions.Speak Class Reference

Speak-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Speak:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString Text = "Hello world!"
Text to speak.
- FsmString RTVoiceNameWindows = "David"
Name of the RT-Voice under Windows.
- FsmString RTVoiceNameMac = "Alex"
Name of the RT-Voice under macOS.
- FsmString RTVoiceNameAndroid = "en"
Name of the RT-Voice under Android.
- FsmString RTVoiceNameIOS = "Daniel"
Name of the RT-Voice under iOS.
- FsmString RTVoiceNameWSA = "David"
Name of the RT-Voice under WSA.
- FsmString RTVoiceNameMaryTTS = "cms-rms-hsmm"
Name of the RT-Voice under MaryTTS.
- FsmString RTVoiceNameCustom = string.Empty
Name of the RT-Voice in a custom provider.
- FsmString Culture = "en"
Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.83.1 Detailed Description

Speak-action for PlayMaker.

5.83.2 Member Data Documentation

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

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

5.83.2.2 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = "en"

Name of the RT-Voice under Android.

5.83.2.3 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameCustom = string.Empty

Name of the RT-Voice in a custom provider.

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

Name of the RT-Voice under iOS.

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

Name of the RT-Voice under macOS.

5.83.2.6 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMaryTTS = "cms-rms-hsmm"

Name of the RT-Voice under MaryTTS.

5.83.2.7 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "David"

Name of the RT-Voice under Windows.

5.83.2.8 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "David"

Name of the RT-Voice under WSA.

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

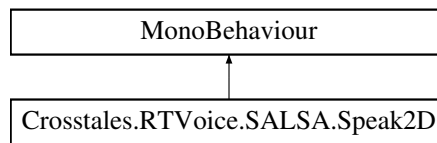
Text to speak.

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

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

5.84 Crosstales.RTVoice.SALSA.Speak2D Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.Speak2D:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Talk** ()

Public Attributes

- AudioSource **Source**
- CrazyMinnow.SALSA.Salsa2D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

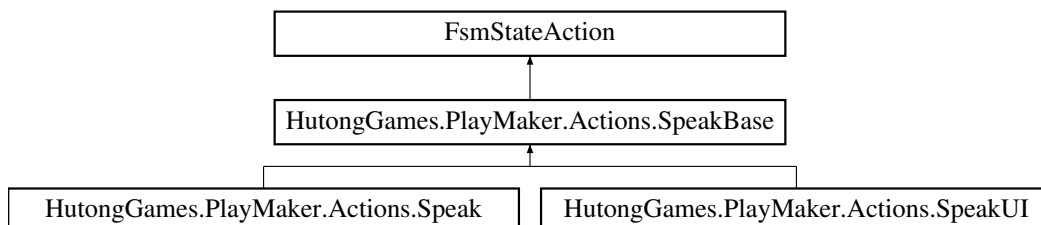
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/SALSA/Scripts/Speak2D.cs ↩

5.85 HutongGames.PlayMaker.Actions.SpeakBase Class Reference

Base for Speak-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakBase:



Public Member Functions

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

Public Attributes

- FsmEvent **sendEvent**
- Crosstales.RTVoice.Model.Enum.SpeakMode Mode
Speak mode (default: 'Speak').
- FsmGameObject AudioSource
AudioSource for the output (optional).
- FsmFloat Rate = 1
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- FsmFloat Pitch = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- FsmFloat Volume = 1
Volume of the speaker in percent (1 = 100%, default: 1, optional).

Protected Member Functions

- void **subscribeEvents** ()
- void **unsubscribeEvents** ()

Protected Attributes

- string **uid**

5.85.1 Detailed Description

Base for Speak-actions in PlayMaker.

5.85.2 Member Data Documentation

5.85.2.1 FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

5.85.2.2 Crosstales.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode

Speak mode (default: 'Speak').

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

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

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

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

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

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

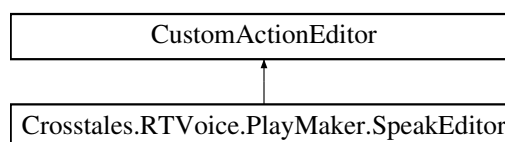
The documentation for this class was generated from the following file:

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

5.86 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** ()

5.86.1 Detailed Description

Custom editor for the Speak-action.

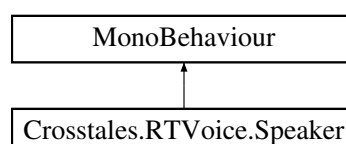
The documentation for this class was generated from the following file:

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

5.87 Crosstales.RTVoice.Speaker Class Reference

Main component of RTVoice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Member Functions

- void **Awake** ()
- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()
- void **OnApplicationQuit** ()
- void **OnApplicationFocus** (bool hasFocus)

Static Public Member Functions

- static void **Reset** ()
Resets this object.
- 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 bool **isVoiceForGenderAvailable** (Model.Enum.Gender gender, string culture="")
Is a voice available for a given gender and optional culture from the current TTS-system?
- static System.Collections.Generic.List< Model.Voice > **VoicesForGender** (Model.Enum.Gender gender, string culture="", bool isFuzzy=true)
Get all available voices for a given gender and optional culture from the current TTS-system.
- static Model.Voice **VoiceForGender** (Model.Enum.Gender gender, string culture="", int index=0, string fallbackCulture="", bool isFuzzy=true)
Get a voice from for a given gender and optional culture and optional index from the current TTS-system.
- static bool **isVoiceForCultureAvailable** (string culture)
Is a voice available for a given culture from the current TTS-system?
- static System.Collections.Generic.List< Model.Voice > **VoicesForCulture** (string culture, bool isFuzzy=true)
Get all available voices for a given culture from the current TTS-system.
- static Model.Voice **VoiceForCulture** (string culture, int index=0, string fallbackCulture="", bool isFuzzy=true)
Get a voice from for a given culture and optional index from the current TTS-system.
- static bool **isVoiceForNameAvailable** (string name, bool isExact=false)
Is a voice available for a given name from the current TTS-system?
- static Model.Voice **VoiceForName** (string name, bool isExact=false)
Get a voice for a given name from the current TTS-system.
- static string **SpeakNative** (string text, Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
Speaks a text with a given voice (native mode).
- static void **SpeakNativeWithUID** (Model.Wrapper wrapper)
Speaks a text with a given voice (native mode).
- static string **SpeakNative** (Model.Wrapper wrapper)
Speaks a text with a given wrapper (native mode).
- static string **Speak** (string text, AudioSource source=null, Model.Voice voice=null, bool speak↵Immediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="", bool forceSSML=true)
Speaks a text with a given voice.
- static void **SpeakWithUID** (Model.Wrapper wrapper)
Speaks a text with a given voice.
- static string **Speak** (Model.Wrapper wrapper)
Speaks a text with a given wrapper.
- static void **SpeakMarkedWordsWithUID** (Model.Wrapper wrapper)
Speaks and marks a text with a given wrapper.

- static void SpeakMarkedWordsWithUID (string uid, string text, AudioSource source, Model.Voice voice=null, float rate=1f, float pitch=1f, bool forceSSML=true)
Speaks and marks a text with a given voice and tracks the word position.
- static string Generate (Model.Wrapper wrapper)
Generates an audio file from a given wrapper.
- static string Generate (string text, string outputFile, Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
Generates an audio file from a text with a given voice.
- static void Silence ()
Silence all active TTS-voices.
- static void Silence (string uid)
Silence an active TTS-voice with a UID.
- static void Pause (string uid)
Pause an active TTS-voice with a UID (only for 'Speak'-calls).
- static void UnPause (string uid)
Un-Pause an active TTS-voice with a UID (only for 'Speak'-calls).
- static void ReloadProvider ()
Reloads the provider.
- static void DeleteAudioFiles ()
Deletes all generated audio files.

Public Attributes

- Provider.BaseCustomVoiceProvider CustomProvider
Custom provider for RT-Voice.
- bool CustomMode = false
Enables or disables the custom provider (default: false).
- bool MaryTTSMMode = false
Enables or disables MaryTTS (default: false).
- string MaryTTSUrl = "http://mary.dfki.de"
Server URL for MaryTTS.
- int MaryTTSPort = 59125
Server port for MaryTTS (default: 59125).
- string MaryTTSUser = string.Empty
User name for MaryTTS (default: empty).
- string MaryTTSPassword = string.Empty
User password for MaryTTS (default: empty).
- Model.Enum.MaryTTSType MaryTTSType = Model.Enum.MaryTTSType.RAWMARYXML
Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).
- bool ESpeakMode = false
Enable or disable eSpeak for standalone platforms (default: false).
- Model.Enum.ESpeakModifiers ESpeakModifier = Model.Enum.ESpeakModifiers.none
Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).
- bool AutoClearTags = false
Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).
- bool WindowsLegacy = false
Enable or disable the legacy Windows provider (default: false).
- bool SilenceOnDisable = false
Silence any speeches if this component gets disabled (default: false).
- bool SilenceOnFocusLost = true
Silence any speeches if the application loses the focus (default: true).
- bool DontDestroy = true
Don't destroy gameobject during scene switches (default: true).

