

# RT-Voice PRO

*Hearing is understanding*



API

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# Contents

<b>1</b>	<b>Namespace Index</b>	<b>1</b>
1.1	Packages . . . . .	1
<b>2</b>	<b>Hierarchical Index</b>	<b>3</b>
2.1	Class Hierarchy . . . . .	3
<b>3</b>	<b>Class Index</b>	<b>7</b>
3.1	Class List . . . . .	7
<b>4</b>	<b>Namespace Documentation</b>	<b>13</b>
4.1	Crosstales Namespace Reference . . . . .	13
4.2	Crosstales.Common Namespace Reference . . . . .	13
4.3	Crosstales.Common.EditorTask Namespace Reference . . . . .	13
4.4	Crosstales.Common.EditorUtil Namespace Reference . . . . .	14
4.5	Crosstales.Common.Model Namespace Reference . . . . .	14
4.6	Crosstales.Common.Model.Enum Namespace Reference . . . . .	14
4.6.1	Enumeration Type Documentation . . . . .	14
4.6.1.1	Platform . . . . .	14
4.6.1.2	SampleRate . . . . .	14
4.7	Crosstales.Common.Util Namespace Reference . . . . .	15
4.8	Crosstales.RTVoice Namespace Reference . . . . .	15
4.9	Crosstales.RTVoice.AdventureCreator Namespace Reference . . . . .	16
4.10	Crosstales.RTVoice.AWSPolly Namespace Reference . . . . .	17
4.10.1	Enumeration Type Documentation . . . . .	17
4.10.1.1	Endpoint . . . . .	17

4.11	Crosstales.RTVoice.Demo Namespace Reference . . . . .	17
4.12	Crosstales.RTVoice.Demo.Util Namespace Reference . . . . .	18
4.13	Crosstales.RTVoice.EditorExtension Namespace Reference . . . . .	18
4.14	Crosstales.RTVoice.EditorIntegration Namespace Reference . . . . .	19
4.15	Crosstales.RTVoice.EditorTask Namespace Reference . . . . .	19
4.15.1	Enumeration Type Documentation . . . . .	20
4.15.1.1	UpdateStatus . . . . .	20
4.16	Crosstales.RTVoice.EditorUtil Namespace Reference . . . . .	20
4.17	Crosstales.RTVoice.Klattersynth Namespace Reference . . . . .	20
4.18	Crosstales.RTVoice.Model Namespace Reference . . . . .	20
4.19	Crosstales.RTVoice.Model.Enum Namespace Reference . . . . .	21
4.19.1	Enumeration Type Documentation . . . . .	21
4.19.1.1	ESpeakModifiers . . . . .	21
4.19.1.2	Gender . . . . .	21
4.19.1.3	MaryTTSType . . . . .	21
4.19.1.4	ProviderType . . . . .	21
4.19.1.5	SpeakMode . . . . .	21
4.20	Crosstales.RTVoice.PlayMaker Namespace Reference . . . . .	22
4.21	Crosstales.RTVoice.Provider Namespace Reference . . . . .	22
4.22	Crosstales.RTVoice.SALSA Namespace Reference . . . . .	22
4.23	Crosstales.RTVoice.SAPI Namespace Reference . . . . .	23
4.24	Crosstales.RTVoice.SLATE Namespace Reference . . . . .	23
4.25	Crosstales.RTVoice.Tool Namespace Reference . . . . .	23
4.26	Crosstales.RTVoice.Util Namespace Reference . . . . .	23
4.26.1	Detailed Description . . . . .	24
4.27	Crosstales.RTVoice.WebGL Namespace Reference . . . . .	24
4.28	Crosstales.UI Namespace Reference . . . . .	24
4.29	Crosstales.UI.Util Namespace Reference . . . . .	25
4.30	HutongGames Namespace Reference . . . . .	25
4.31	HutongGames.PlayMaker Namespace Reference . . . . .	25
4.32	HutongGames.PlayMaker.Actions Namespace Reference . . . . .	25

<b>5</b>	<b>Class Documentation</b>	<b>27</b>
5.1	Crosstales.RTVoice.EditorTask.AAAConfigLoader Class Reference . . . . .	27
5.1.1	Detailed Description . . . . .	27
5.2	Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference . . . . .	27
5.2.1	Detailed Description . . . . .	28
5.2.2	Member Data Documentation . . . . .	28
5.2.2.1	CallOnStopSpeech . . . . .	28
5.2.2.2	Culture . . . . .	28
5.2.2.3	SimulateSkipSpeech . . . . .	28
5.2.2.4	Voices . . . . .	28
5.2.3	Property Documentation . . . . .	29
5.2.3.1	CurrentCulture . . . . .	29
5.2.3.2	isCallOnStopSpeech . . . . .	29
5.2.3.3	isSimulateSkipSpeech . . . . .	29
5.3	Crosstales.RTVoice.AdventureCreator.ACConnectorEditor Class Reference . . . . .	29
5.3.1	Detailed Description . . . . .	29
5.4	Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject Class Reference . . . . .	30
5.4.1	Detailed Description . . . . .	30
5.5	Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference . . . . .	30
5.5.1	Detailed Description . . . . .	30
5.6	Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher Class Reference . . . . .	30
5.6.1	Detailed Description . . . . .	31
5.7	Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference . . . . .	31
5.7.1	Detailed Description . . . . .	31
5.7.2	Member Data Documentation . . . . .	32
5.7.2.1	ACVoiceName . . . . .	32
5.7.2.2	IgnoreCharacter . . . . .	32
5.7.2.3	Mode . . . . .	32
5.7.2.4	Pitch . . . . .	32
5.7.2.5	Rate . . . . .	32

5.7.2.6	Source . . . . .	32
5.7.2.7	UseSpeechAudioSource . . . . .	32
5.7.2.8	Voices . . . . .	32
5.7.2.9	Volume . . . . .	32
5.8	Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference . . . . .	33
5.8.1	Detailed Description . . . . .	33
5.8.2	Member Function Documentation . . . . .	34
5.8.2.1	Generate() . . . . .	34
5.8.3	Member Data Documentation . . . . .	34
5.8.3.1	FileInsideAssets . . . . .	34
5.8.3.2	GenerateOnStart . . . . .	34
5.8.3.3	TextFiles . . . . .	34
5.8.4	Property Documentation . . . . .	34
5.8.4.1	OnAudioFileGeneratorComplete . . . . .	34
5.8.4.2	OnAudioFileGeneratorStart . . . . .	34
5.9	HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference . . . . .	35
5.9.1	Detailed Description . . . . .	35
5.9.2	Member Data Documentation . . . . .	35
5.9.2.1	Obj . . . . .	35
5.10	Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference . . . . .	35
5.10.1	Detailed Description . . . . .	36
5.11	Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference . . . . .	36
5.11.1	Detailed Description . . . . .	36
5.12	Crosstales.UI.Util.AudioFilterController Class Reference . . . . .	36
5.12.1	Detailed Description . . . . .	37
5.12.2	Member Function Documentation . . . . .	37
5.12.2.1	FindAllAudioFilters() . . . . .	37
5.12.2.2	ResetAudioFilters() . . . . .	38
5.12.3	Member Data Documentation . . . . .	38
5.12.3.1	FindAllAudioFiltersOnStart . . . . .	38

5.13	Crosstales.UI.Util.AudioSourceController Class Reference . . . . .	38
5.13.1	Detailed Description . . . . .	39
5.13.2	Member Function Documentation . . . . .	39
5.13.2.1	FindAllAudioSources() . . . . .	39
5.13.2.2	ResetAllAudioSources() . . . . .	39
5.13.3	Member Data Documentation . . . . .	39
5.13.3.1	AudioSources . . . . .	39
5.13.3.2	FindAllAudioSourcesOnStart . . . . .	39
5.13.3.3	Loop . . . . .	40
5.13.3.4	Mute . . . . .	40
5.13.3.5	Pitch . . . . .	40
5.13.3.6	ResetAudioSourcesOnStart . . . . .	40
5.13.3.7	StereoPan . . . . .	40
5.13.3.8	Volume . . . . .	40
5.14	Crosstales.RTVoice.EditorTask.AutoInitalize Class Reference . . . . .	40
5.14.1	Detailed Description . . . . .	40
5.15	Crosstales.Common.Util.BackgroundController Class Reference . . . . .	41
5.15.1	Detailed Description . . . . .	41
5.15.2	Member Data Documentation . . . . .	41
5.15.2.1	Objects . . . . .	41
5.16	Crosstales.Common.EditorTask.BaseCompileDefines Class Reference . . . . .	41
5.16.1	Detailed Description . . . . .	42
5.17	Crosstales.Common.Util.BaseConstants Class Reference . . . . .	42
5.17.1	Detailed Description . . . . .	44
5.17.2	Member Data Documentation . . . . .	44
5.17.2.1	ASSET_3P_PLAYMAKER . . . . .	44
5.17.2.2	ASSET_AUTHOR . . . . .	44
5.17.2.3	ASSET_AUTHOR_URL . . . . .	45
5.17.2.4	ASSET_BWF . . . . .	45
5.17.2.5	ASSET_CT_URL . . . . .	45

