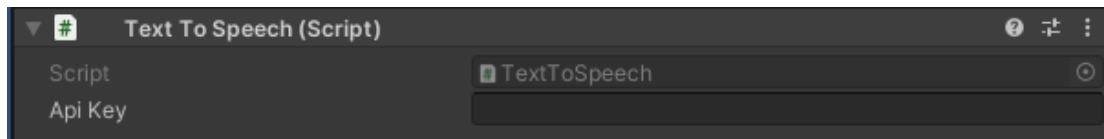


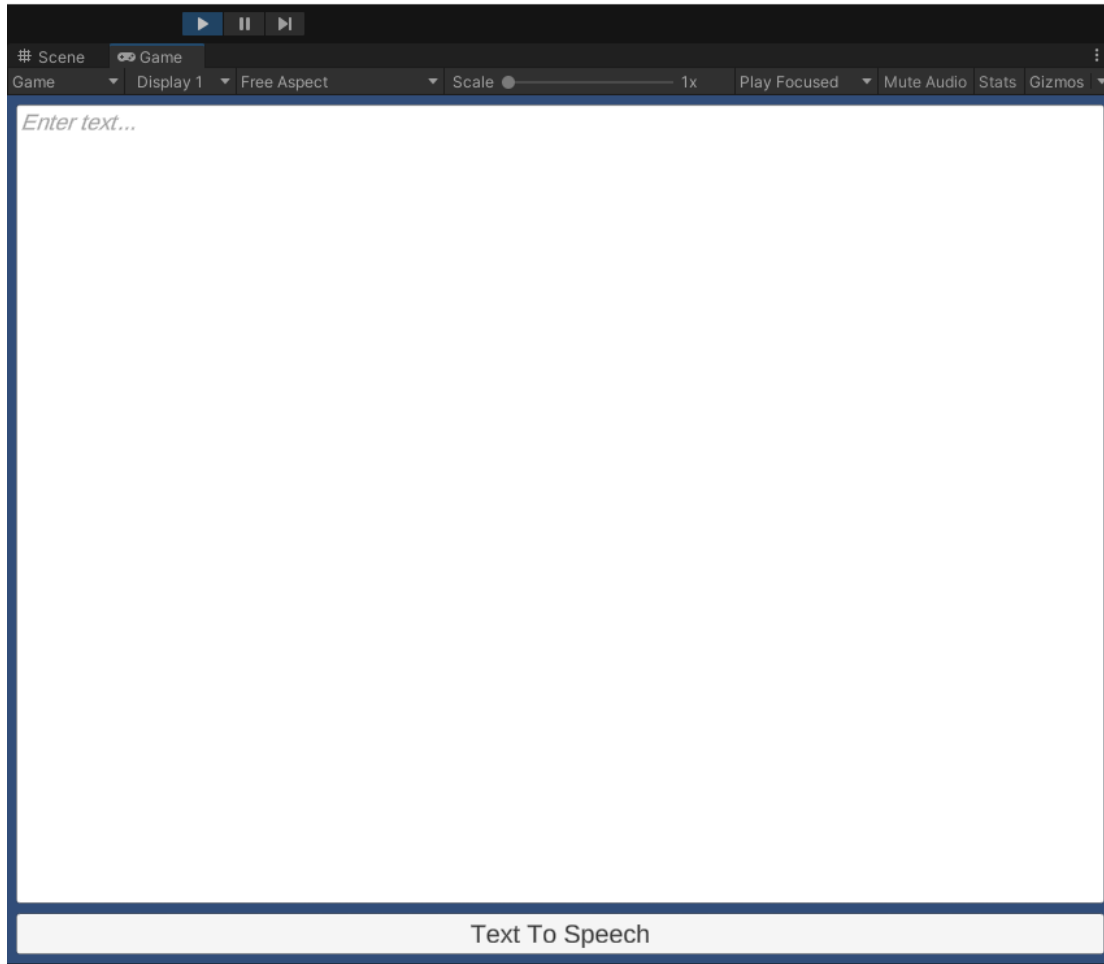
Unity TextToSpeech using Google Cloud

The code is designed to convert text to voice using Google Cloud.

For the code to work, you need to enter the api key in the "TEXT_TO_SPEECH" prefab.



An example of usage can be found in GoogleTextToSpeech\Scenes\Example scene



To convert text to an audio clip, use the method:

GetSpeechAudioFromGoogle(string textToConvert, VoiceScriptableObject voice, Action<AudioClip> audioClipReceived, Action<BadRequestData> errorReceived) from *TextToSpeech* class

string textToConvert - text to convert

VoiceScriptableObject voice - voice options

Action<AudioClip> audioClipReceived - executed in case of successful conversion

Action<BadRequestData> errorReceived - executed in case of an error

You can find ready-made voice options in `GoogleTextToSpeech\Voices`.

Or you can create a new set of voice options using `Create/GoogleTextToSpeech/Voice`.