Properties

- static VoicesReady OnVoicesReady
An event triggered whenever the voices of a provider are ready.
- static SpeakStart OnSpeakStart
An event triggered whenever a speak is started.
- static SpeakComplete OnSpeakComplete
An event triggered whenever a speak is completed.
- static SpeakCurrentWord OnSpeakCurrentWord
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- static SpeakCurrentPhoneme OnSpeakCurrentPhoneme
An event triggered whenever a new phoneme is spoken (native, Windows only).
- static SpeakCurrentViseme OnSpeakCurrentViseme
An event triggered whenever a new viseme is spoken (native, Windows only).
- static SpeakAudioGenerationStart OnSpeakAudioGenerationStart
An event triggered whenever a speak audio generation is started.
- static SpeakAudioGenerationComplete OnSpeakAudioGenerationComplete
An event triggered whenever a speak audio generation is completed.
- static ProviderChange OnProviderChange
An event triggered whenever a provider changes (e.g. Windows to MaryTTS).
- static ErrorInfo OnErrorInfo
An event triggered whenever an error occurs.
- static int SpeechCount [get]
Number of active speeches.
- static int BusyCount [get]
Number of activities.
- static bool areVoicesReady [get]
Are all voices ready to speak?
- static Provider.BaseCustomVoiceProvider CustomVoiceProvider [get, set]
Enables or disables MaryTTS.
- static bool isCustomMode [get, set]
Enables or disables the custom voice provider.
- static bool isMaryMode [get, set]
Enables or disables MaryTTS.
- static string MaryUrl [get, set]
Server URL for MaryTTS.
- static int MaryPort [get, set]
Server port for MaryTTS.
- static string MaryUser [get, set]
User name for MaryTTS.
- static string MaryPassword [set]
Password for MaryTTS.
- static Model.Enum.MaryTTSType MaryType [get, set]
Input type for MaryTTS.
- static bool isESpeakMode [get, set]
Enable or disable eSpeak for standalone platforms.
- static Model.Enum.ESpeakModifiers ESpeakMod [get, set]
Active modifier for all eSpeak voices (m1-m6 = male, f1-f4 = female).
- static bool isWindowsLegacy [get, set]
Enable or disable the legacy Windows provider.
- static bool isAutoClearTags [get, set]

- Automatically clear tags from speeches depending on the capabilities of the current TTS-system.*
- static bool `isSilenceOnDisable` [get, set]
Silence any speeches if this component gets disabled.
- static bool `isSilenceOnFocustLost` [get, set]
Silence any speeches if the application loses the focus.
- static string `AudioFileExtension` [get]
Returns the extension of the generated audio files.
- static string `DefaultVoiceName` [get]
Returns the default voice name of the current TTS-provider.
- static System.Collections.Generic.List< Model.Voice > `Voices` [get]
Get all available voices from the current TTS-system.
- static bool `isWorkingInEditor` [get]
Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).
- static int `MaxTextLength` [get]
Maximal length of the speech text (in characters) for the current TTS-system.
- static bool `isSpeakNativeSupported` [get]
Indicates if this TTS-system is supporting SpeakNative.
- static bool `isSpeakSupported` [get]
Indicates if this TTS-system is supporting Speak.
- static bool `isPlatformSupported` [get]
Indicates if this TTS-system is supporting the current platform.
- static bool `isSSMLSupported` [get]
Indicates if this TTS-system is supporting SSML.
- static System.Collections.Generic.List< string > `Cultures` [get]
Get all available cultures from the current TTS-system (ISO 639-1).
- static bool `isTTSAvailable` [get]
Checks if TTS is available on this system.
- static bool `isSpeaking` [get]
Checks if RT-Voice is speaking on this system.
- static bool `isBusy` [get]
Checks if RT-Voice is busy on this system.

5.87.1 Detailed Description

Main component of RTVoice.

5.87.2 Member Function Documentation

5.87.2.1 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>time factor</i>	Time factor for the calculated value (default: 0.9, optional).

Returns

Approximated speech length in seconds of the given text and rate.

5.87.2.2 static void Crosstales.RTVoice.Speaker.DeleteAudioFiles () [static]

Deletes all generated audio files.

5.87.2.3 static string Crosstales.RTVoice.Speaker.Generate (Model.Wrapper wrapper) [static]

Generates an audio file from a given wrapper.

Parameters

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

Returns

UID of the generator.

5.87.2.4 static string Crosstales.RTVoice.Speaker.Generate (string text, string outputFile, Model.Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f, bool forceSSML = true) [static]

Generates an audio file from a text with a given voice.

Parameters

<i>text</i>	Text to generate.
<i>outputFile</i>	Saves the generated audio to an output file (without extension).
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the generator.

5.87.2.5 static bool Crosstales.RTVoice.Speaker.isVoiceForCultureAvailable (string culture) [static]

Is a voice available for a given culture from the current TTS-system?

Parameters

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

Returns

True if a voice is available for a given culture.

5.87.2.6 `static bool Crosstales.RTVoice.Speaker.isVoiceForGenderAvailable (Model.Enum.Gender gender, string culture = "") [static]`

Is a voice available for a given gender and optional culture from the current TTS-system?

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)

Returns

True if a voice is available for a given gender and culture.

5.87.2.7 `static bool Crosstales.RTVoice.Speaker.isVoiceForNameAvailable (string name, bool isExact = false) [static]`

Is a voice available for a given name from the current TTS-system?

Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
<i>isExact</i>	Exact match for the voice name (default: false, optional)

Returns

True if a voice is available for a given name.

5.87.2.8 `static void Crosstales.RTVoice.Speaker.Pause (string uid) [static]`

Pause an active TTS-voice with a UID (only for 'Speak'-calls).

Parameters

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

5.87.2.9 `static void Crosstales.RTVoice.Speaker.ReloadProvider () [static]`

Reloads the provider.

5.87.2.10 `static void Crosstales.RTVoice.Speaker.Reset () [static]`

Resets this object.

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

Silence all active TTS-voices.

5.87.2.12 `static void Crosstales.RTVoice.Speaker.Silence (string uid) [static]`

Silence an active TTS-voice with a UID.

Parameters

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

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

Speaks a text with a given voice.

Parameters

<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output (optional).
<i>voice</i>	Voice to speak (optional).
<i>speakImmediately</i>	Speak the text immediately (default: true). Only works if 'Source' is not null.
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>outputFile</i>	Saves the generated audio to an output file (without extension, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.87.2.14 `static string 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.

5.87.2.15 `static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (Model.Wrapper wrapper)` `[static]`

Speaks and marks a text with a given wrapper.

Parameters

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

5.87.2.16 `static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (string uid, string text, AudioSource source, Model.Voice voice = null, float rate = 1f, float pitch = 1f, bool forceSSML = true)` `[static]`

Speaks and marks a text with a given voice and tracks the word position.

Parameters

<i>uid</i>	UID of the speaker
<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output.
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.87.2.17 `static string Crosstales.RTVoice.Speaker.SpeakNative (string text, Model.Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f, bool forceSSML = true)` `[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%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.87.2.18 `static string 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.

5.87.2.19 `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.
----------------	----------------

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

Speaks a text with a given voice.

Parameters

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

5.87.2.21 `static void Crosstales.RTVoice.Speaker.UnPause (string uid) [static]`

Un-Pause an active TTS-voice with a UID (only for 'Speak'-calls).

Parameters

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

5.87.2.22 `static Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (string culture, int index = 0, string fallbackCulture = "", bool isFuzzy = true) [static]`

Get a voice from for a given culture and optional index from the current TTS-system.

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
<i>index</i>	Index of the voice (default: 0, optional)
<i>index</i>	Fallback culture of the voice (e.g. "en", default "", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the culture (default: true, optional)

Returns

Voice for the given culture and index.

5.87.2.23 `static Model.Voice Crosstales.RTVoice.Speaker.VoiceForGender (Model.Enum.Gender gender, string culture = "", int index = 0, string fallbackCulture = "", bool isFuzzy = true) [static]`

Get a voice from for a given gender and optional culture and optional index from the current TTS-system.

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)
<i>index</i>	Index of the voice (default: 0, optional)
<i>index</i>	Fallback culture of the voice (e.g. "en", default "", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or culture (default: true, optional)

Returns

Voice for the given culture and index.

5.87.2.24 `static Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (string name, bool isExact = false) [static]`

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

Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
<i>isExact</i>	Exact match for the voice name (default: false, optional)

Returns

Voice for the given name or null if not found.

5.87.2.25 `static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForCulture (string culture, bool isFuzzy = true) [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")
<i>isFuzzy</i>	Always returns voices if there is no match with the culture (default: true, optional)

Returns

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

5.87.2.26 `static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForGender (Model.Enum.Gender gender, string culture = " ", bool isFuzzy = true) [static]`

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

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or culture (default: true, optional)

Returns

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

5.87.3 Member Data Documentation

5.87.3.1 `bool Crosstales.RTVoice.Speaker.AutoClearTags = false`

Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).

5.87.3.2 `bool Crosstales.RTVoice.Speaker.CustomMode = false`

Enables or disables the custom provider (default: false).

5.87.3.3 `Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomProvider`

Custom provider for RT-Voice.

5.87.3.4 `bool Crosstales.RTVoice.Speaker.DontDestroy = true`

Don't destroy gameobject during scene switches (default: true).

5.87.3.5 `bool Crosstales.RTVoice.Speaker.ESpeakMode = false`

Enable or disable eSpeak for standalone platforms (default: false).

5.87.3.6 `Model.Enum.ESpeakModifiers Crosstales.RTVoice.Speaker.ESpeakModifier = Model.Enum.ESpeakModifiers.none`

Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).

5.87.3.7 `bool Crosstales.RTVoice.Speaker.MaryTTSMode = false`

Enables or disables MaryTTS (default: false).