5.17.2.6	ASSET_DJ . . . . .	45
5.17.2.7	ASSET_FB . . . . .	45
5.17.2.8	ASSET_OC . . . . .	45
5.17.2.9	ASSET_RADIO . . . . .	45
5.17.2.10	ASSET_RTV . . . . .	45
5.17.2.11	ASSET_SOCIAL_DISCORD . . . . .	45
5.17.2.12	ASSET_SOCIAL_FACEBOOK . . . . .	46
5.17.2.13	ASSET_SOCIAL_LINKEDIN . . . . .	46
5.17.2.14	ASSET_SOCIAL_TWITTER . . . . .	46
5.17.2.15	ASSET_SOCIAL_YOUTUBE . . . . .	46
5.17.2.16	ASSET_TB . . . . .	46
5.17.2.17	ASSET_TPB . . . . .	46
5.17.2.18	ASSET_TPS . . . . .	46
5.17.2.19	ASSET_TR . . . . .	46
5.17.2.20	CMD_WINDOWS_PATH . . . . .	46
5.17.2.21	DEV_DEBUG . . . . .	47
5.17.2.22	FACTOR_GB . . . . .	47
5.17.2.23	FACTOR_KB . . . . .	47
5.17.2.24	FACTOR_MB . . . . .	47
5.17.2.25	FLOAT_32768 . . . . .	47
5.17.2.26	FORMAT_NO_DECIMAL_PLACES . . . . .	47
5.17.2.27	FORMAT_PERCENT . . . . .	47
5.17.2.28	FORMAT_TWO_DECIMAL_PLACES . . . . .	47
5.17.2.29	PATH_DELIMITER_UNIX . . . . .	47
5.17.2.30	PATH_DELIMITER_WINDOWS . . . . .	47
5.17.2.31	PROCESS_KILL_TIME . . . . .	48
5.17.2.32	SHOW_BWF_BANNER . . . . .	48
5.17.2.33	SHOW_DJ_BANNER . . . . .	48
5.17.2.34	SHOW_FB_BANNER . . . . .	48
5.17.2.35	SHOW_OC_BANNER . . . . .	48

5.17.2.36 SHOW_RADIO_BANNER . . . . .	48
5.17.2.37 SHOW_RTV_BANNER . . . . .	48
5.17.2.38 SHOW_TB_BANNER . . . . .	48
5.17.2.39 SHOW_TPB_BANNER . . . . .	48
5.17.2.40 SHOW_TPS_BANNER . . . . .	48
5.17.2.41 SHOW_TR_BANNER . . . . .	49
5.17.3 Property Documentation . . . . .	49
5.17.3.1 APPLICATION_PATH . . . . .	49
5.17.3.2 PREFIX_FILE . . . . .	49
5.18 Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference . . . . .	49
5.18.1 Detailed Description . . . . .	51
5.18.2 Member Function Documentation . . . . .	51
5.18.2.1 Generate(Model.Wrapper wrapper) . . . . .	51
5.18.2.2 Load() . . . . .	51
5.18.2.3 Silence() . . . . .	52
5.18.2.4 Silence(string uid) . . . . .	52
5.18.2.5 Speak(Model.Wrapper wrapper) . . . . .	52
5.18.2.6 SpeakNative(Model.Wrapper wrapper) . . . . .	52
5.18.3 Property Documentation . . . . .	53
5.18.3.1 OnErrorInfo . . . . .	53
5.18.3.2 OnSpeakAudioGenerationComplete . . . . .	53
5.18.3.3 OnSpeakAudioGenerationStart . . . . .	53
5.18.3.4 OnSpeakComplete . . . . .	53
5.18.3.5 OnSpeakCurrentPhoneme . . . . .	53
5.18.3.6 OnSpeakCurrentViseme . . . . .	53
5.18.3.7 OnSpeakCurrentWord . . . . .	53
5.18.3.8 OnSpeakStart . . . . .	53
5.18.3.9 OnVoicesReady . . . . .	54
5.19 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference . . . . .	54
5.19.1 Detailed Description . . . . .	55



5.19.2	Member Function Documentation . . . . .	55
5.19.2.1	getBuildNameFromBuildTarget(BuildTarget build) . . . . .	55
5.19.2.2	getBuildTargetForBuildName(string build) . . . . .	56
5.19.2.3	getCLIArgument(string name) . . . . .	56
5.19.2.4	isValidBuildTarget(BuildTarget target) . . . . .	56
5.19.2.5	ReadOnlyTextField(string label, string text) . . . . .	57
5.19.2.6	RefreshAssetDatabase() . . . . .	57
5.19.2.7	RestartUnity(string executeMethod="") . . . . .	57
5.19.2.8	SeparatorUI(int space=12) . . . . .	57
5.20	Crosstales.Common.EditorUtil.BaseGAApi Class Reference . . . . .	57
5.20.1	Detailed Description . . . . .	58
5.20.2	Member Function Documentation . . . . .	58
5.20.2.1	Event(string name, string version, string category, string action, string label="", int value=0) . . . . .	58
5.21	Crosstales.Common.Util.BaseHelper Class Reference . . . . .	58
5.21.1	Detailed Description . . . . .	61
5.21.2	Member Function Documentation . . . . .	61
5.21.2.1	ClearLineEndings(string text) . . . . .	61
5.21.2.2	ClearSpaces(string text) . . . . .	62
5.21.2.3	ClearTags(string text) . . . . .	62
5.21.2.4	CreateString(string replaceChars, int stringLength) . . . . .	62
5.21.2.5	FileCopy(string inputFile, string outputFile, bool move=false) . . . . .	62
5.21.2.6	FormatBytesToHRF(long bytes) . . . . .	63
5.21.2.7	FormatSecondsToHourMinSec(double seconds) . . . . .	63
5.21.2.8	GetDirectories(string path, bool isRecursive=false) . . . . .	63
5.21.2.9	GetFiles(string path, bool isRecursive=false, params string[] extensions) . . . . .	63
5.21.2.10	hasActiveClip(AudioSource source) . . . . .	64
5.21.2.11	HSVToRGB(float h, float s, float v, float a=1f) . . . . .	64
5.21.2.12	IsValidURL(string url) . . . . .	64

5.21.2.13 RemoteCertificateValidationCallback(System.Object sender, System.Security.Crypto-	
graphy.X509Certificates.X509Certificate certificate, System.Security.Crypto-	
graphy.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)	65
5.21.2.14 SplitStringToLines(string text, bool ignoreCommentedLines=true, int skipHeader-	
Lines=0, int skipFooterLines=0)	65
5.21.2.15 ValidateFile(string path)	65
5.21.2.16 ValidatePath(string path, bool addEndDelimiter=true)	65
5.21.2.17 ValidURLFromFilePath(string path)	66
5.21.3 Property Documentation	66
5.21.3.1 CurrentPlatform	66
5.21.3.2 isAndroidPlatform	66
5.21.3.3 isAppleBasedPlatform	66
5.21.3.4 isEditor	67
5.21.3.5 isEditorMode	67
5.21.3.6 isIL2CPP	67
5.21.3.7 isInternetAvailable	67
5.21.3.8 isIOSBasedPlatform	67
5.21.3.9 isIOSPlatform	67
5.21.3.10 isLinuxEditor	68
5.21.3.11 isLinuxPlatform	68
5.21.3.12 isMacOSEditor	68
5.21.3.13 isMacOSPlatform	68
5.21.3.14 isPS4Platform	68
5.21.3.15 isStandalonePlatform	68
5.21.3.16 isTvOSPlatform	69
5.21.3.17 isWebGLPlatform	69
5.21.3.18 isWebPlatform	69
5.21.3.19 isWindowsBasedPlatform	69
5.21.3.20 isWindowsEditor	69
5.21.3.21 isWindowsPlatform	69
5.21.3.22 isWSABasedPlatform	70

5.21.3.23 isWSAPlatform . . . . .	70
5.21.3.24 isXboxOnePlatform . . . . .	70
5.22 HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference . . . . .	70
5.22.1 Detailed Description . . . . .	71
5.23 Crosstales.RTVoice.PlayMaker.BaseRTVEditor Class Reference . . . . .	71
5.23.1 Detailed Description . . . . .	71
5.24 Crosstales.Common.EditorTask.BaseSetupResources Class Reference . . . . .	71
5.24.1 Detailed Description . . . . .	72
5.25 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference . . . . .	72
5.25.1 Detailed Description . . . . .	74
5.25.2 Constructor & Destructor Documentation . . . . .	74
5.25.2.1 BaseVoiceProvider(MonoBehaviour obj) . . . . .	74
5.25.3 Member Function Documentation . . . . .	74
5.25.3.1 Generate(Model.Wrapper wrapper) . . . . .	74
5.25.3.2 Silence() . . . . .	74
5.25.3.3 Silence(string uid) . . . . .	75
5.25.3.4 Speak(Model.Wrapper wrapper) . . . . .	75
5.25.3.5 SpeakNative(Model.Wrapper wrapper) . . . . .	75
5.25.4 Property Documentation . . . . .	75
5.25.4.1 OnErrorInfo . . . . .	75
5.25.4.2 OnSpeakAudioGenerationComplete . . . . .	75
5.25.4.3 OnSpeakAudioGenerationStart . . . . .	76
5.25.4.4 OnSpeakComplete . . . . .	76
5.25.4.5 OnSpeakCurrentPhoneme . . . . .	76
5.25.4.6 OnSpeakCurrentViseme . . . . .	76
5.25.4.7 OnSpeakCurrentWord . . . . .	76
5.25.4.8 OnSpeakStart . . . . .	76
5.25.4.9 OnVoicesReady . . . . .	76
5.26 Crosstales.RTVoice.SALSA.Bots Class Reference . . . . .	76
5.26.1 Detailed Description . . . . .	77

5.27	Crosstales.RTVoice.Tool.ChangeGender Class Reference . . . . .	77
5.27.1	Detailed Description . . . . .	78
5.27.2	Member Data Documentation . . . . .	78
5.27.2.1	ESpeakOnly . . . . .	78
5.27.2.2	NewGender . . . . .	78
5.27.2.3	RefreshOnVoicesReady . . . . .	78
5.28	Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference . . . . .	78
5.28.1	Detailed Description . . . . .	78
5.29	Crosstales.RTVoice.EditorTask.CompileDefines Class Reference . . . . .	79
5.29.1	Detailed Description . . . . .	79
5.30	Crosstales.RTVoice.Util.Config Class Reference . . . . .	79
5.30.1	Detailed Description . . . . .	80
5.30.2	Member Function Documentation . . . . .	80
5.30.2.1	Load() . . . . .	80
5.30.2.2	Reset() . . . . .	80
5.30.2.3	Save() . . . . .	81
5.30.3	Member Data Documentation . . . . .	81
5.30.3.1	ASSET_PATH . . . . .	81
5.30.3.2	AUDIOFILE_AUTOMATIC_DELETE . . . . .	81
5.30.3.3	DEBUG . . . . .	81
5.30.3.4	ENFORCE_32BIT_WINDOWS . . . . .	81
5.30.3.5	ENFORCE_STANDALONE_TTS . . . . .	81
5.30.3.6	ENSURE_NAME . . . . .	81
5.30.3.7	isLoading . . . . .	81
5.30.3.8	TTS_LINUX . . . . .	81
5.30.3.9	TTS_LINUX_DATA . . . . .	82
5.30.3.10	TTS_MACOS . . . . .	82
5.30.3.11	TTS_WINDOWS_BUILD . . . . .	82
5.30.4	Property Documentation . . . . .	82
5.30.4.1	AUDIOFILE_PATH . . . . .	82

