

AWS Polly

This is a manual how to run RT-Voice with AWS Polly.

AWS Polly supports more than 20 different languages with over 50 voices.

For more, see https://aws.amazon.com/polly/

crosstales LLC creates assets to help you create great games in Unity:

Visit us at the Unity AssetStore

Date: 18.10.2018



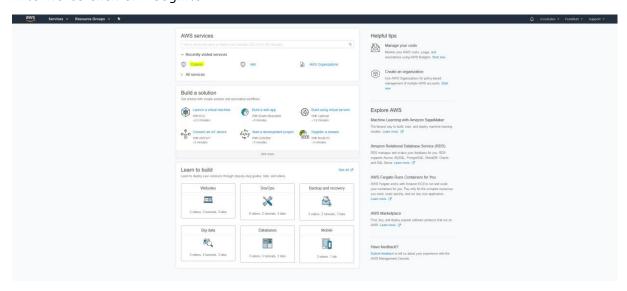
Date: 18.10.2018

Setup Cognito Credentials

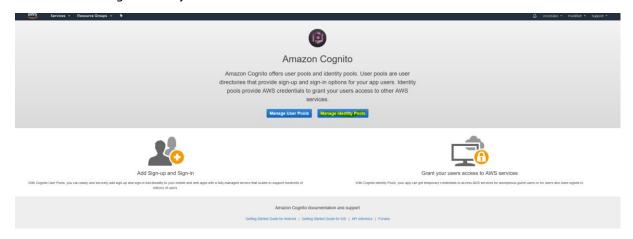
Create an AWS account or sign-in.

https://docs.aws.amazon.com/cognito/latest/developerguide/getting-started-with-identitypools.html

Afterwards click on "Cognito":



Click on "Manage Identity Pools"





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Create a new identity pool:

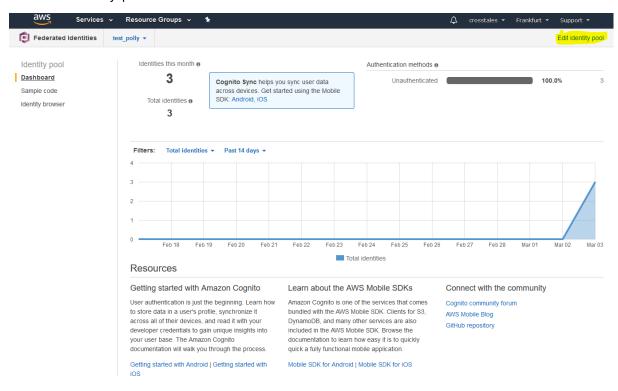


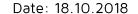
Give the pool a name and create it:



Important: "Enable access to unauthenticated identities" must be set

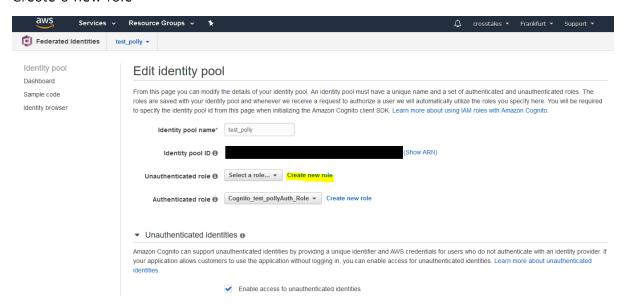
Edit the identity pool:



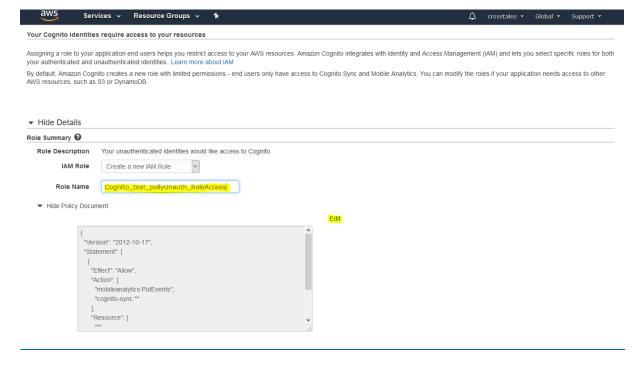


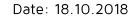


Create a new role



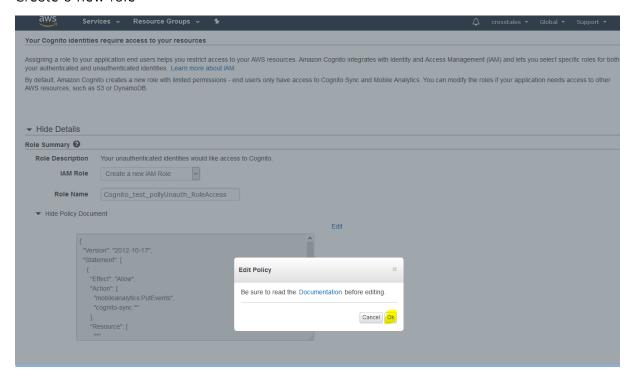
Edit role







Create a new role



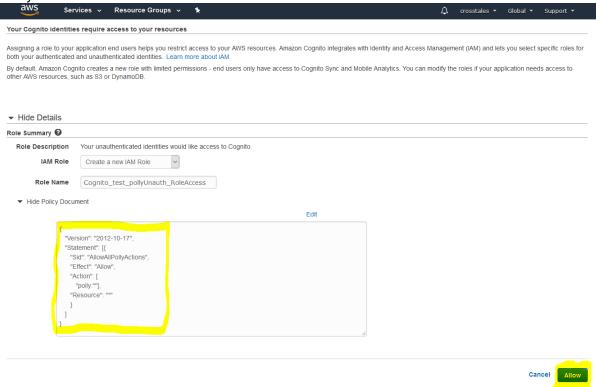
Add this policy-code:

```
{
    "Version": "2012-10-17",
    "Statement": [{
        "Sid": "AllowAllPollyActions",
        "Effect": "Allow",
        "Action": [
            "polly:*"],
        "Resource": "*"
      }
]
```



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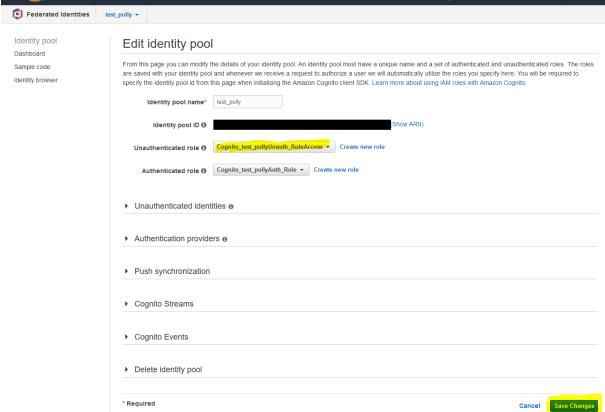
Verify and allow:

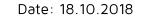


Save changes and copy the "Identity pool ID"

WS Services V Resource Groups V 1

Federated Identities test polly V



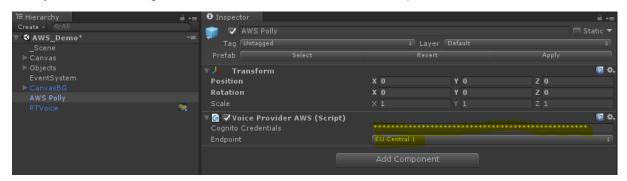




Go to your Unity project and extract "AWS Polly.unitypackage" under "Assets/Plugins/crosstales/RTVoice/3rd party".

Open the demo "AWS_Demo" and go to the "AWS Polly"-object in the hierarchy.

Add your ID into "Cognito Credentials" and choose the endpoint:



Hit play in Unity!

Done :-)