5.87.3.8 `string Crosstales.RTVoice.Speaker.MaryTTSPassword = string.Empty`

User password for MaryTTS (default: empty).

5.87.3.9 `int Crosstales.RTVoice.Speaker.MaryTTSPort = 59125`

Server port for MaryTTS (default: 59125).

5.87.3.10 `Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryTTSType = Model.Enum.MaryTTSType.RAWMARYXML`

Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).

5.87.3.11 `string Crosstales.RTVoice.Speaker.MaryTTSUrl = "http://mary.dfki.de"`

Server URL for MaryTTS.

5.87.3.12 `string Crosstales.RTVoice.Speaker.MaryTTSUser = string.Empty`

User name for MaryTTS (default: empty).

5.87.3.13 `bool Crosstales.RTVoice.Speaker.SilenceOnDisable = false`

Silence any speeches if this component gets disabled (default: false).

5.87.3.14 `bool Crosstales.RTVoice.Speaker.SilenceOnFocusLost = true`

Silence any speeches if the application loses the focus (default: true).

5.87.3.15 `bool Crosstales.RTVoice.Speaker.WindowsLegacy = false`

Enable or disable the legacy Windows provider (default: false).

5.87.4 Property Documentation

5.87.4.1 `bool Crosstales.RTVoice.Speaker.areVoicesReady` `[static], [get]`

Are all voices ready to speak?

5.87.4.2 `string Crosstales.RTVoice.Speaker.AudioFileExtension` `[static], [get]`

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.87.4.3 `int Crosstales.RTVoice.Speaker.BusyCount` `[static], [get]`

Number of activities.

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

Get all available cultures from the current TTS-system (ISO 639-1).

Returns

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

5.87.4.5 `Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomVoiceProvider` `[static], [get], [set]`

Enables or disables MaryTTS.

5.87.4.6 `string Crosstales.RTVoice.Speaker.DefaultVoiceName` `[static], [get]`

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.87.4.7 Model.Enum.ESpeakModifiers Crosstales.RTVoice.Speaker.ESpeakMod [static], [get], [set]

Active modifier for all eSpeak voices (m1-m6 = male, f1-f4 = female).

5.87.4.8 bool Crosstales.RTVoice.Speaker.isAutoClearTags [static], [get], [set]

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

5.87.4.9 bool Crosstales.RTVoice.Speaker.isBusy [static], [get]

Checks if RT-Voice is busy on this system.

Returns

True if RT-Voice is busy on this system.

5.87.4.10 bool Crosstales.RTVoice.Speaker.isCustomMode [static], [get], [set]

Enables or disables the custom voice provider.

5.87.4.11 bool Crosstales.RTVoice.Speaker.isESpeakMode [static], [get], [set]

Enable or disable eSpeak for standalone platforms.

5.87.4.12 bool Crosstales.RTVoice.Speaker.isMaryMode [static], [get], [set]

Enables or disables MaryTTS.

5.87.4.13 bool Crosstales.RTVoice.Speaker.isPlatformSupported [static], [get]

Indicates if this TTS-system is supporting the current platform.

Returns

TTS-system supports current platform.

5.87.4.14 bool Crosstales.RTVoice.Speaker.isSilenceOnDisable [static], [get], [set]

Silence any speeches if this component gets disabled.

5.87.4.15 bool Crosstales.RTVoice.Speaker.isSilenceOnFocustLost [static], [get], [set]

Silence any speeches if the application loses the focus.

5.87.4.16 bool Crosstales.RTVoice.Speaker.isSpeaking [static],[get]

Checks if RT-Voice is speaking on this system.

Returns

True if RT-Voice is speaking on this system.

5.87.4.17 bool Crosstales.RTVoice.Speaker.isSpeakNativeSupported [static],[get]

Indicates if this TTS-system is supporting SpeakNative.

Returns

TTS-system supports SpeakNative.

5.87.4.18 bool Crosstales.RTVoice.Speaker.isSpeakSupported [static],[get]

Indicates if this TTS-system is supporting Speak.

Returns

TTS-system supports Speak.

5.87.4.19 bool Crosstales.RTVoice.Speaker.isSSMLSupported [static],[get]

Indicates if this TTS-system is supporting SSML.

Returns

TTS-system supports SSML.

5.87.4.20 bool Crosstales.RTVoice.Speaker.isTTSAvailable [static],[get]

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

5.87.4.21 bool Crosstales.RTVoice.Speaker.isWindowsLegacy [static],[get],[set]

Enable or disable the legacy Windows provider.

5.87.4.22 `bool Crosstales.RTVoice.Speaker.isWorkingInEditor` `[static], [get]`

Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).

Returns

The TTS-system is working directly inside the Unity Editor.

5.87.4.23 `string Crosstales.RTVoice.Speaker.MaryPassword` `[static], [set]`

Password for MaryTTS.

5.87.4.24 `int Crosstales.RTVoice.Speaker.MaryPort` `[static], [get], [set]`

Server port for MaryTTS.

5.87.4.25 `Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryType` `[static], [get], [set]`

Input type for MaryTTS.

5.87.4.26 `string Crosstales.RTVoice.Speaker.MaryUrl` `[static], [get], [set]`

Server URL for MaryTTS.

5.87.4.27 `string Crosstales.RTVoice.Speaker.MaryUser` `[static], [get], [set]`

User name for MaryTTS.

5.87.4.28 `int Crosstales.RTVoice.Speaker.MaxTextLength` `[static], [get]`

Maximal length of the speech text (in characters) for the current TTS-system.

Returns

The maximal length of the speech text.

5.87.4.29 `ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo` `[static], [add], [remove]`

An event triggered whenever an error occurs.

5.87.4.30 `ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange` `[static], [add], [remove]`

An event triggered whenever a provider changes (e.g. Windows to MaryTTS).

5.87.4.31 SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete [static], [add], [remove]

An event triggered whenever a speak audio generation is completed.

5.87.4.32 SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart [static], [add], [remove]

An event triggered whenever a speak audio generation is started.

5.87.4.33 SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete [static], [add], [remove]

An event triggered whenever a speak is completed.

5.87.4.34 SpeakCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme [static], [add], [remove]

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

5.87.4.35 SpeakCurrentViseme Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme [static], [add], [remove]

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

5.87.4.36 SpeakCurrentWord Crosstales.RTVoice.Speaker.OnSpeakCurrentWord [static], [add], [remove]

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

5.87.4.37 SpeakStart Crosstales.RTVoice.Speaker.OnSpeakStart [static], [add], [remove]

An event triggered whenever a speak is started.

5.87.4.38 VoicesReady Crosstales.RTVoice.Speaker.OnVoicesReady [static], [add], [remove]

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

5.87.4.39 int Crosstales.RTVoice.Speaker.SpeechCount [static], [get]

Number of active speeches.

5.87.4.40 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.

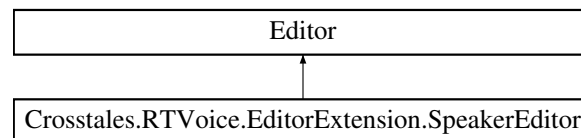
The documentation for this class was generated from the following file:

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

5.88 Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference

Custom editor for the 'Speaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeakerEditor:



Public Member Functions

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

5.88.1 Detailed Description

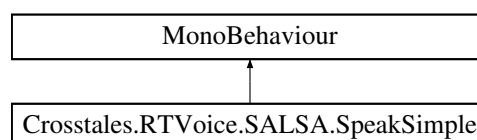
Custom editor for the 'Speaker'-class.

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

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

5.89 Crosstales.RTVoice.SALSA.SpeakSimple Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.SpeakSimple:



Public Member Functions

- void **Silence** ()
- void **Talk** ()

Public Attributes

- AudioSource **Source**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

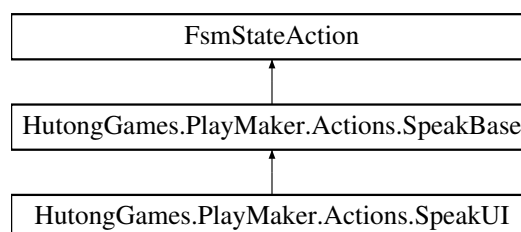
The documentation for this class was generated from the following file:

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

5.90 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

5.90.1 Detailed Description

Speak-action for UI-components in PlayMaker.

5.90.2 Member Data Documentation

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

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

5.90.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

5.90.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

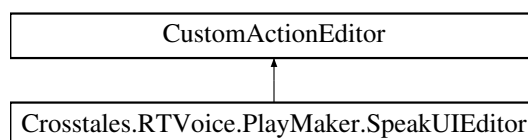
The documentation for this class was generated from the following file:

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

5.91 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** ()

5.91.1 Detailed Description

Custom editor for the SpeakUI-action.

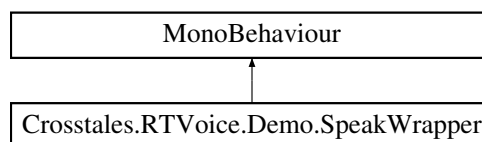
The documentation for this class was generated from the following file:

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

5.92 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**

5.92.1 Detailed Description

Wrapper for the dynamic speakers.