5.30.4.2	TTS_WINDOWS_EDITOR . . . . .	82
5.30.4.3	TTS_WINDOWS_EDITOR_x86 . . . . .	82
5.31	Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference . . . . .	82
5.31.1	Detailed Description . . . . .	83
5.32	Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference . . . . .	83
5.32.1	Detailed Description . . . . .	83
5.33	Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference . . . . .	84
5.33.1	Detailed Description . . . . .	84
5.34	Crosstales.RTVoice.Util.Constants Class Reference . . . . .	85
5.34.1	Detailed Description . . . . .	87
5.34.2	Member Data Documentation . . . . .	87
5.34.2.1	ASSET_2019_URL . . . . .	87
5.34.2.2	ASSET_3P_ADVENTURE_CREATOR . . . . .	87
5.34.2.3	ASSET_3P_AMPLITUDE . . . . .	87
5.34.2.4	ASSET_3P_CINEMA_DIRECTOR . . . . .	87
5.34.2.5	ASSET_3P_DIALOGUE_SYSTEM . . . . .	87
5.34.2.6	ASSET_3P_KLATTERSYNTH . . . . .	88
5.34.2.7	ASSET_3P_LIPSYNC . . . . .	88
5.34.2.8	ASSET_3P_LOCALIZED_DIALOGS . . . . .	88
5.34.2.9	ASSET_3P_NPC_CHAT . . . . .	88
5.34.2.10	ASSET_3P_QUEST_SYSTEM . . . . .	88
5.34.2.11	ASSET_3P_SALSA . . . . .	88
5.34.2.12	ASSET_3P_SLATE . . . . .	88
5.34.2.13	ASSET_3P_URL . . . . .	88
5.34.2.14	ASSET_API_URL . . . . .	88
5.34.2.15	ASSET_BUILD . . . . .	89
5.34.2.16	ASSET_CHANGED . . . . .	89
5.34.2.17	ASSET_CONTACT . . . . .	89
5.34.2.18	ASSET_CREATED . . . . .	89
5.34.2.19	ASSET_FORUM_URL . . . . .	89

5.34.2.20	ASSET_MANUAL_URL . . . . .	89
5.34.2.21	ASSET_NAME . . . . .	89
5.34.2.22	ASSET_PRO_URL . . . . .	89
5.34.2.23	ASSET_UPDATE_CHECK_URL . . . . .	89
5.34.2.24	ASSET_VERSION . . . . .	90
5.34.2.25	ASSET_VIDEO_PROMO . . . . .	90
5.34.2.26	ASSET_VIDEO_TUTORIAL . . . . .	90
5.34.2.27	ASSET_WEB_URL . . . . .	90
5.34.2.28	AUDIOFILE_PREFIX . . . . .	90
5.34.2.29	ESPEAK_FEMALE_MODIFIER . . . . .	90
5.34.2.30	RTVOICE_SCENE_OBJECT_NAME . . . . .	90
5.34.2.31	SPEAK_CALL_SPEED . . . . .	90
5.34.2.32	TTS_WINDOWS_SUBPATH . . . . .	90
5.34.2.33	TTS_WINDOWS_x86_SUBPATH . . . . .	91
5.35	Crosstales.Common.Util.CTPlayerPrefs Class Reference . . . . .	91
5.35.1	Detailed Description . . . . .	91
5.35.2	Member Function Documentation . . . . .	92
5.35.2.1	DeleteAll() . . . . .	92
5.35.2.2	DeleteKey(string key) . . . . .	92
5.35.2.3	GetBool(string key) . . . . .	92
5.35.2.4	GetDate(string key) . . . . .	92
5.35.2.5	GetFloat(string key) . . . . .	92
5.35.2.6	GetInt(string key) . . . . .	93
5.35.2.7	GetString(string key) . . . . .	93
5.35.2.8	HasKey(string key) . . . . .	93
5.35.2.9	Save() . . . . .	94
5.35.2.10	SetBool(string key, bool value) . . . . .	94
5.35.2.11	SetDate(string key, System.DateTime value) . . . . .	94
5.35.2.12	SetFloat(string key, float value) . . . . .	94
5.35.2.13	SetInt(string key, int value) . . . . .	94

5.35.2.14 SetString(string key, string value) . . . . .	94
5.36 Crosstales.Common.Util.CTWebClient Class Reference . . . . .	95
5.36.1 Detailed Description . . . . .	95
5.36.2 Property Documentation . . . . .	96
5.36.2.1 ConnectionLimit . . . . .	96
5.36.2.2 Timeout . . . . .	96
5.37 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference . . . . .	96
5.38 Crosstales.RTVoice.Demo.Dialog Class Reference . . . . .	96
5.38.1 Detailed Description . . . . .	97
5.39 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference . . . . .	97
5.39.1 Detailed Description . . . . .	98
5.39.2 Member Function Documentation . . . . .	98
5.39.2.1 Load() . . . . .	98
5.39.2.2 Reset() . . . . .	98
5.39.2.3 Save() . . . . .	98
5.39.3 Member Data Documentation . . . . .	98
5.39.3.1 HIERARCHY_ICON . . . . .	98
5.39.3.2 isLoading . . . . .	99
5.39.3.3 PREFAB_AUTOLOAD . . . . .	99
5.39.3.4 REMINDER_CHECK . . . . .	99
5.39.3.5 TRACER . . . . .	99
5.39.3.6 UPDATE_CHECK . . . . .	99
5.39.4 Property Documentation . . . . .	99
5.39.4.1 ASSET_PATH . . . . .	99
5.39.4.2 PREFAB_PATH . . . . .	99
5.40 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference . . . . .	100
5.40.1 Detailed Description . . . . .	100
5.40.2 Member Data Documentation . . . . .	100
5.40.2.1 PREFAB_SUBPATH . . . . .	100
5.40.3 Property Documentation . . . . .	101

5.40.3.1	ASSET_ID . . . . .	101
5.40.3.2	ASSET_UID . . . . .	101
5.40.3.3	ASSET_URL . . . . .	101
5.41	Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference . . . . .	101
5.41.1	Detailed Description . . . . .	102
5.41.2	Member Function Documentation . . . . .	102
5.41.2.1	BannerOC() . . . . .	102
5.41.2.2	InstantiatePrefab(string prefabName) . . . . .	102
5.41.2.3	NoVoicesUI() . . . . .	103
5.41.3	Member Data Documentation . . . . .	103
5.41.3.1	GO_ID . . . . .	103
5.41.3.2	MENU_ID . . . . .	103
5.41.4	Property Documentation . . . . .	103
5.41.4.1	isRTVoiceInScene . . . . .	103
5.42	Crosstales.ExtensionMethods Class Reference . . . . .	103
5.42.1	Detailed Description . . . . .	105
5.42.2	Member Function Documentation . . . . .	105
5.42.2.1	CTAddRange< K, V >(this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection) . . . . .	105
5.42.2.2	CTContains(this string str, string toCheck, System.StringComparison comp=↵ System.StringComparison.OrdinalIgnoreCase) . . . . .	105
5.42.2.3	CTContainsAll(this string str, string searchTerms, char splitChar= ' ') . . . . .	105
5.42.2.4	CTContainsAny(this string str, string searchTerms, char splitChar= ' ') . . . . .	106
5.42.2.5	CTDump(this Quaternion[] array) . . . . .	106
5.42.2.6	CTDump(this Vector2[] array) . . . . .	106
5.42.2.7	CTDump(this Vector3[] array) . . . . .	106
5.42.2.8	CTDump(this Vector4[] array) . . . . .	107
5.42.2.9	CTDump(this System.Collections.Generic.IList< Quaternion > list) . . . . .	107
5.42.2.10	CTDump(this System.Collections.Generic.IList< Vector2 > list) . . . . .	107
5.42.2.11	CTDump(this System.Collections.Generic.IList< Vector3 > list) . . . . .	108
5.42.2.12	CTDump(this System.Collections.Generic.IList< Vector4 > list) . . . . .	108



5.42.2.13	CTDump< K, V >(this System.Collections.Generic.IDictionary< K, V > dict, string prefix="""", string postfix="""") . . . . .	108
5.42.2.14	CTDump< T >(this T[] array, string prefix="""", string postfix="""") . . . . .	109
5.42.2.15	CTDump< T >(this System.Collections.Generic.IList< T > list, string prefix="""", string postfix="""") . . . . .	109
5.42.2.16	CTEquals(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase) . . . . .	109
5.42.2.17	CTIsVisibleFrom(this Renderer renderer, Camera camera) . . . . .	110
5.42.2.18	CTReplace(this string str, string oldString, string newString, System.String↔ Comparison comp=System.StringComparison.OrdinalIgnoreCase) . . . . .	110
5.42.2.19	CTReverse(this string str) . . . . .	110
5.42.2.20	CTShuffle< T >(this T[] array, int seed=0) . . . . .	110
5.42.2.21	CTShuffle< T >(this System.Collections.Generic.IList< T > list, int seed=0) . . . . .	111
5.42.2.22	CTToString< T >(this T[] array) . . . . .	111
5.42.2.23	CTToString< T >(this System.Collections.Generic.IList< T > list) . . . . .	111
5.42.2.24	CTToTitleCase(this string str) . . . . .	111
5.43	Crosstales.Common.Util.FFTAnalyzer Class Reference . . . . .	112
5.43.1	Detailed Description . . . . .	112
5.43.2	Member Data Documentation . . . . .	112
5.43.2.1	Channel . . . . .	112
5.43.2.2	Samples . . . . .	113
5.44	Crosstales.UI.Util.FPSDisplay Class Reference . . . . .	113
5.44.1	Detailed Description . . . . .	113
5.44.2	Member Data Documentation . . . . .	113
5.44.2.1	FPS . . . . .	113
5.45	Crosstales.RTVoice.EditorUtil.GAApi Class Reference . . . . .	114
5.45.1	Detailed Description . . . . .	114
5.45.2	Member Function Documentation . . . . .	114
5.45.2.1	Event(string category, string action, string label="""", int value=0) . . . . .	114
5.46	HutongGames.PlayMaker.Actions.GetCultures Class Reference . . . . .	114
5.46.1	Detailed Description . . . . .	115
5.46.2	Member Data Documentation . . . . .	115

