

# Speech Generation System



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## 1. About

The Speech Generation System is a plugin that provides text-to-speech conversion.

### Features:

- Converting text to speech in **different languages** (English, Deutsch, Spanish, Chinese and so on. ~**19** languages).
- Ability to select **different types of voices** (~ **47** voices).
- It works **offline**, in **real time**.


### Supported platforms:

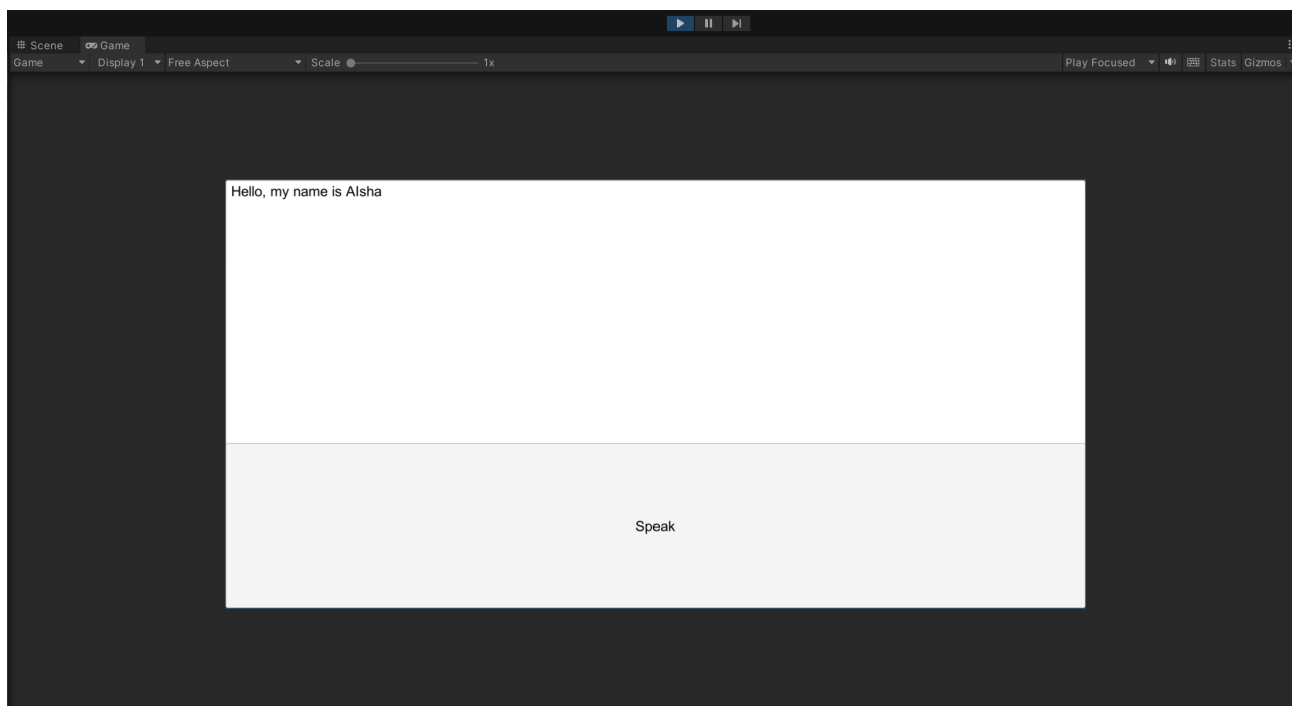
- Windows (x64).

### Links:

[Download voices](#)