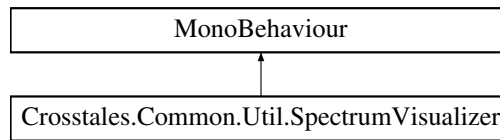
The documentation for this class was generated from the following file:

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

5.93 Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:



Public Member Functions

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

Public Attributes

- FFTAnalyzer Analyzer
FFT-analyzer with the spectrum data.
- GameObject VisualPrefab
summary> Width per prefab.
- float Width = 0.075f
summary> Gain-power for the frequency.
- float Gain = 70f
summary> Frequency band from left-to-right (default: true).
- bool LeftToRight = true
summary> Opacity of the material of the prefab (default: 1).
- float **Opacity** = 1f

5.93.1 Detailed Description

Simple spectrum visualizer.

5.93.2 Member Data Documentation

5.93.2.1 FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.93.2.2 float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f

summary>Frequency band from left-to-right (default: true).

5.93.2.3 bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true

summary>Opacity of the material of the prefab (default: 1).

5.93.2.4 GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab

summary>Width per prefab.

5.93.2.5 float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f

summary>Gain-power for the frequency.

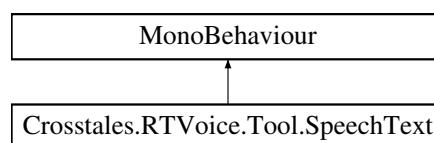
The documentation for this class was generated from the following file:

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

5.94 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 **OnDestroy** ()
- void **OnValidate** ()
- void **Speak** ()
Speak the text.
- void **Silence** ()
Silence the speech.

Public Attributes

- string Text = string.Empty
Text to speak.
- Model.VoiceAlias Voices
Voices for the speech.
- Model.Enum.SpeakMode Mode = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioSource Source
AudioSource for the output (optional).
- float Rate = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool PlayOnStart = false
Enable speaking of the text on start (default: false).
- float Delay = 0f
Delay in seconds until the speech for this text starts (default: 0).
- bool GenerateAudioFile = false
Generate audio file on/off (default: false).
- string FilePath = @"_generatedAudio/"
File path for the generated audio.
- string FileName = "Speech01"
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 CurrentText [get, set]
Text to speak (main use is for UI).
- float CurrentRate [get, set]
Speech rate of the speaker in percent (main use is for UI).
- float CurrentPitch [get, set]
Speech pitch of the speaker in percent (main use is for UI).
- float CurrentVolume [get, set]
Volume of the speaker in percent (main use is for UI).

5.94.1 Detailed Description

Allows to speak and store generated audio.

5.94.2 Member Function Documentation

5.94.2.1 void Crosstales.RTVoice.Tool.SpeechText.Silence ()

Silence the speech.

5.94.2.2 void Crosstales.RTVoice.Tool.SpeechText.Speak ()

Speak the text.

5.94.3 Member Data Documentation

5.94.3.1 float Crosstales.RTVoice.Tool.SpeechText.Delay = 0f

Delay in seconds until the speech for this text starts (default: 0).

5.94.3.2 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'.

5.94.3.3 string Crosstales.RTVoice.Tool.SpeechText.FileName = "Speech01"

File name of the generated audio.

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

File path for the generated audio.

5.94.3.5 bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile = false

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

5.94.3.6 Model.Enum.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.94.3.7 float Crosstales.RTVoice.Tool.SpeechText.Pitch = 1f

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

5.94.3.8 bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false

Enable speaking of the text on start (default: false).

5.94.3.9 float Crosstales.RTVoice.Tool.SpeechText.Rate = 1f

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

5.94.3.10 AudioSource Crosstales.RTVoice.Tool.SpeechText.Source

AudioSource for the output (optional).

5.94.3.11 string Crosstales.RTVoice.Tool.SpeechText.Text = string.Empty

Text to speak.

5.94.3.12 Model.VoiceAlias Crosstales.RTVoice.Tool.SpeechText.Voices

Voices for the speech.

5.94.3.13 float Crosstales.RTVoice.Tool.SpeechText.Volume = 1f

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

5.94.4 Property Documentation

5.94.4.1 float Crosstales.RTVoice.Tool.SpeechText.CurrentPitch [get], [set]

Speech pitch of the speaker in percent (main use is for UI).

5.94.4.2 float Crosstales.RTVoice.Tool.SpeechText.CurrentRate [get], [set]

Speech rate of the speaker in percent (main use is for UI).

5.94.4.3 string Crosstales.RTVoice.Tool.SpeechText.CurrentText [get], [set]

Text to speak (main use is for UI).

5.94.4.4 float Crosstales.RTVoice.Tool.SpeechText.CurrentVolume [get], [set]

Volume of the speaker in percent (main use is for UI).

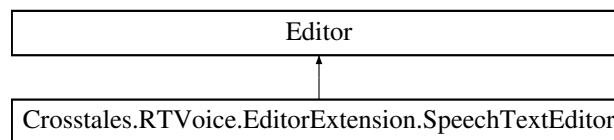
The documentation for this class was generated from the following file:

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

5.95 Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeechTextEditor:



Public Member Functions

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

5.95.1 Detailed Description

Custom editor for the 'SpeechText'-class.

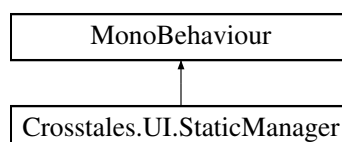
The documentation for this class was generated from the following file:

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

5.96 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **Quit** ()
Quit the application (stop playing inside the Editor).
- void **OpenCrosstales** ()
summary> Open the Unity AssetStore homepage.
- void **OpenAssetstore** ()

5.96.1 Detailed Description

Static Button Manager.

5.96.2 Member Function Documentation

5.96.2.1 void Crosstales.UI.StaticManager.OpenCrosstales ()

summary>Open the Unity AssetStore homepage.

5.96.2.2 void Crosstales.UI.StaticManager.Quit ()

Quit the application (stop playing inside the Editor).

summary>Open the crosstales homepage.

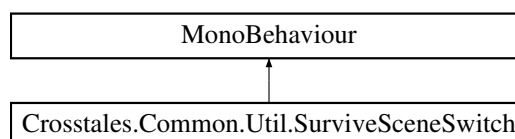
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/StaticManager.cs

5.97 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **Update** ()

Public Attributes

- GameObject[] Survivors
Objects which have to survive a scene switch.

5.97.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.97.2 Member Data Documentation

5.97.2.1 `GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors`

Objects which have to survive a scene switch.

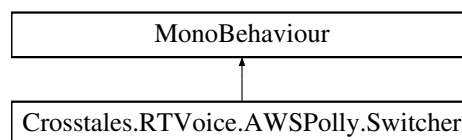
The documentation for this class was generated from the following file:

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

5.98 Crosstales.RTVoice.AWSPolly.Switcher Class Reference

Simple switcher to test the functionality of the AWS Polly provider.

Inheritance diagram for `Crosstales.RTVoice.AWSPolly.Switcher`:



Public Member Functions

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

5.98.1 Detailed Description

Simple switcher to test the functionality of the AWS Polly provider.

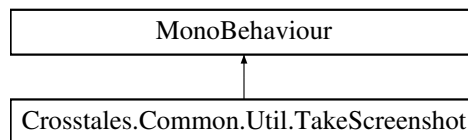
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Demo/Scripts/Switcher.cs`

5.99 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:



Public Member Functions

- void **Start** ()
- void Update ()
summary> Capture the screen.
- void **Capture** ()

Public Attributes

- string Prefix = "CT_Screenshot"
Prefix for the generate file names.
- int Scale = 1
summary> Key-press to capture the screen (default: F8).
- KeyCode **KeyCode** = KeyCode.F8

5.99.1 Detailed Description

Take screen shots inside an application.

5.99.2 Member Function Documentation

5.99.2.1 void Crosstales.Common.Util.TakeScreenshot.Update ()

summary> Capture the screen.

5.99.3 Member Data Documentation

5.99.3.1 string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"

Prefix for the generate file names.

summary> Factor by which to increase resolution (default: 1).

5.99.3.2 int Crosstales.Common.Util.TakeScreenshot.Scale = 1

summary>Key-press to capture the screen (default: F8).

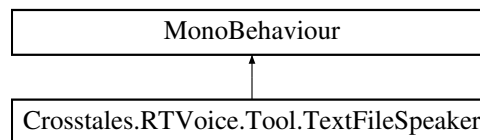
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Tool/TakeScreenshot.cs

5.100 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **SpeakAll** ()
Speaks all texts until StopAll is called.
- void **StopAll** ()
Stops speaking all texts.
- void **Next** ()
Speaks the next text (main use for UI).
- void **Next** (bool random)
Speaks the next text.
- void **Previous** ()
Speaks the previous text (main use for UI).
- void **Previous** (bool random)
Speaks the previous text.
- void **Speak** ()
Speaks a text (main use for UI).
- string **SpeakText** (int index=-1, bool random=false)
Speaks a text with an optional index.
- void **Silence** ()
Silence the speech.
- void **Reload** ()
Reloads all text files (e.g. when new text files were added during runtime).

Public Attributes

- TextAsset[] TextFiles
Text files to speak.
- Model.VoiceAlias Voices
Voices for the speech.
- Model.Enum.SpeakMode Mode = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- bool PlayOnStart = false
Enable speaking of a random text file on start (default: false).
- bool PlayAllOnStart = false
Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "StopAll"-method
- bool SpeakRandom = false
Speaks the text files in random order (default: false).
- float Delay = 0f
Delay until the speech for this text starts (default: 0).
- 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

- float CurrentRate [get, set]
Speech rate of the speaker in percent (main use is for UI).
- float CurrentPitch [get, set]
Speech pitch of the speaker in percent (main use is for UI).
- float CurrentVolume [get, set]
Volume of the speaker in percent (main use is for UI).