5.46.2.1	Cultures . . . . .	115
5.47	Crosstales.RTVoice.PlayMaker.GetCulturesEditor Class Reference . . . . .	115
5.47.1	Detailed Description . . . . .	116
5.48	HutongGames.PlayMaker.Actions.GetVoices Class Reference . . . . .	116
5.48.1	Detailed Description . . . . .	116
5.48.2	Member Data Documentation . . . . .	116
5.48.2.1	Culture . . . . .	116
5.48.2.2	Gender . . . . .	117
5.48.2.3	Voices . . . . .	117
5.49	Crosstales.RTVoice.PlayMaker.GetVoicesEditor Class Reference . . . . .	117
5.49.1	Detailed Description . . . . .	117
5.50	Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference . . . . .	117
5.50.1	Detailed Description . . . . .	118
5.51	Crosstales.RTVoice.Demo.GUIDialog Class Reference . . . . .	118
5.51.1	Detailed Description . . . . .	119
5.52	Crosstales.RTVoice.Demo.GUIMain Class Reference . . . . .	119
5.52.1	Detailed Description . . . . .	120
5.53	Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference . . . . .	120
5.53.1	Detailed Description . . . . .	121
5.54	Crosstales.RTVoice.Demo.GUIScenes Class Reference . . . . .	121
5.54.1	Detailed Description . . . . .	122
5.55	Crosstales.RTVoice.Demo.GUISpeech Class Reference . . . . .	122
5.55.1	Detailed Description . . . . .	123
5.56	Crosstales.RTVoice.Util.Helper Class Reference . . . . .	123
5.56.1	Detailed Description . . . . .	124
5.56.2	Member Function Documentation . . . . .	124
5.56.2.1	AppleVoiceNameToGender(string voiceName) . . . . .	124
5.56.2.2	CleanText(string text, bool removeTags=true, bool clearSpaces=true, bool clear↵ LineEndings=true) . . . . .	125
5.56.2.3	MarkSpokenText(string[] speechTextArray, int wordIndex, bool markAll↵ SpokenWords=false, string markPrefix=""<color=green><b>""", string mark↵ Postfix=""</b></color>""") . . . . .	125

5.56.2.4	StringToGender(string gender)	125
5.56.2.5	WSAVoiceNameToGender(string voiceName)	126
5.56.3	Property Documentation	126
5.56.3.1	CurrentProviderType	126
5.56.3.2	hasBuiltInTTS	126
5.57	Crosstales.RTVoice.Demo.Util.iOSController Class Reference	126
5.57.1	Detailed Description	127
5.58	Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference	127
5.58.1	Detailed Description	128
5.58.2	Member Function Documentation	128
5.58.2.1	Generate(Model.Wrapper wrapper)	128
5.58.2.2	Silence()	129
5.58.2.3	Silence(string uid)	129
5.58.2.4	Speak(Model.Wrapper wrapper)	129
5.58.2.5	SpeakNative(Model.Wrapper wrapper)	129
5.58.3	Property Documentation	130
5.58.3.1	AudioFileExtension	130
5.58.3.2	AudioFileType	130
5.58.3.3	Cultures	130
5.58.3.4	DefaultVoiceName	130
5.58.3.5	hasCoRoutines	130
5.58.3.6	isIL2CPPSupported	131
5.58.3.7	isOnlineService	131
5.58.3.8	isPlatformSupported	131
5.58.3.9	isSpeakNativeSupported	131
5.58.3.10	isSpeakSupported	131
5.58.3.11	isSSMLSupported	131
5.58.3.12	isWorkingInEditor	132
5.58.3.13	isWorkingInPlaymode	132
5.58.3.14	MaxTextLength	132

5.58.3.15 Voices . . . . .	132
5.59 Crosstales.RTVoice.EditorTask.Launch Class Reference . . . . .	132
5.59.1 Detailed Description . . . . .	133
5.60 Crosstales.RTVoice.LiveSpeaker Class Reference . . . . .	133
5.60.1 Detailed Description . . . . .	133
5.60.2 Member Function Documentation . . . . .	133
5.60.2.1 Silence() . . . . .	133
5.60.2.2 Speak(Model.Wrapper wrapper) . . . . .	133
5.60.2.3 Speak(string args) . . . . .	134
5.60.2.4 Speak(string[] args) . . . . .	134
5.60.2.5 SpeakNative(Model.Wrapper wrapper) . . . . .	134
5.60.2.6 SpeakNative(string args) . . . . .	134
5.60.2.7 SpeakNative(string[] args) . . . . .	135
5.61 Crosstales.RTVoice.Tool.Loudspeaker Class Reference . . . . .	135
5.61.1 Detailed Description . . . . .	136
5.61.2 Member Data Documentation . . . . .	136
5.61.2.1 SilenceSource . . . . .	136
5.61.2.2 Source . . . . .	136
5.61.2.3 Synchronized . . . . .	136
5.61.3 Property Documentation . . . . .	136
5.61.3.1 isSilenceSource . . . . .	136
5.61.3.2 isSynchronized . . . . .	136
5.62 Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference . . . . .	136
5.62.1 Detailed Description . . . . .	137
5.63 Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference . . . . .	137
5.63.1 Detailed Description . . . . .	137
5.64 Crosstales.RTVoice.Demo.NativeAudio Class Reference . . . . .	138
5.64.1 Detailed Description . . . . .	138
5.65 Crosstales.RTVoice.Demo.Util.NativeController Class Reference . . . . .	138
5.65.1 Detailed Description . . . . .	139

5.65.2	Member Data Documentation . . . . .	139
5.65.2.1	Active . . . . .	139
5.65.2.2	Objects . . . . .	139
5.66	Crosstales.Common.EditorTask.NYCheck Class Reference . . . . .	139
5.66.1	Detailed Description . . . . .	139
5.67	HutongGames.PlayMaker.Actions.Paralanguage Class Reference . . . . .	140
5.67.1	Detailed Description . . . . .	140
5.67.2	Member Data Documentation . . . . .	140
5.67.2.1	Obj . . . . .	140
5.68	Crosstales.RTVoice.Tool.Paralanguage Class Reference . . . . .	140
5.68.1	Detailed Description . . . . .	141
5.68.2	Member Function Documentation . . . . .	142
5.68.2.1	Silence() . . . . .	142
5.68.2.2	Speak() . . . . .	142
5.68.3	Member Data Documentation . . . . .	142
5.68.3.1	Clips . . . . .	142
5.68.3.2	Delay . . . . .	142
5.68.3.3	Mode . . . . .	142
5.68.3.4	Pitch . . . . .	142
5.68.3.5	PlayOnStart . . . . .	142
5.68.3.6	Rate . . . . .	142
5.68.3.7	Text . . . . .	142
5.68.3.8	Voices . . . . .	143
5.68.3.9	Volume . . . . .	143
5.68.4	Property Documentation . . . . .	143
5.68.4.1	CurrentPitch . . . . .	143
5.68.4.2	CurrentRate . . . . .	143
5.68.4.3	CurrentText . . . . .	143
5.68.4.4	CurrentVolume . . . . .	143
5.68.4.5	OnParalanguageComplete . . . . .	143

5.68.4.6	OnParalanguageStart . . . . .	143
5.69	Crosstales.RTVoice.EditorExtension.ParalanguageEditor Class Reference . . . . .	144
5.69.1	Detailed Description . . . . .	144
5.70	Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference . . . . .	144
5.70.1	Detailed Description . . . . .	144
5.71	Crosstales.Common.Util.PlatformController Class Reference . . . . .	145
5.71.1	Detailed Description . . . . .	145
5.71.2	Member Data Documentation . . . . .	145
5.71.2.1	Objects . . . . .	145
5.71.2.2	Platforms . . . . .	146
5.72	Crosstales.RTVoice.Demo.Util.PlatformController Class Reference . . . . .	146
5.72.1	Detailed Description . . . . .	146
5.73	Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference . . . . .	147
5.73.1	Detailed Description . . . . .	147
5.74	Crosstales.Common.Util.RandomColor Class Reference . . . . .	147
5.74.1	Detailed Description . . . . .	148
5.74.2	Member Data Documentation . . . . .	148
5.74.2.1	AlphaRange . . . . .	148
5.74.2.2	ChangeInterval . . . . .	148
5.74.2.3	GrayScale . . . . .	148
5.74.2.4	HueRange . . . . .	148
5.74.2.5	Material . . . . .	149
5.74.2.6	SaturationRange . . . . .	149
5.74.2.7	UseInterval . . . . .	149
5.74.2.8	ValueRange . . . . .	149
5.75	Crosstales.Common.Util.RandomRotator Class Reference . . . . .	149
5.75.1	Detailed Description . . . . .	150
5.75.2	Member Data Documentation . . . . .	150
5.75.2.1	ChangeInterval . . . . .	150
5.75.2.2	SpeedMax . . . . .	150