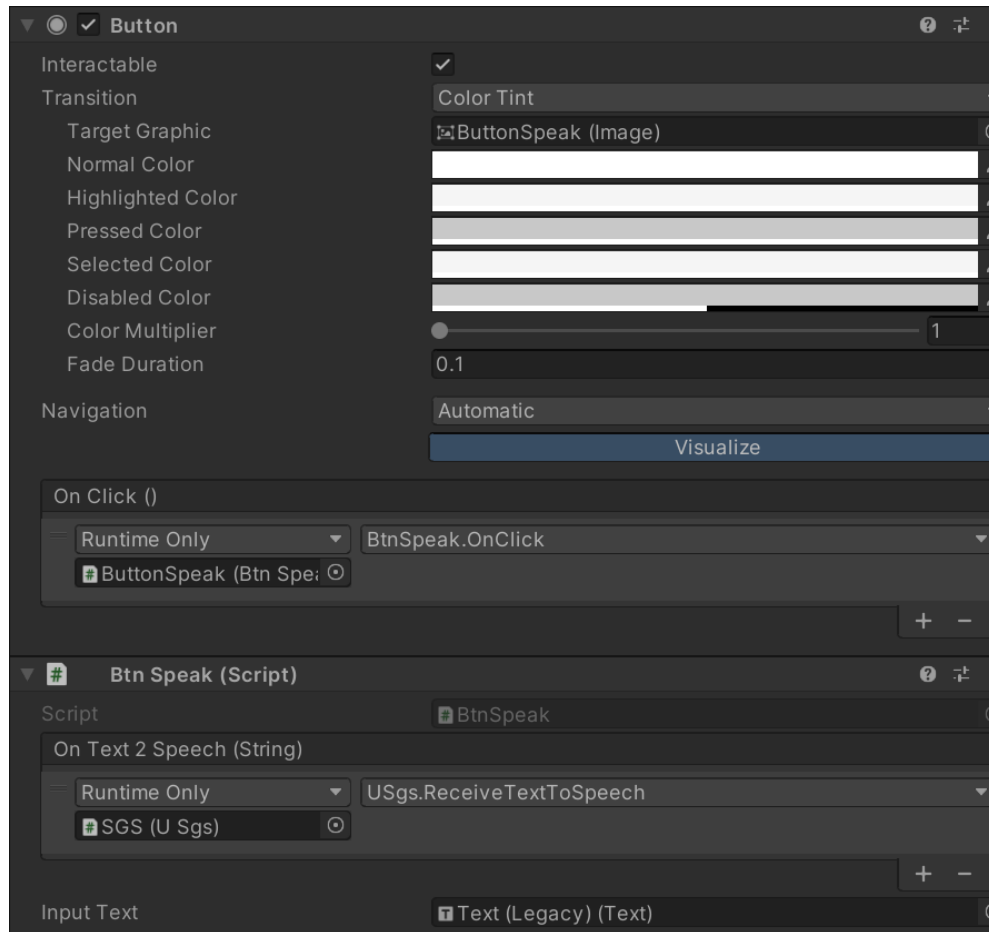
## 2. Quick start

- Import package **SpeechGenerationSystem.unitypackage**.
- Load the scene **SampleScene** from folder **Demo**;
- [Optional] [Download](#) the voice model files and copy the files to the *Assets/SGS/voices* folder;
- Press button  to load the scene;
- Write the text and press the **Speak** button.



### 3. API overview

#### 3.1 BtnSpeak



#### Fields of class:

- **Input Text** (*Text*) – a component of type *Text*. Data source for text-to-speech conversion.

#### Events of class:

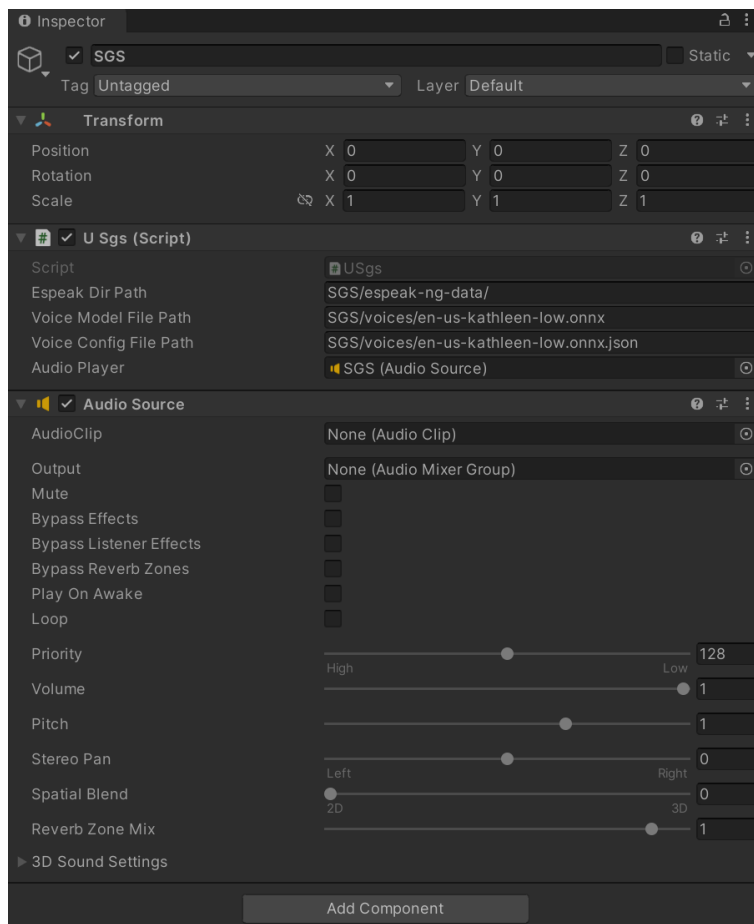
- **OnText2Speech** – event that passes text from an *InputText* component to the **ReceiveTextToSpeech** handler of a **USgs** type component.

#### Methods of class:

- **OnClick** – method calling the **OnText2Speech** event.

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## 3.2 USgs



### Fields of class:

- **Espeak Dir Path** (*string*) – path to speech synthesizer files folder in relation to the *StreamingAssets* folder;
- **Voice Model File Path** (*string*) – path to voice model file relative to the *StreamingAssets* folder;
- **Voice Config File Path** (*string*) – path to voice model configuration file relative to *StreamingAssets* folder;
- **Voice Id** (ulong) – Speaker identifier in the multi-voice model;
- **Audio Player** (*AudioSource*) – reference to a component of type *AudioSource*.

### Methods of class:

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- **ReceiveTextToSpeech** – the handler method takes text as a parameter, converts it into an audio file and plays it back using the AudioSource component.

**Contact us**

Do you meet issues while using this plugin?

Do you have suggestions on how to improve the API?

Feel free to contact us: [stendhal.syndrome.studio@gmail.com](mailto:stendhal.syndrome.studio@gmail.com)