5.100.1 Detailed Description

Allows to speak text files.

5.100.2 Member Function Documentation

5.100.2.1 void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ()

Speaks the next text (main use for UI).

5.100.2.2 void Crosstales.RTVoice.Tool.TextFileSpeaker.Next (bool random)

Speaks the next text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.100.2.3 void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ()

Speaks the previous text (main use for UI).

5.100.2.4 void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous (bool *random*)

Speaks the previous text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.100.2.5 void Crosstales.RTVoice.Tool.TextFileSpeaker.Reload ()

Reloads all text files (e.g. when new text files were added during runtime).

5.100.2.6 void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ()

Silence the speech.

5.100.2.7 void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ()

Speaks a text (main use for UI).

5.100.2.8 void Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakAll ()

Speaks all texts until StopAll is called.

5.100.2.9 string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (int *index* = -1, bool *random* = false)

Speaks a text with an optional index.

Parameters

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

Returns

UID of the speaker.

5.100.2.10 void Crosstales.RTVoice.Tool.TextFileSpeaker.StopAll ()

Stops speaking all texts.

5.100.3 Member Data Documentation

5.100.3.1 float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay = 0f

Delay until the speech for this text starts (default: 0).

5.100.3.2 Model.Enum.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.100.3.3 float Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch = 1f

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

5.100.3.4 bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayAllOnStart = false

Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "Stop↵All"-method

5.100.3.5 bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart = false

Enable speaking of a random text file on start (default: false).

5.100.3.6 float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate = 1f

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

5.100.3.7 AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source

AudioSource for the output (optional).

5.100.3.8 bool Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakRandom = false

Speaks the text files in random order (default: false).

5.100.3.9 TextAsset [] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles

Text files to speak.

5.100.3.10 Model.VoiceAlias Crosstales.RTVoice.Tool.TextFileSpeaker.Voices

Voices for the speech.

5.100.3.11 float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume = 1f

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

5.100.4 Property Documentation

5.100.4.1 float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentPitch [get], [set]

Speech pitch of the speaker in percent (main use is for UI).

5.100.4.2 float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentRate [get], [set]

Speech rate of the speaker in percent (main use is for UI).

5.100.4.3 float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentVolume [get], [set]

Volume of the speaker in percent (main use is for UI).

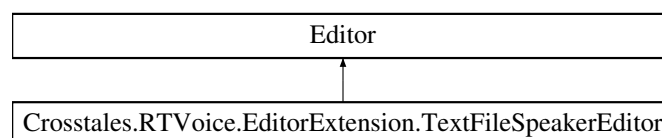
The documentation for this class was generated from the following file:

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

5.101 Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference

Custom editor for the 'TextFileSpeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor:



Public Member Functions

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

5.101.1 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/Plugins/crosstales/RTVoice/↔ Editor/Extension/TextFileSpeakerEditor.cs

5.102 Crosstales.RTVoice.EditorTask.Tracer Class Reference

Gather some tracing data for the asset.

5.102.1 Detailed Description

Gather some tracing data for the asset.

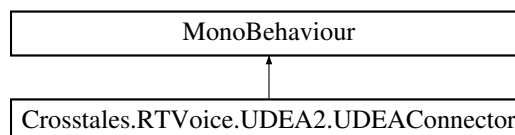
The documentation for this class was generated from the following file:

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

5.103 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).

5.103.1 Detailed Description

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

5.103.2 Member Data Documentation

5.103.2.1 string Crosstales.RTVoice.UDEA2.UDEAConnector.Culture

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

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

Voices for the UDEA-characters (optional).

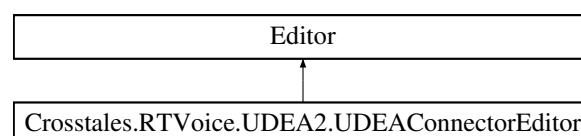
The documentation for this class was generated from the following file:

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

5.104 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** ()

5.104.1 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/Plugins/crosstales/RTVoice/3rd party/THE Dialogue Engine/Editor/UDEAConnectorEditor.cs

5.105 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."
- Model.VoiceAlias Voices
Voices for the speech.
- 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: false).
- bool **initialized** = false

5.105.1 Detailed Description

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

5.105.2 Member Data Documentation

5.105.2.1 bool Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.IgnoreCharacter = false

Ignore this character (default: false).

5.105.2.2 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Pitch = 1f

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

5.105.2.3 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Rate = 1f

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

5.105.2.4 AudioSource Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Source

Origin AudioSource (optional).

5.105.2.5 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.UDEAVoiceName = string.Empty

"Name of the UDEA-character on-screen.

5.105.2.6 Model.VoiceAlias Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Voices

Voices for the speech.

5.105.2.7 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Volume = 1f

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

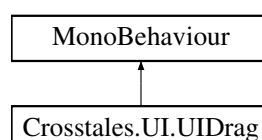
The documentation for this class was generated from the following file:

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

5.106 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void Start ()
summary> Drag started.
- void BeginDrag ()
summary> While dragging.
- void **OnDrag** ()

5.106.1 Detailed Description

Allow to Drag the Windows around.

5.106.2 Member Function Documentation

5.106.2.1 void Crosstailes.UI.UIDrag.BeginDrag ()

summary> While dragging.

5.106.2.2 void Crosstailes.UI.UIDrag.Start ()

summary> Drag started.

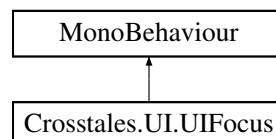
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/↔ UI/Scripts/UIDrag.cs

5.107 Crosstailes.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstailes.UI.UIFocus:



Public Member Functions

- void Start ()
summary> Panel entered.
- void **OnPanelEnter** ()

Public Attributes

- string **ManagerName** = "Canvas"
Name of the gameobject containing the UIWindowManager.

5.107.1 Detailed Description

Change the Focus on from a Window.

5.107.2 Member Function Documentation

5.107.2.1 void Crosstailes.UI.UIFocus.Start ()

summary>Panel entered.

5.107.3 Member Data Documentation

5.107.3.1 string Crosstailes.UI.UIFocus.ManagerName = "Canvas"

Name of the gameobject containing the UIWindowManager.

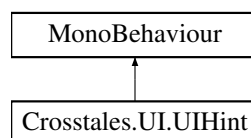
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/UIFocus.cs

5.108 Crosstailes.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstailes.UI.UIHint:



Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup Group
Group to fade.
- float Delay = 2f
Delay in seconds before fading (default: 2).
- float FadeTime = 2f
Fade time in seconds (default: 2).
- bool Disable = true
Disable UI element after the fade (default: true).
- bool FadeAtStart = true
Fade at Start (default: true).

5.108.1 Detailed Description

Controls a UI group (hint).

5.108.2 Member Data Documentation

5.108.2.1 float Crosstales.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

5.108.2.2 bool Crosstales.UI.UIHint.Disable = true

Disable UI element after the fade (default: true).

5.108.2.3 bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

5.108.2.4 float Crosstales.UI.UIHint.FadeTime = 2f

Fade time in seconds (default: 2).

5.108.2.5 CanvasGroup Crosstales.UI.UIHint.Group

Group to fade.

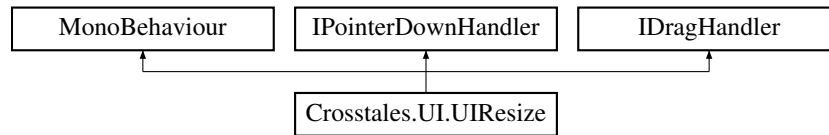
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔
UI/Scripts/UIHint.cs

5.109 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 MinSize = new Vector2(300, 160)
Minimum size of the UI element.
- Vector2 MaxSize = new Vector2(800, 600)
Maximum size of the UI element.

5.109.1 Detailed Description

Resize a UI element.

5.109.2 Member Data Documentation

5.109.2.1 Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)

Maximum size of the UI element.

5.109.2.2 Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)

Minimum size of the UI element.

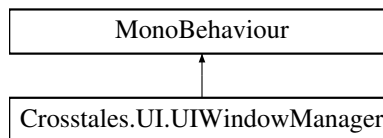
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIResize.cs

5.110 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void Start ()
- void **ChangeState** (GameObject active)

Public Attributes

- GameObject[] Windows
All Windows of the scene.

5.110.1 Detailed Description

Change the state of all Window panels.

5.110.2 Member Function Documentation

5.110.2.1 void Crosstales.UI.UIWindowManager.Start ()

summary>Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.110.3 Member Data Documentation

5.110.3.1 GameObject [] Crosstales.UI.UIWindowManager.Windows

All Windows of the scene.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ UI/Scripts/UIWindowManager.cs

5.111 Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out UpdateStatus st)

Public Attributes

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

5.111.1 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/Plugins/crosstales/RTVoice/↵ Editor/Task/UpdateCheck.cs

5.112 Crosstales.RTVoice.Model.Voice Class Reference

Model for a voice.

Public Member Functions

- Voice (string name, string description, Enum.Gender gender, string age, string culture, string id="", string vendor="unknown")
Instantiate the class.
- override string **ToString** ()

Public Attributes

- string Name
Name of the voice.
- string Description
Description of the voice.
- Enum.Gender Gender
Gender of the voice.
- string Age
Age of the voice.
- string Identifier = string.Empty
Identifier of the voice.
- string Vendor = string.Empty
Vendor of the voice.