5.75.2.3	SpeedMin . . . . .	150
5.75.2.4	UseInterval . . . . .	150
5.76	Crosstales.Common.Util.RandomScaler Class Reference . . . . .	151
5.76.1	Detailed Description . . . . .	151
5.76.2	Member Data Documentation . . . . .	151
5.76.2.1	ChangeInterval . . . . .	151
5.76.2.2	ScaleMax . . . . .	151
5.76.2.3	ScaleMin . . . . .	152
5.76.2.4	Uniform . . . . .	152
5.76.2.5	UseInterval . . . . .	152
5.77	Crosstales.RTVoice.EditorTask.ReminderCheck Class Reference . . . . .	152
5.77.1	Detailed Description . . . . .	152
5.78	Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference . . . . .	152
5.78.1	Detailed Description . . . . .	153
5.79	RTVoiceIOSBridge Class Reference . . . . .	153
5.79.1	Method Documentation . . . . .	153
5.79.1.1	setVoices() . . . . .	153
5.79.1.2	speak:text:rate:pitch:volume:(NSString *id,[text] NSString *text,[rate] float rate,[pitch] float pitch,[volume] float volume) . . . . .	153
5.79.1.3	stop() . . . . .	154
5.80	RTVoiceIOSBridge() Category Reference . . . . .	154
5.81	Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference . . . . .	154
5.81.1	Detailed Description . . . . .	154
5.82	Crosstales.UI.Util.ScrollRectHandler Class Reference . . . . .	155
5.82.1	Detailed Description . . . . .	155
5.83	Crosstales.RTVoice.Demo.SendMessage Class Reference . . . . .	155
5.83.1	Detailed Description . . . . .	156
5.84	Crosstales.RTVoice.Model.Sequence Class Reference . . . . .	156
5.84.1	Detailed Description . . . . .	156
5.84.2	Member Data Documentation . . . . .	157
5.84.2.1	Mode . . . . .	157

5.84.2.2	Pitch . . . . .	157
5.84.2.3	Rate . . . . .	157
5.84.2.4	Source . . . . .	157
5.84.2.5	Text . . . . .	157
5.84.2.6	Voices . . . . .	157
5.84.2.7	Volume . . . . .	157
5.85	Crosstales.RTVoice.Demo.SequenceCaller Class Reference . . . . .	157
5.85.1	Detailed Description . . . . .	158
5.86	Crosstales.RTVoice.Tool.Sequencer Class Reference . . . . .	158
5.86.1	Detailed Description . . . . .	159
5.86.2	Member Function Documentation . . . . .	159
5.86.2.1	PlayAllSequences() . . . . .	159
5.86.2.2	PlayNextSequence() . . . . .	159
5.86.2.3	PlaySequence(int index=0) . . . . .	159
5.86.2.4	StopAllSequences() . . . . .	159
5.86.3	Member Data Documentation . . . . .	159
5.86.3.1	Delay . . . . .	160
5.86.3.2	PlayOnStart . . . . .	160
5.86.3.3	Sequences . . . . .	160
5.86.4	Property Documentation . . . . .	160
5.86.4.1	CurrentSequence . . . . .	160
5.87	Crosstales.RTVoice.EditorExtension.SequencerEditor Class Reference . . . . .	160
5.87.1	Detailed Description . . . . .	161
5.88	Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference . . . . .	161
5.88.1	Detailed Description . . . . .	161
5.89	Crosstales.Common.Util.SerializeDeSerialize Class Reference . . . . .	162
5.89.1	Detailed Description . . . . .	162
5.89.2	Member Function Documentation . . . . .	162
5.89.2.1	DeserializeFromByteArray< T >(byte[] data) . . . . .	162
5.89.2.2	DeserializeFromFile< T >(string filename) . . . . .	162



5.89.2.3	SerializeToByteArray< T >(T obj)	163
5.89.2.4	SerializeToFile< T >(T obj, string filename)	163
5.90	Crosstales.Common.EditorTask.SetApiLevel Class Reference	163
5.90.1	Detailed Description	163
5.91	Crosstales.RTVoice.EditorTask.SetApiLevel Class Reference	164
5.91.1	Detailed Description	164
5.92	Crosstales.Common.EditorTask.SetupResources Class Reference	164
5.92.1	Detailed Description	164
5.93	Crosstales.RTVoice.EditorTask.SetupResources Class Reference	164
5.93.1	Detailed Description	165
5.94	HutongGames.PlayMaker.Actions.Silence Class Reference	165
5.94.1	Detailed Description	165
5.95	Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference	166
5.95.1	Detailed Description	166
5.96	Crosstales.RTVoice.Demo.Simple Class Reference	166
5.96.1	Detailed Description	167
5.97	Crosstales.RTVoice.Demo.SimpleNative Class Reference	167
5.97.1	Detailed Description	168
5.98	Crosstales.UI.Social Class Reference	168
5.98.1	Detailed Description	169
5.99	HutongGames.PlayMaker.Actions.Speak Class Reference	169
5.99.1	Detailed Description	170
5.99.2	Member Data Documentation	170
5.99.2.1	Culture	170
5.99.2.2	RTVoiceNameAndroid	170
5.99.2.3	RTVoiceNameCustom	170
5.99.2.4	RTVoiceNameIOS	170
5.99.2.5	RTVoiceNameMac	170
5.99.2.6	RTVoiceNameMaryTTS	170
5.99.2.7	RTVoiceNameWindows	170

5.99.2.8	RTVoiceNameWSA . . . . .	170
5.99.2.9	Text . . . . .	171
5.100	Crosstales.RTVoice.SALSA.Speak Class Reference . . . . .	171
5.101	Crosstales.RTVoice.SALSA.Speak2D Class Reference . . . . .	171
5.102	HutongGames.PlayMaker.Actions.SpeakBase Class Reference . . . . .	172
5.102.1	Detailed Description . . . . .	173
5.102.2	Member Data Documentation . . . . .	173
5.102.2.1	AudioSource . . . . .	173
5.102.2.2	Mode . . . . .	173
5.102.2.3	Pitch . . . . .	173
5.102.2.4	Rate . . . . .	173
5.102.2.5	Volume . . . . .	173
5.103	Crosstales.RTVoice.PlayMaker.SpeakEditor Class Reference . . . . .	174
5.103.1	Detailed Description . . . . .	174
5.104	Crosstales.RTVoice.Speaker Class Reference . . . . .	174
5.104.1	Detailed Description . . . . .	178
5.104.2	Member Function Documentation . . . . .	178
5.104.2.1	ApproximateSpeechLength(string text, float rate=1f, float wordsPerMinute=175f, float timeFactor=0.9f) . . . . .	178
5.104.2.2	DeleteAudioFiles() . . . . .	179
5.104.2.3	Generate(Model.Wrapper wrapper) . . . . .	179
5.104.2.4	Generate(string text, string outputFile, Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true) . . . . .	179
5.104.2.5	isVoiceForCultureAvailable(string culture) . . . . .	180
5.104.2.6	isVoiceForGenderAvailable(Model.Enum.Gender gender, string culture="") . . . . .	180
5.104.2.7	isVoiceForNameAvailable(string name, bool isExact=false) . . . . .	180
5.104.2.8	Pause(string uid=null) . . . . .	181
5.104.2.9	ReloadProvider() . . . . .	181
5.104.2.10	Reset() . . . . .	181
5.104.2.11	Silence() . . . . .	181
5.104.2.12	Silence(string uid) . . . . .	181

5.104.2.13	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) . . . . .	181
5.104.2.14	Speak(Model.Wrapper wrapper) . . . . .	182
5.104.2.15	SpeakMarkedWordsWithUID(Model.Wrapper wrapper) . . . . .	182
5.104.2.16	SpeakMarkedWordsWithUID(string uid, string text, AudioSource source, Model.Voice voice=null, float rate=1f, float pitch=1f, bool forceSSML=true) . . . .	182
5.104.2.17	SpeakNative(string text, Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true) . . . . .	182
5.104.2.18	SpeakNative(Model.Wrapper wrapper) . . . . .	183
5.104.2.19	SpeakNativeWithUID(Model.Wrapper wrapper) . . . . .	183
5.104.2.20	SpeakWithUID(Model.Wrapper wrapper) . . . . .	183
5.104.2.21	UnPause(string uid=null) . . . . .	183
5.104.2.22	VoiceForCulture(string culture, int index=0, string fallbackCulture="","", bool isFuzzy=true) . . . . .	184
5.104.2.23	VoiceForGender(Model.Enum.Gender gender, string culture="","", int index=0, string fallbackCulture="","", bool isFuzzy=true) . . . . .	184
5.104.2.24	VoiceForName(string name, bool isExact=false) . . . . .	184
5.104.2.25	VoicesForCulture(string culture, bool isFuzzy=true) . . . . .	185
5.104.2.26	VoicesForGender(Model.Enum.Gender gender, string culture="","", bool isFuzzy=true) . . . . .	185
5.104.3	Member Data Documentation . . . . .	185
5.104.3.1	AutoClearTags . . . . .	185
5.104.3.2	CustomMode . . . . .	185
5.104.3.3	CustomProvider . . . . .	185
5.104.3.4	DontDestroy . . . . .	186
5.104.3.5	ESpeakMode . . . . .	186
5.104.3.6	ESpeakModifier . . . . .	186
5.104.3.7	MaryTTSMMode . . . . .	186
5.104.3.8	MaryTTSPassword . . . . .	186
5.104.3.9	MaryTTSPort . . . . .	186
5.104.3.10	MaryTTSType . . . . .	186
5.104.3.11	MaryTTSUrl . . . . .	186

5.104.3.12	MaryTTSUser . . . . .	186
5.104.3.13	SilenceOnDisable . . . . .	186
5.104.3.14	SilenceOnFocustLost . . . . .	187
5.104.3.15	WSANative . . . . .	187
5.104.4	Property Documentation . . . . .	187
5.104.4.1	areVoicesReady . . . . .	187
5.104.4.2	AudioFileExtension . . . . .	187
5.104.4.3	BusyCount . . . . .	187
5.104.4.4	Cultures . . . . .	187
5.104.4.5	CustomVoiceProvider . . . . .	187
5.104.4.6	DefaultVoiceName . . . . .	188
5.104.4.7	enforcedStandaloneTTS . . . . .	188
5.104.4.8	ESpeakMod . . . . .	188
5.104.4.9	hasCoRoutines . . . . .	188
5.104.4.10	isAutoClearTags . . . . .	188
5.104.4.11	isBusy . . . . .	188
5.104.4.12	isCustomMode . . . . .	188
5.104.4.13	isESpeakMode . . . . .	188
5.104.4.14	isIL2CPPSupported . . . . .	189
5.104.4.15	isMaryMode . . . . .	189
5.104.4.16	isOnlineService . . . . .	189
5.104.4.17	isPlatformSupported . . . . .	189
5.104.4.18	isSilenceOnDisable . . . . .	189
5.104.4.19	isSilenceOnFocustLost . . . . .	189
5.104.4.20	isSpeaking . . . . .	189
5.104.4.21	isSpeakNativeSupported . . . . .	190
5.104.4.22	isSpeakSupported . . . . .	190
5.104.4.23	isSSMLSupported . . . . .	190
5.104.4.24	isTTSAvailable . . . . .	190
5.104.4.25	isWorkingInEditor . . . . .	190