Properties

- string Culture [get, set]
Culture of the voice (ISO 639-1).

5.112.1 Detailed Description

Model for a voice.

5.112.2 Constructor & Destructor Documentation

5.112.2.1 Crosstales.RTVoice.Model.Voice.Voice (string name, string description, Enum.Gender gender, string age, string culture, string id = " ", string vendor = "unknown")

Instantiate the class.

Parameters

<i>name</i>	Name of the voice.
<i>description</i>	Description of the voice.
<i>gender</i>	Gender of the voice.
<i>age</i>	Age of the voice.
<i>culture</i>	Culture of the voice.
<i>id</i>	Identifier of the voice (optional).
<i>vendor</i>	Vendor of the voice (optional).

5.112.3 Member Data Documentation

5.112.3.1 string Crosstales.RTVoice.Model.Voice.Age

Age of the voice.

5.112.3.2 string Crosstales.RTVoice.Model.Voice.Description

Description of the voice.

5.112.3.3 Enum.Gender Crosstales.RTVoice.Model.Voice.Gender

Gender of the voice.

5.112.3.4 string Crosstales.RTVoice.Model.Voice.Identifier = string.Empty

Identifier of the voice.

5.112.3.5 string Crosstales.RTVoice.Model.Voice.Name

Name of the voice.

5.112.3.6 string Crosstales.RTVoice.Model.Voice.Vendor = string.Empty

Vendor of the voice.

5.112.4 Property Documentation

5.112.4.1 string Crosstales.RTVoice.Model.Voice.Culture [get], [set]

Culture of the voice (ISO 639-1).

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

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

5.113 Crosstales.RTVoice.Model.VoiceAlias Class Reference

Alias for multiple voices on different platforms.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string VoiceNameWindows = "David"
Name of the voice under Windows.
- string VoiceNameMac = "Alex"
Name of the voice under macOS.
- string VoiceNameLinux = "en"
Name of the voice under Linux and for eSpeak.
- string VoiceNameAndroid = "en"
Name of the voice under Android.
- string VoiceNameIOS = "Daniel"
Name of the voice under iOS.
- string VoiceNameWSA = "David"
Name of the voice under WSA.
- string VoiceNameMaryTTS = "cmu-rms-hsmm"
Name of the voice under MaryTTS.
- string VoiceNameCustom = string.Empty
Name of the voice for custom TTS-systems.
- string Culture = "en"
Fallback culture for the text (e.g. 'en', optional).
- Enum.Gender Gender = Enum.Gender.UNKNOWN
Fallback gender for the text.

Properties

- `string VoiceName` `[get]`
Returns the name of the voice for the current platform.
- `Voice Voice` `[get]`
Returns the voice for the current platform.

5.113.1 Detailed Description

Alias for multiple voices on different platforms.

5.113.2 Member Data Documentation

5.113.2.1 `string Crosstales.RTVoice.Model.VoiceAlias.Culture = "en"`

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

5.113.2.2 `Enum.Gender Crosstales.RTVoice.Model.VoiceAlias.Gender = Enum.Gender.UNKNOWN`

Fallback gender for the text.

5.113.2.3 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameAndroid = "en"`

Name of the voice under Android.

5.113.2.4 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameCustom = string.Empty`

Name of the voice for custom TTS-systems.

5.113.2.5 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameIOS = "Daniel"`

Name of the voice under iOS.

5.113.2.6 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameLinux = "en"`

Name of the voice under Linux and for eSpeak.

5.113.2.7 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMac = "Alex"`

Name of the voice under macOS.

5.113.2.8 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMaryTTS = "cmu-rms-hsmm"`

Name of the voice under MaryTTS.

5.113.2.9 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWindows = "David"`

Name of the voice under Windows.

5.113.2.10 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWSA = "David"`

Name of the voice under WSA.

5.113.3 Property Documentation

5.113.3.1 **Voice** `Crosstales.RTVoice.Model.VoiceAlias.Voice` [get]

Returns the voice for the current platform.

Returns

The voice for the current platform.

5.113.3.2 **string** `Crosstales.RTVoice.Model.VoiceAlias.VoiceName` [get]

Returns the name of the voice for the current platform.

Returns

The name of the voice for the current platform.

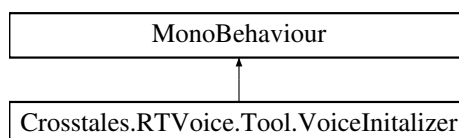
The documentation for this class was generated from the following file:

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

5.114 Crosstales.RTVoice.Tool.VoiceInitializer Class Reference

Allows to initialize voices (useful on Android).

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



Public Member Functions

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

Public Attributes

- Model.Enum.ProviderType Provider = Model.Enum.ProviderType.Android
Selected provider to initialize the voices (default: Android).
- string[] VoiceNames
Initialize voices by name.
- bool AllVoices = false
Initialize all voices (default: false).
- bool DestroyWhenFinished = true
Destroy the gameobject after initialize (default: true).

5.114.1 Detailed Description

Allows to initialize voices (useful on Android).

5.114.2 Member Data Documentation

5.114.2.1 bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices = false

Initialize all voices (default: false).

5.114.2.2 bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true

Destroy the gameobject after initialize (default: true).

5.114.2.3 Model.Enum.ProviderType Crosstales.RTVoice.Tool.VoiceInitializer.Provider = Model.Enum.ProviderType.Android

Selected provider to initialize the voices (default: Android).

5.114.2.4 string [] Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames

Initialize voices by name.

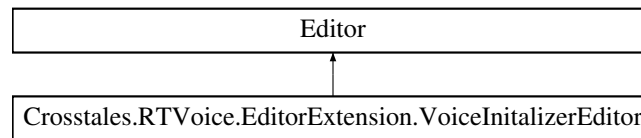
The documentation for this class was generated from the following file:

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

5.115 Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor Class Reference

Custom editor for the 'VoiceInitializer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor:



Public Member Functions

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

5.115.1 Detailed Description

Custom editor for the 'VoiceInitializer'-class.

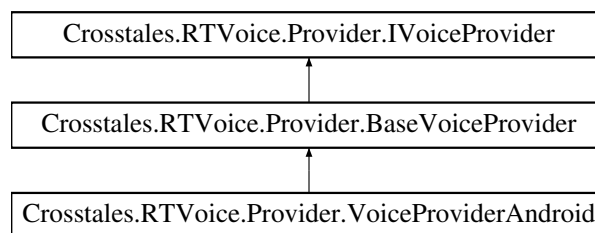
The documentation for this class was generated from the following file:

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

5.116 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



Public Member Functions

- VoiceProviderAndroid (MonoBehaviour obj)
Constructor for VoiceProviderAndroid.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override void Silence ()
Silence all active TTS-providers.
- void **ShutdownTTS** ()

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]

Additional Inherited Members

5.116.1 Detailed Description

Android voice provider.

5.116.2 Constructor & Destructor Documentation

5.116.2.1 Crosstales.RTVoice.Provider.VoiceProviderAndroid.VoiceProviderAndroid (MonoBehaviour *obj*)

Constructor for VoiceProviderAndroid.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.116.3 Member Function Documentation

5.116.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Generate (Model.Wrapper *wrapper*) [virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

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

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.116.3.3 **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`.

5.116.3.4 **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`.

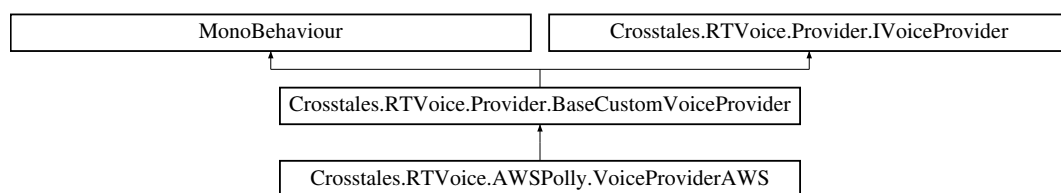
The documentation for this class was generated from the following file:

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

5.117 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference

AWS Polly voice provider.

Inheritance diagram for `Crosstales.RTVoice.AWSPolly.VoiceProviderAWS`:



Public Member Functions

- void **Awake** ()
- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.

Public Attributes

- string **CognitoCredentials** = string.Empty
- Endpoint **Endpoint** = Endpoint.EUCentral1

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- Amazon.RegionEndpoint **getAWSEndpoint** [get]

Additional Inherited Members

5.117.1 Detailed Description

AWS Polly voice provider.

5.117.2 Member Function Documentation

5.117.2.1 override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Generate (**Model.Wrapper wrapper**)
[virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.117.2.2 override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Load () [virtual]

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.117.2.3 override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Speak (**Model.Wrapper wrapper**)
[virtual]

The current provider speaks a text with a given voice.

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.117.2.4 **override** IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNative (**Model.Wrapper** *wrapper*)
[virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

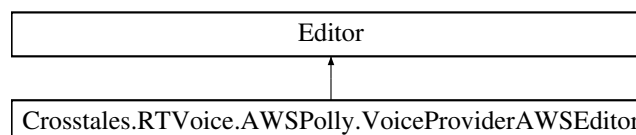
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Scripts/VoiceProviderAWS.cs

5.118 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor Class Reference

Custom editor for the 'VoiceProviderAWS'-class.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor:



Public Member Functions

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

5.118.1 Detailed Description

Custom editor for the 'VoiceProviderAWS'-class.