5.104.4.26sWorkingInPlaymode . . . . .	190
5.104.4.27sWSANative . . . . .	191
5.104.4.28sMaryPassword . . . . .	191
5.104.4.29sMaryPort . . . . .	191
5.104.4.30sMaryType . . . . .	191
5.104.4.31sMaryUrl . . . . .	191
5.104.4.32sMaryUser . . . . .	191
5.104.4.33sMaxTextLength . . . . .	191
5.104.4.34sOnErrorInfo . . . . .	191
5.104.4.35sOnProviderChange . . . . .	191
5.104.4.36sOnSpeakAudioGenerationComplete . . . . .	192
5.104.4.37sOnSpeakAudioGenerationStart . . . . .	192
5.104.4.38sOnSpeakComplete . . . . .	192
5.104.4.39sOnSpeakCurrentPhoneme . . . . .	192
5.104.4.40sOnSpeakCurrentViseme . . . . .	192
5.104.4.41sOnSpeakCurrentWord . . . . .	192
5.104.4.42sOnSpeakStart . . . . .	192
5.104.4.43sOnVoicesReady . . . . .	192
5.104.4.44sSpeechCount . . . . .	192
5.104.4.45sVoices . . . . .	193
5.105Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference . . . . .	193
5.105.1 Detailed Description . . . . .	193
5.106Crosstales.RTVoice.SALSA.SpeakSimple Class Reference . . . . .	193
5.107HutongGames.PlayMaker.Actions.SpeakUI Class Reference . . . . .	194
5.107.1 Detailed Description . . . . .	195
5.107.2 Member Data Documentation . . . . .	195
5.107.2.1 Culture . . . . .	195
5.107.2.2 RTVoiceName . . . . .	195
5.107.2.3 Text . . . . .	195
5.108Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference . . . . .	195

5.108.1 Detailed Description . . . . .	196
5.109Crosstales.RTVoice.Demo.SpeakWrapper Class Reference . . . . .	196
5.109.1 Detailed Description . . . . .	196
5.110Crosstales.Common.Util.SpectrumVisualizer Class Reference . . . . .	197
5.110.1 Detailed Description . . . . .	197
5.110.2 Member Data Documentation . . . . .	197
5.110.2.1 Analyzer . . . . .	197
5.110.2.2 Gain . . . . .	197
5.110.2.3 LeftToRight . . . . .	198
5.110.2.4 VisualPrefab . . . . .	198
5.110.2.5 Width . . . . .	198
5.111Crosstales.RTVoice.Tool.SpeechText Class Reference . . . . .	198
5.111.1 Detailed Description . . . . .	199
5.111.2 Member Function Documentation . . . . .	200
5.111.2.1 Silence() . . . . .	200
5.111.2.2 Speak() . . . . .	200
5.111.3 Member Data Documentation . . . . .	200
5.111.3.1 Delay . . . . .	200
5.111.3.2 FileInsideAssets . . . . .	200
5.111.3.3 FileName . . . . .	200
5.111.3.4 GenerateAudioFile . . . . .	200
5.111.3.5 Mode . . . . .	200
5.111.3.6 Pitch . . . . .	200
5.111.3.7 PlayOnStart . . . . .	200
5.111.3.8 Rate . . . . .	201
5.111.3.9 Source . . . . .	201
5.111.3.10Text . . . . .	201
5.111.3.11Voices . . . . .	201
5.111.3.12Volume . . . . .	201
5.111.4 Property Documentation . . . . .	201

5.111.4.1 CurrentPitch . . . . .	201
5.111.4.2 CurrentRate . . . . .	201
5.111.4.3 CurrentText . . . . .	201
5.111.4.4 CurrentVolume . . . . .	201
5.111.4.5 OnSpeechTextComplete . . . . .	201
5.111.4.6 OnSpeechTextStart . . . . .	202
5.112HutongGames.PlayMaker.Actions.SpeechText Class Reference . . . . .	202
5.112.1 Detailed Description . . . . .	202
5.112.2 Member Data Documentation . . . . .	202
5.112.2.1 Obj . . . . .	202
5.113Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference . . . . .	203
5.113.1 Detailed Description . . . . .	203
5.114Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference . . . . .	203
5.114.1 Detailed Description . . . . .	203
5.115Crosstales.UI.StaticManager Class Reference . . . . .	204
5.115.1 Detailed Description . . . . .	204
5.115.2 Member Function Documentation . . . . .	204
5.115.2.1 OpenCrosstales() . . . . .	204
5.115.2.2 Quit() . . . . .	204
5.116Crosstales.Common.Util.SurviveSceneSwitch Class Reference . . . . .	205
5.116.1 Detailed Description . . . . .	205
5.116.2 Member Data Documentation . . . . .	205
5.116.2.1 Survivors . . . . .	205
5.117Crosstales.RTVoice.AWSPolly.Switcher Class Reference . . . . .	205
5.117.1 Detailed Description . . . . .	206
5.118Crosstales.Common.Util.TakeScreenshot Class Reference . . . . .	206
5.118.1 Detailed Description . . . . .	206
5.118.2 Member Function Documentation . . . . .	207
5.118.2.1 Update() . . . . .	207
5.118.3 Member Data Documentation . . . . .	207

5.118.3.1 Prefix . . . . .	207
5.118.3.2 Scale . . . . .	207
5.119HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference . . . . .	207
5.119.1 Detailed Description . . . . .	208
5.119.2 Member Data Documentation . . . . .	208
5.119.2.1 Obj . . . . .	208
5.120Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference . . . . .	208
5.120.1 Detailed Description . . . . .	209
5.120.2 Member Function Documentation . . . . .	209
5.120.2.1 Next() . . . . .	209
5.120.2.2 Next(bool random) . . . . .	209
5.120.2.3 Previous() . . . . .	210
5.120.2.4 Previous(bool random) . . . . .	210
5.120.2.5 Reload() . . . . .	210
5.120.2.6 Silence() . . . . .	210
5.120.2.7 Speak() . . . . .	210
5.120.2.8 SpeakAll() . . . . .	210
5.120.2.9 SpeakText(int index=-1, bool random=false) . . . . .	210
5.120.2.10StopAll() . . . . .	211
5.120.3 Member Data Documentation . . . . .	211
5.120.3.1 Delay . . . . .	211
5.120.3.2 Mode . . . . .	211
5.120.3.3 Pitch . . . . .	211
5.120.3.4 PlayAllOnStart . . . . .	211
5.120.3.5 PlayOnStart . . . . .	211
5.120.3.6 Rate . . . . .	211
5.120.3.7 Source . . . . .	211
5.120.3.8 SpeakRandom . . . . .	211
5.120.3.9 TextFiles . . . . .	212
5.120.3.10Voices . . . . .	212



5.120.3.11Volume . . . . .	212
5.120.4 Property Documentation . . . . .	212
5.120.4.1 CurrentPitch . . . . .	212
5.120.4.2 CurrentRate . . . . .	212
5.120.4.3 CurrentVolume . . . . .	212
5.121Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference . . . . .	212
5.121.1 Detailed Description . . . . .	213
5.122Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference . . . . .	213
5.122.1 Detailed Description . . . . .	213
5.123Crosstales.RTVoice.EditorTask.Tracer Class Reference . . . . .	213
5.123.1 Detailed Description . . . . .	214
5.124Crosstales.UI.UIDrag Class Reference . . . . .	214
5.124.1 Detailed Description . . . . .	214
5.124.2 Member Function Documentation . . . . .	214
5.124.2.1 BeginDrag() . . . . .	214
5.124.2.2 Start() . . . . .	214
5.125Crosstales.UI.UIFocus Class Reference . . . . .	215
5.125.1 Detailed Description . . . . .	215
5.125.2 Member Function Documentation . . . . .	215
5.125.2.1 Start() . . . . .	215
5.125.3 Member Data Documentation . . . . .	215
5.125.3.1 ManagerName . . . . .	215
5.126Crosstales.UI.UIHint Class Reference . . . . .	216
5.126.1 Detailed Description . . . . .	216
5.126.2 Member Data Documentation . . . . .	216
5.126.2.1 Delay . . . . .	216
5.126.2.2 Disable . . . . .	216
5.126.2.3 FadeAtStart . . . . .	217
5.126.2.4 FadeTime . . . . .	217
5.126.2.5 Group . . . . .	217

5.127Crosstales.UI.UIResize Class Reference . . . . .	217
5.127.1 Detailed Description . . . . .	217
5.127.2 Member Data Documentation . . . . .	218
5.127.2.1 MaxSize . . . . .	218
5.127.2.2 MinSize . . . . .	218
5.128Crosstales.UI.UIWindowManager Class Reference . . . . .	218
5.128.1 Detailed Description . . . . .	218
5.128.2 Member Function Documentation . . . . .	218
5.128.2.1 Start() . . . . .	218
5.128.3 Member Data Documentation . . . . .	219
5.128.3.1 Windows . . . . .	219
5.129Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference . . . . .	219
5.129.1 Detailed Description . . . . .	219
5.130Crosstales.RTVoice.Model.Voice Class Reference . . . . .	219
5.130.1 Detailed Description . . . . .	220
5.130.2 Constructor & Destructor Documentation . . . . .	220
5.130.2.1 Voice(string name, string description, Enum.Gender gender, string age, string culture, string id="","", string vendor=""unknown"", string version=""unknown"") . . . . .	220
5.130.3 Member Data Documentation . . . . .	221
5.130.3.1 Age . . . . .	221
5.130.3.2 Description . . . . .	221
5.130.3.3 Gender . . . . .	221
5.130.3.4 Identifier . . . . .	221
5.130.3.5 Name . . . . .	221
5.130.3.6 Vendor . . . . .	221
5.130.3.7 Version . . . . .	221
5.130.4 Property Documentation . . . . .	221
5.130.4.1 Culture . . . . .	221
5.130.4.2 SimplifiedCulture . . . . .	221
5.131Crosstales.RTVoice.Model.VoiceAlias Class Reference . . . . .	222
5.131.1 Detailed Description . . . . .	222

5.131.2 Member Data Documentation . . . . .	222
5.131.2.1 Culture . . . . .	222
5.131.2.2 Gender . . . . .	223
5.131.2.3 VoiceNameAndroid . . . . .	223
5.131.2.4 VoiceNameCustom . . . . .	223
5.131.2.5 VoiceNameIOS . . . . .	223
5.131.2.6 VoiceNameLinux . . . . .	223
5.131.2.7 VoiceNameMac . . . . .	223
5.131.2.8 VoiceNameMaryTTS . . . . .	223
5.131.2.9 VoiceNameWindows . . . . .	223
5.131.2.10VoiceNameWSA . . . . .	223
5.131.3 Property Documentation . . . . .	223
5.131.3.1 Voice . . . . .	223
5.131.3.2 VoiceName . . . . .	224
5.132Crosstales.RTVoice.Tool.VoiceInitalizer Class Reference . . . . .	224
5.132.1 Detailed Description . . . . .	224
5.132.2 Member Data Documentation . . . . .	225
5.132.2.1 AllVoices . . . . .	225
5.132.2.2 DestroyWhenFinished . . . . .	225
5.132.2.3 Provider . . . . .	225
5.132.2.4 VoiceNames . . . . .	225
5.133Crosstales.RTVoice.EditorExtension.VoiceInitalizerEditor Class Reference . . . . .	225
5.133.1 Detailed Description . . . . .	225
5.134Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference . . . . .	226
5.134.1 Detailed Description . . . . .	227
5.134.2 Member Function Documentation . . . . .	227
5.134.2.1 Generate(Model.Wrapper wrapper) . . . . .	227
5.134.2.2 Load() . . . . .	227
5.134.2.3 Speak(Model.Wrapper wrapper) . . . . .	227
5.134.2.4 SpeakNative(Model.Wrapper wrapper) . . . . .	227

5.134.3 Member Data Documentation . . . . .	228
5.134.3.1 AutoBreath . . . . .	228
5.134.3.2 CognitoCredentials . . . . .	228
5.134.3.3 Endpoint . . . . .	228
5.135Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor Class Reference . . . . .	228
5.135.1 Detailed Description . . . . .	229
5.136Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference . . . . .	229
5.136.1 Detailed Description . . . . .	229
5.137Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference . . . . .	229
5.137.1 Detailed Description . . . . .	229
5.138Crosstales.RTVoice.VoiceProviderExample Class Reference . . . . .	230
5.138.1 Detailed Description . . . . .	230
5.138.2 Member Function Documentation . . . . .	230
5.138.2.1 Generate(Model.Wrapper wrapper) . . . . .	230
5.138.2.2 Load() . . . . .	231
5.138.2.3 Speak(Model.Wrapper wrapper) . . . . .	231
5.138.2.4 SpeakNative(Model.Wrapper wrapper) . . . . .	231
5.139Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference . . . . .	231
5.139.1 Detailed Description . . . . .	232
5.139.2 Member Function Documentation . . . . .	232
5.139.2.1 Generate(Model.Wrapper wrapper) . . . . .	232
5.139.2.2 Load() . . . . .	233
5.139.2.3 Speak(Model.Wrapper wrapper) . . . . .	233
5.139.2.4 SpeakNative(Model.Wrapper wrapper) . . . . .	233
5.139.3 Member Data Documentation . . . . .	233
5.139.3.1 SampleRate . . . . .	233
5.139.3.2 Speeches . . . . .	233
5.140Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference . . . . .	234
5.140.1 Detailed Description . . . . .	234
5.141Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject Class Reference . . . . .	234

5.141.1 Detailed Description . . . . .	235
5.142Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference . . . . .	235
5.142.1 Detailed Description . . . . .	235
5.143Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference . . . . .	235
5.143.1 Detailed Description . . . . .	236
5.143.2 Constructor & Destructor Documentation . . . . .	236
5.143.2.1 VoiceProviderMary(MonoBehaviour obj, string url, int port=59125, string user="","", string password="") . . . . .	236
5.143.3 Member Function Documentation . . . . .	236
5.143.3.1 Generate(Model.Wrapper wrapper) . . . . .	236
5.143.3.2 Speak(Model.Wrapper wrapper) . . . . .	237
5.143.3.3 SpeakNative(Model.Wrapper wrapper) . . . . .	237
5.144Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference . . . . .	237
5.144.1 Detailed Description . . . . .	238
5.144.2 Member Function Documentation . . . . .	238
5.144.2.1 Generate(Model.Wrapper wrapper) . . . . .	238
5.144.2.2 Load() . . . . .	239
5.144.2.3 Silence() . . . . .	239
5.144.2.4 Speak(Model.Wrapper wrapper) . . . . .	239
5.144.2.5 SpeakNative(Model.Wrapper wrapper) . . . . .	239
5.145Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor Class Reference . . . . .	239
5.145.1 Detailed Description . . . . .	240
5.146Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject Class Reference . . . . .	240
5.146.1 Detailed Description . . . . .	240
5.147Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu Class Reference . . . . .	241
5.147.1 Detailed Description . . . . .	241
5.148Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference . . . . .	241
5.148.1 Detailed Description . . . . .	242
5.148.2 Member Function Documentation . . . . .	242
5.148.2.1 Generate(Model.Wrapper wrapper) . . . . .	242
5.148.2.2 Load() . . . . .	242

5.148.2.3 Silence()	242
5.148.2.4 Speak(Model.Wrapper wrapper)	243
5.148.2.5 SpeakNative(Model.Wrapper wrapper)	244
5.149Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor Class Reference	244
5.149.1 Detailed Description	245
5.150Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject Class Reference	245
5.150.1 Detailed Description	245
5.151Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu Class Reference	245
5.151.1 Detailed Description	245
5.152Crosstales.RTVoice.Util.WavMaster Class Reference	246
5.152.1 Member Function Documentation	246
5.152.1.1 BitDepth(AudioClip audioClip)	246
5.152.1.2 FromAudioClip(AudioClip audioClip)	246
5.152.1.3 FromAudioClip(AudioClip audioClip, out string filepath, bool saveAsFile=true, string dirname=""rtv_audio"")	246
5.152.1.4 ToAudioClip(string filePath, string name=""wav"")	247
5.152.1.5 ToAudioClip(byte[] fileBytes, int offsetSamples=0, string name=""wav"")	247
5.153Crosstales.UI.WindowManager Class Reference	248
5.153.1 Detailed Description	248
5.153.2 Member Function Documentation	248
5.153.2.1 OpenPanel()	248
5.153.2.2 SwitchPanel()	248
5.153.2.3 Update()	249
5.153.3 Member Data Documentation	249
5.153.3.1 Dependencies	249
5.153.3.2 Speed	249
5.154Crosstales.RTVoice.Model.Wrapper Class Reference	249
5.154.1 Detailed Description	250
5.154.2 Constructor & Destructor Documentation	250
5.154.2.1 Wrapper()	250

5.154.2.2 Wrapper(string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true) . . . . .	250
5.154.2.3 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) . . . . .	250
5.154.2.4 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) . . . . .	251
5.154.3 Member Data Documentation . . . . .	251
5.154.3.1 ForceSSML . . . . .	251
5.154.3.2 OutputFile . . . . .	251
5.154.3.3 Source . . . . .	251
5.154.3.4 SpeakImmediately . . . . .	252
5.154.3.5 Uid . . . . .	252
5.154.3.6 Voice . . . . .	252
5.154.4 Property Documentation . . . . .	252
5.154.4.1 Created . . . . .	252
5.154.4.2 Pitch . . . . .	252
5.154.4.3 Rate . . . . .	252
5.154.4.4 Text . . . . .	252
5.154.4.5 Volume . . . . .	252
5.155 Crosstales.Common.Util.XmlHelper Class Reference . . . . .	253
5.155.1 Detailed Description . . . . .	253
5.155.2 Member Function Documentation . . . . .	253
5.155.2.1 DeserializeFromFile< T >(string filename, bool skipBOM=false) . . . . .	253
5.155.2.2 DeserializeFromResource< T >(string resourceName, bool skipBOM=true) . . . . .	253
5.155.2.3 DeserializeFromString< T >(string xmlAsString, bool skipBOM=true) . . . . .	254
5.155.2.4 SerializeToFile< T >(T obj, string filename) . . . . .	254
5.155.2.5 SerializeToString< T >(T obj) . . . . .	254

<b>6</b>	<b>More information</b>	<b>255</b>
6.1	Homepage . . . . .	255
6.2	AssetStore . . . . .	255
6.3	Forum . . . . .	255
6.4	Documentation . . . . .	255
6.5	Discord . . . . .	255
6.6	Demos . . . . .	255
6.6.1	WebGL . . . . .	255
6.6.2	Windows . . . . .	256
6.6.3	macOS . . . . .	256
6.6.4	Android . . . . .	256
6.7	Videos . . . . .	256
6.7.1	Promotion . . . . .	256
6.7.2	Tutorial . . . . .	256
	<b>Index</b>	<b>257</b>





# Chapter 1

## Namespace Index

### 1.1 Packages

Here are the packages with brief descriptions (if available):