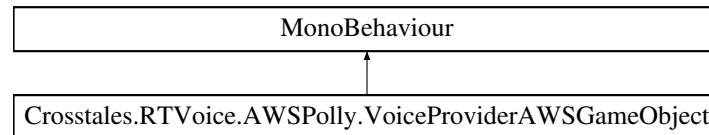
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Editor/VoiceProviderAWSEditor.cs

5.119 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject:



5.119.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Editor/VoiceProviderAWSGameObject.cs

5.120 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

5.120.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

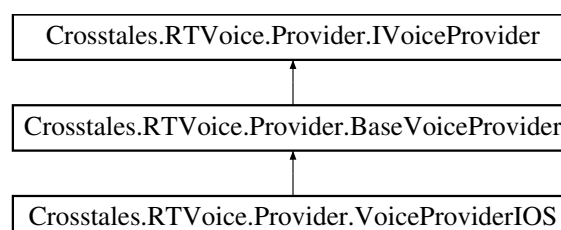
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Editor/VoiceProviderAWSMenu.cs

5.121 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



Public Member Functions

- VoiceProviderIOS (MonoBehaviour obj)
Constructor for VoiceProviderIOS.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override void Silence ()
Silence all active TTS-providers.

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 AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override System.Collections.Generic.List< Model.Voice > **Voices** [get]
- override bool **isWorkingInEditor** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]

Additional Inherited Members

5.121.1 Detailed Description

iOS voice provider.

5.121.2 Constructor & Destructor Documentation

5.121.2.1 Crosstales.RTVoice.Provider.VoiceProviderIOS.VoiceProviderIOS (MonoBehaviour obj)

Constructor for VoiceProviderIOS.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.121.3 Member Function Documentation

5.121.3.1 `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Generate (Model.Wrapper wrapper)`
[virtual]

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

Parameters

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

Implements `Crosstales.RTVoice.Provider.BaseVoiceProvider`.

5.121.3.2 `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.
--------------	---------------------------

5.121.3.3 `static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices (string voicesText)` [static]

Receives all voices

Parameters

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

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

Silence all active TTS-providers.

Reimplemented from `Crosstales.RTVoice.Provider.BaseVoiceProvider`.

5.121.3.5 `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.

5.121.3.6 `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.

5.121.3.7 `static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken ()` `[static]`

Called everytime a new word is spoken.

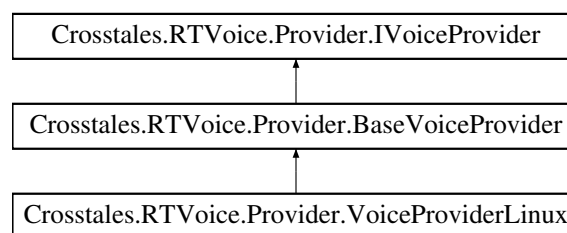
The documentation for this class was generated from the following file:

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

5.122 Crosstales.RTVoice.Provider.VoiceProviderLinux Class Reference

Linux voice provider. Note: needs eSpeak to work: => <http://espeak.sourceforge.net/>

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderLinux:



Public Member Functions

- VoiceProviderLinux (MonoBehaviour obj)
Constructor for VoiceProviderLinux.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.

Protected Member Functions

- override string **getVoiceName** (Model.Wrapper wrapper)

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]

Additional Inherited Members

5.122.1 Detailed Description

Linux voice provider. Note: needs eSpeak to work: => <http://espeak.sourceforge.net/>

5.122.2 Constructor & Destructor Documentation

5.122.2.1 Crosstales.RTVoice.Provider.VoiceProviderLinux.VoiceProviderLinux (MonoBehaviour *obj*)

Constructor for VoiceProviderLinux.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.122.3 Member Function Documentation

5.122.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.Generate (Model.Wrapper *wrapper*) [virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.122.3.2 **override IEnumerable Crosstales.RTVoice.Provider.VoiceProviderLinux.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.

5.122.3.3 **override IEnumerable Crosstales.RTVoice.Provider.VoiceProviderLinux.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.

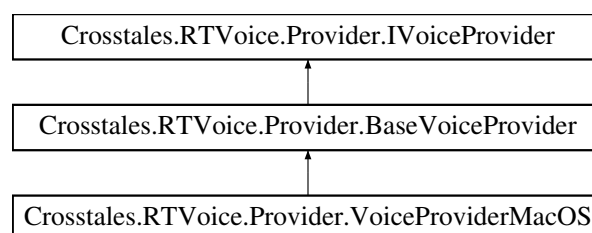
The documentation for this class was generated from the following file:

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

5.123 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



Public Member Functions

- VoiceProviderMacOS (MonoBehaviour obj)
Constructor for VoiceProviderMacOS.
- override IEnumerable SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerable Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerable Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]

Additional Inherited Members

5.123.1 Detailed Description

MacOS voice provider.

5.123.2 Constructor & Destructor Documentation

5.123.2.1 Crosstales.RTVoice.Provider.VoiceProviderMacOS.VoiceProviderMacOS (MonoBehaviour *obj*)

Constructor for VoiceProviderMacOS.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.123.3 Member Function Documentation

5.123.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Generate (Model.Wrapper *wrapper*) [virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.123.3.2 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.

5.123.3.3 `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.

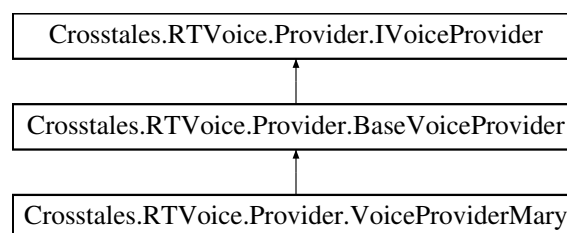
The documentation for this class was generated from the following file:

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

5.124 Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference

MaryTTS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMary:



Public Member Functions

- VoiceProviderMary (MonoBehaviour obj, string url, int port, string user, string password)
Constructor for VoiceProviderMary. Needed to pass IP and Port of the MaryTTS server to the Provider.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override void Silence ()
Silence all active TTS-providers.

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]

Additional Inherited Members

5.124.1 Detailed Description

MaryTTS voice provider.

5.124.2 Constructor & Destructor Documentation

5.124.2.1 Crosstales.RTVoice.Provider.VoiceProviderMary.VoiceProviderMary (MonoBehaviour *obj*, string *url*, int *port*, string *user*, string *password*)

Constructor for VoiceProviderMary. Needed to pass IP and Port of the MaryTTS server to the Provider.

Parameters

<i>obj</i>	Instance of the speaker
<i>url</i>	IP-Address of the MaryTTS-server
<i>port</i>	Port to connect to on the MaryTTS-server

5.124.3 Member Function Documentation

5.124.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Generate (Model.Wrapper *wrapper*) [virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.124.3.2 override void Crosstales.RTVoice.Provider.VoiceProviderMary.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.124.3.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Speak (Model.Wrapper wrapper)
[virtual]

The current provider speaks a text with a given voice.

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.124.3.4 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNative (Model.Wrapper wrapper)
[virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

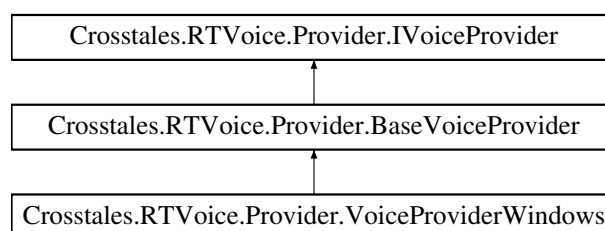
The documentation for this class was generated from the following file:

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

5.125 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



Public Member Functions

- VoiceProviderWindows (MonoBehaviour obj)
Constructor for VoiceProviderWindows.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]

Additional Inherited Members

5.125.1 Detailed Description

Windows voice provider.

5.125.2 Constructor & Destructor Documentation

5.125.2.1 Crosstales.RTVoice.Provider.VoiceProviderWindows.VoiceProviderWindows (MonoBehaviour obj)

Constructor for VoiceProviderWindows.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.125.3 Member Function Documentation

5.125.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.Generate (Model.Wrapper wrapper) [virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.125.3.2 `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.

5.125.3.3 `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.

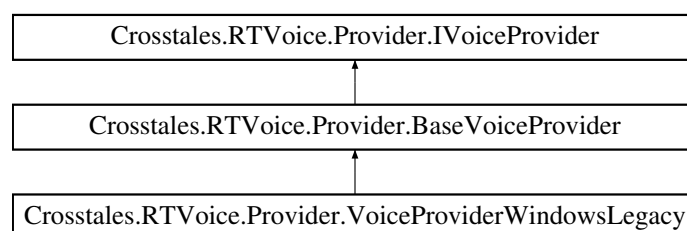
The documentation for this class was generated from the following file:

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

5.126 Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy Class Reference

Windows voice provider (Legacy).

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy:



Public Member Functions

- VoiceProviderWindowsLegacy (MonoBehaviour obj)
Constructor for VoiceProviderWindowsLegacy.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]

Additional Inherited Members

5.126.1 Detailed Description

Windows voice provider (Legacy).

5.126.2 Constructor & Destructor Documentation

5.126.2.1 Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy.VoiceProviderWindowsLegacy (MonoBehaviour obj)

Constructor for VoiceProviderWindowsLegacy.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.126.3 Member Function Documentation

5.126.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy.Generate (Model.Wrapper wrapper) [virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.126.3.2 `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy.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.

5.126.3.3 `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy.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.

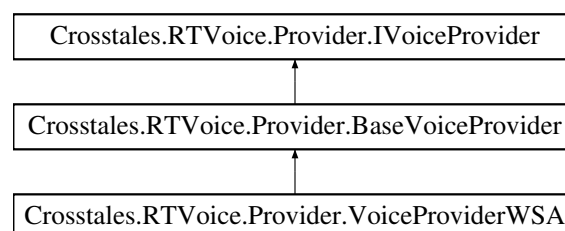
The documentation for this class was generated from the following file:

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

5.127 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

WSA (UWP) voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:



Public Member Functions

- VoiceProviderWSA (MonoBehaviour obj)
Constructor for VoiceProviderWSA.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override void Silence ()
Silence all active TTS-providers.

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]

Additional Inherited Members

5.127.1 Detailed Description

WSA (UWP) voice provider.

5.127.2 Constructor & Destructor Documentation

5.127.2.1 Crosstales.RTVoice.Provider.VoiceProviderWSA.VoiceProviderWSA (MonoBehaviour obj)

Constructor for VoiceProviderWSA.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.127.3 Member Function Documentation

5.127.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Generate (Model.Wrapper wrapper) [virtual]

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

Parameters

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

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

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

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.127.3.3 `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.

5.127.3.4 `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/Plugins/crosstales/RTVoice/↵ Scripts/Provider/VoiceProviderWSA.cs

5.128 Crosstales.RTVoice.Util.WavMaster Class Reference

Static Public Member Functions

- static AudioClip ToAudioClip (string filePath, string name="wav")

- *Load PCM format *.wav audio file (using Unity's Application data path) and convert to AudioClip.*
static AudioClip ToAudioClip (byte[] fileBytes, int offsetSamples=0, string name="wav")
- *Load PCM format byte-array and convert to AudioClip.*
static byte[] FromAudioClip (AudioClip audioClip)
- *Convert an AudioClip to a byte-array.*
static byte[] FromAudioClip (AudioClip audioClip, out string filepath, bool saveAsFile=true, string dirname="rtv_audio")
- *Convert an AudioClip to a byte-array and save it to a file.*
static ushort BitDepth (AudioClip audioClip)
- *Calculates the bit depth of an AudioClip.*

5.128.1 Member Function Documentation

5.128.1.1 static ushort Crosstales.RTVoice.Util.WavMaster.BitDepth (AudioClip *audioClip*) [static]

Calculates the bit depth of an AudioClip.

Parameters

<i>audioClip</i>	Audio clip.
------------------	-------------

Returns

The bit depth. Should be 8 or 16 or 32 bit.

5.128.1.2 static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (AudioClip *audioClip*) [static]

Convert an AudioClip to a byte-array.

Parameters

<i>audioClip</i>	AudioClip to convert
------------------	----------------------

Returns

AudioClip as byte-array.

5.128.1.3 static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (AudioClip *audioClip*, out string *filepath*, bool *saveAsFile* = true, string *dirname* = "rtv_audio") [static]

Convert an AudioClip to a byte-array and save it to a file.

Parameters

<i>audioClip</i>	AudioClip to save
<i>filepath</i>	File path
<i>saveAsFile</i>	Save the file (default: true, optional)
<i>dirname</i>	Directory name for the files (default: rtv_audio, optional)

Returns

AudioClip as byte-array.

5.128.1.4 `static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (string filePath, string name = "wav")`
[static]

Load PCM format *.wav audio file (using Unity's Application data path) and convert to AudioClip.

Parameters

<i>filePath</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

5.128.1.5 `static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (byte[] fileBytes, int offsetSamples = 0, string name = "wav")` [static]

Load PCM format byte-array and convert to AudioClip.

Parameters

<i>fileBytes</i>	Byte array with the PCM data
<i>offsetSamples</i>	Offset samples inside the byte-array (default: 0, optional)
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

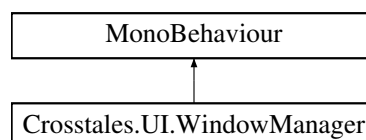
The documentation for this class was generated from the following file:

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

5.129 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **Start** ()
- void Update ()
summary>Switch between open and close.
- void SwitchPanel ()
summary>Open the panel.
- void OpenPanel ()
summary>Close the panel.
- void **ClosePanel** ()

Public Attributes

- float Speed = 3f
Window movement speed (default: 3).
- GameObject[] Dependencies
Dependent GameObjects (active == open).

5.129.1 Detailed Description

Manager for a Window.

5.129.2 Member Function Documentation

5.129.2.1 void Crosstales.UI.WindowManager.OpenPanel ()

summary>Close the panel.

5.129.2.2 void Crosstales.UI.WindowManager.SwitchPanel ()

summary>Open the panel.

5.129.2.3 void Crosstales.UI.WindowManager.Update ()

summary>Switch between open and close.

5.129.3 Member Data Documentation

5.129.3.1 GameObject [] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

5.129.3.2 float Crosstales.UI.WindowManager.Speed = 3f

Window movement speed (default: 3).

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↔ UI/Scripts/WindowManager.cs

5.130 Crosstales.RTVoice.Model.Wrapper Class Reference

Wrapper for "Speak"-function calls.

Public Member Functions

- Wrapper ()
Default.
- Wrapper (string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
Instantiate the class.
- Wrapper (string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)
Instantiate the class.
- Wrapper (string uid, string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)
Instantiate the class.
- override string **Tostring** ()

Public Attributes

- string Uid
UID of the speech.
- AudioSource Source
AudioSource for the speech.
- Voice Voice
Voice for the speech.
- bool SpeakImmediately = true
Speak immediately after the audio generation. Only works if 'Source' is not null.
- string OutputFile
Output file (without extension) for the generated audio.
- bool ForceSSML = true
Force SSML on supported platforms.

Properties

- string Text [get, set]
Text for the speech.
- float Rate [get, set]
Rate of the speech (values: 0-3).
- float Pitch [get, set]
Pitch of the speech (values: 0-2).
- float Volume [get, set]
Volume of the speech (values: 0-1).
- System.DateTime Created [get]
Returns the creation time of the RecordInfo.

5.130.1 Detailed Description

Wrapper for "Speak"-function calls.

5.130.2 Constructor & Destructor Documentation

5.130.2.1 Crosstales.RTVoice.Model.Wrapper.Wrapper ()

Default.

5.130.2.2 Crosstales.RTVoice.Model.Wrapper.Wrapper (string text, Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f, bool forceSSML = true)

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.130.2.3 Crosstales.RTVoice.Model.Wrapper.Wrapper (string text, Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f, AudioSource source = null, bool speakImmediately = true, string outputFile = "", bool forceSSML = true)

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
-------------	----------------------

Parameters

<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>source</i>	AudioSource for the speech (default: null, optional).
<i>speakImmediately</i>	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
<i>outputFile</i>	Output file (without extension) for the generated audio (default: empty, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

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

Instantiate the class.

Parameters

<i>uid</i>	UID of the speech.
<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>source</i>	AudioSource for the speech (default: null, optional).
<i>speakImmediately</i>	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
<i>outputFile</i>	Output file (without extension) for the generated audio (default: empty, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.130.3 Member Data Documentation

5.130.3.1 `bool Crosstales.RTVoice.Model.Wrapper.ForceSSML = true`

Force SSML on supported platforms.

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

Output file (without extension) for the generated audio.

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

AudioSource for the speech.

5.130.3.4 `bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately = true`

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

5.130.3.5 `string Crosstales.RTVoice.Model.Wrapper.Uid`

UID of the speech.

5.130.3.6 `Voice Crosstales.RTVoice.Model.Wrapper.Voice`

Voice for the speech.

5.130.4 Property Documentation

5.130.4.1 `System.DateTime Crosstales.RTVoice.Model.Wrapper.Created` `[get]`

Returns the creation time of the RecordInfo.

Returns

Creation time of the RecordInfo.

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

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

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

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

5.130.4.4 `string Crosstales.RTVoice.Model.Wrapper.Text` `[get]`, `[set]`

Text for the speech.

5.130.4.5 `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:/slauberberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Wrapper.cs`

5.131 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)
Serialize an object to an XML-file.
- static T DeserializeFromFile< T > (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static string SerializeToString< T > (T obj)
Serialize an object to an XML-string.
- static T DeserializeFromString< T > (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T DeserializeFromResource< T > (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.131.1 Detailed Description

Helper-class for XML.

5.131.2 Member Function Documentation

5.131.2.1 `static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (string filename, bool skipBOM = false)`
[static]

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.131.2.2 `static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (string resourceName, bool skipBOM = true)` [static]

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.131.2.3 `static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (string xmlAsString, bool skipBOM = true) [static]`

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.131.2.4 `static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (T obj, string filename) [static]`

Serialize an object to an XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.131.2.5 `static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (T obj) [static]`

Serialize an object to an XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-stringValid path

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

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

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/rtvoice/>

6.2 AssetStore

<https://goo.gl/qwtXyb>

6.3 Forum

<http://goo.gl/Z6MZM1>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/rtvoice/webgl/>

6.6.2 Windows

https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_win.zip

6.6.3 macOS

https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_mac.zip

6.6.4 Android

<https://www.crosstales.com/media/rtvoice/RTVoice.apk>

6.7 Videos

<https://www.youtube.com/c/Crosstales>

6.7.1 Promotion

<https://youtu.be/iVhTWDLY7g8?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/OJyVgCmX3wU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

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