Crosstales	13
Crosstales.Common	13
Crosstales.Common.EditorTask	13
Crosstales.Common.EditorUtil	14
Crosstales.Common.Model	14
Crosstales.Common.Model.Enum	14
Crosstales.Common.Util	15
Crosstales.RTVoice	15
Crosstales.RTVoice.AdventureCreator	16
Crosstales.RTVoice.AWSPolly	17
Crosstales.RTVoice.Demo	17
Crosstales.RTVoice.Demo.Util	18
Crosstales.RTVoice.EditorExtension	18
Crosstales.RTVoice.EditorIntegration	19
Crosstales.RTVoice.EditorTask	19
Crosstales.RTVoice.EditorUtil	20
Crosstales.RTVoice.Klattersynth	20
Crosstales.RTVoice.Model	20
Crosstales.RTVoice.Model.Enum	21
Crosstales.RTVoice.PlayMaker	22
Crosstales.RTVoice.Provider	22
Crosstales.RTVoice.SALSA	22
Crosstales.RTVoice.SAPI	23
Crosstales.RTVoice.SLATE	23
Crosstales.RTVoice.Tool	23
Crosstales.RTVoice.Util	
WAV utility for recording and audio playback functions in Unity	23
Crosstales.RTVoice.WebGL	24
Crosstales.UI	24
Crosstales.UI.Util	25
HutongGames	25
HutongGames.PlayMaker	25
HutongGames.PlayMaker.Actions	25



## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Crosstales.RTVoice.EditorTask.AAAConfigLoader . . . . .	27
Crosstales.RTVoice.AdventureCreator.ACConnectorMenu . . . . .	30
Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper . . . . .	31
Crosstales.RTVoice.EditorTask.AutoInitialize . . . . .	40
<AVSpeechSynthesizerDelegate>	
RTVoiceIOSBridge() . . . . .	154
Crosstales.Common.EditorTask.BaseCompileDefines . . . . .	41
Crosstales.RTVoice.EditorTask.CompileDefines . . . . .	79
Crosstales.Common.Util.BaseConstants . . . . .	42
Crosstales.RTVoice.Util.Constants . . . . .	85
Crosstales.Common.EditorUtil.BaseGAApi . . . . .	57
Crosstales.RTVoice.EditorUtil.GAApi . . . . .	114
Crosstales.Common.Util.BaseHelper . . . . .	58
Crosstales.Common.EditorUtil.BaseEditorHelper . . . . .	54
Crosstales.RTVoice.EditorUtil.EditorHelper . . . . .	101
Crosstales.RTVoice.Util.Helper . . . . .	123
Crosstales.Common.EditorTask.BaseSetupResources . . . . .	71
Crosstales.Common.EditorTask.SetupResources . . . . .	164
Crosstales.RTVoice.EditorTask.SetupResources . . . . .	164
Crosstales.RTVoice.Util.Config . . . . .	79
Crosstales.Common.Util.CTPlayerPrefs . . . . .	91
CustomActionEditor	
Crosstales.RTVoice.PlayMaker.BaseRTVEditor . . . . .	71
Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor . . . . .	36
Crosstales.RTVoice.PlayMaker.GetCulturesEditor . . . . .	115
Crosstales.RTVoice.PlayMaker.GetVoicesEditor . . . . .	117
Crosstales.RTVoice.PlayMaker.ParalanguageEditor . . . . .	144
Crosstales.RTVoice.PlayMaker.SilenceEditor . . . . .	166
Crosstales.RTVoice.PlayMaker.SpeechTextEditor . . . . .	203
Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor . . . . .	213
Crosstales.RTVoice.PlayMaker.SpeakEditor . . . . .	174
Crosstales.RTVoice.PlayMaker.SpeakUIEditor . . . . .	195
Dictionary	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal > . . . . .	161

Editor	
Crosstales.RTVoice.AdventureCreator.ACConnectorEditor	29
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor	228
Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor	35
Crosstales.RTVoice.EditorExtension.ChangeGenderEditor	78
Crosstales.RTVoice.EditorExtension.LoudspeakerEditor	136
Crosstales.RTVoice.EditorExtension.ParalanguageEditor	144
Crosstales.RTVoice.EditorExtension.SequencerEditor	160
Crosstales.RTVoice.EditorExtension.SpeakerEditor	193
Crosstales.RTVoice.EditorExtension.SpeechTextEditor	203
Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor	212
Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor	225
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor	234
Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor	239
Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor	244
Crosstales.RTVoice.EditorUtil.EditorConfig	97
Crosstales.RTVoice.EditorUtil.EditorConstants	100
EditorWindow	
Crosstales.RTVoice.EditorIntegration.ConfigBase	82
Crosstales.RTVoice.EditorIntegration.ConfigPreferences	83
Crosstales.RTVoice.EditorIntegration.ConfigWindow	84
Crosstales.ExtensionMethods	103
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseRTVAction	70
HutongGames.PlayMaker.Actions.AudioFileGenerator	35
HutongGames.PlayMaker.Actions.GetCultures	114
HutongGames.PlayMaker.Actions.GetVoices	116
HutongGames.PlayMaker.Actions.Paralanguage	140
HutongGames.PlayMaker.Actions.Silence	165
HutongGames.PlayMaker.Actions.SpeakBase	172
HutongGames.PlayMaker.Actions.Speak	169
HutongGames.PlayMaker.Actions.SpeakUI	194
HutongGames.PlayMaker.Actions.SpeechText	202
HutongGames.PlayMaker.Actions.TextFileSpeaker	207
IDragHandler	
Crosstales.UI.UIResize	217
IPointerDownHandler	
Crosstales.UI.UIResize	217
ISerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	161
Crosstales.RTVoice.Provider.IVoiceProvider	127
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider	49
Crosstales.RTVoice.AWSPolly.VoiceProviderAWS	226
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth	231
Crosstales.RTVoice.SAPI.VoiceProviderSAPI	237
Crosstales.RTVoice.VoiceProviderExample	230
Crosstales.RTVoice.WebGL.VoiceProviderWebGL	241
Crosstales.RTVoice.Provider.BaseVoiceProvider	72
Crosstales.RTVoice.Provider.VoiceProviderMary	235
IXmlSerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	161
Crosstales.RTVoice.EditorTask.Launch	132
MonoBehaviour	
Crosstales.Common.Util.BackgroundController	41
Crosstales.Common.Util.FFTAnalyzer	112
Crosstales.Common.Util.PlatformController	145
Crosstales.RTVoice.Demo.Util.PlatformController	146
Crosstales.Common.Util.RandomColor	147

Crosstales.Common.Util.RandomRotator . . . . .	149
Crosstales.Common.Util.RandomScaler . . . . .	151
Crosstales.Common.Util.SpectrumVisualizer . . . . .	197
Crosstales.Common.Util.SurviveSceneSwitch . . . . .	205
Crosstales.Common.Util.TakeScreenshot . . . . .	206
Crosstales.RTVoice.AdventureCreator.ACConnector . . . . .	27
Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject . . . . .	30
Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher . . . . .	30
Crosstales.RTVoice.AWSPolly.Switcher . . . . .	205
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject . . . . .	229
Crosstales.RTVoice.Demo.Dialog . . . . .	96
Crosstales.RTVoice.Demo.GUIAudioFilter . . . . .	117
Crosstales.RTVoice.Demo.GUIDialog . . . . .	118
Crosstales.RTVoice.Demo.GUIMain . . . . .	119
Crosstales.RTVoice.Demo.GUIMultiAudioFilter . . . . .	120
Crosstales.RTVoice.Demo.GUIScenes . . . . .	121
Crosstales.RTVoice.Demo.GUISpeech . . . . .	122
Crosstales.RTVoice.Demo.NativeAudio . . . . .	138
Crosstales.RTVoice.Demo.PreGeneratedAudio . . . . .	147
Crosstales.RTVoice.Demo.SendMessage . . . . .	155
Crosstales.RTVoice.Demo.SequenceCaller . . . . .	157
Crosstales.RTVoice.Demo.Simple . . . . .	166
Crosstales.RTVoice.Demo.SimpleNative . . . . .	167
Crosstales.RTVoice.Demo.SpeakWrapper . . . . .	196
Crosstales.RTVoice.Demo.Util.iOSController . . . . .	126
Crosstales.RTVoice.Demo.Util.MaterialChanger . . . . .	137
Crosstales.RTVoice.Demo.Util.NativeController . . . . .	138
Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject . . . . .	152
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject . . . . .	234
Crosstales.RTVoice.LiveSpeaker . . . . .	133
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider . . . . .	49
Crosstales.RTVoice.SALSA.Bots . . . . .	76
Crosstales.RTVoice.SALSA.Speak . . . . .	171
Crosstales.RTVoice.SALSA.Speak2D . . . . .	171
Crosstales.RTVoice.SALSA.SpeakSimple . . . . .	193
Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject . . . . .	240
Crosstales.RTVoice.SLATE.CutSceneStart . . . . .	96
Crosstales.RTVoice.Speaker . . . . .	174
Crosstales.RTVoice.Tool.AudioFileGenerator . . . . .	33
Crosstales.RTVoice.Tool.ChangeGender . . . . .	77
Crosstales.RTVoice.Tool.Loudspeaker . . . . .	135
Crosstales.RTVoice.Tool.Paralanguage . . . . .	140
Crosstales.RTVoice.Tool.Sequencer . . . . .	158
Crosstales.RTVoice.Tool.SpeechText . . . . .	198
Crosstales.RTVoice.Tool.TextFileSpeaker . . . . .	208
Crosstales.RTVoice.Tool.VoiceInitalizer . . . . .	224
Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject . . . . .	245
Crosstales.UI.Social . . . . .	168
Crosstales.UI.StaticManager . . . . .	204
Crosstales.UI.UIDrag . . . . .	214
Crosstales.UI.UIFocus . . . . .	215
Crosstales.UI.UIHint . . . . .	216
Crosstales.UI.UIResize . . . . .	217
Crosstales.UI.UIWindowManager . . . . .	218
Crosstales.UI.Util.AudioFilterController . . . . .	36
Crosstales.UI.Util.AudioSourceController . . . . .	38
Crosstales.UI.Util.FPSDisplay . . . . .	113
Crosstales.UI.Util.ScrollRectHandler . . . . .	155

Crosstales.UI.WindowManager . . . . .	248
NSObject	
RTVoiceIOSBridge . . . . .	153
Crosstales.Common.EditorTask.NYCheck . . . . .	139
Crosstales.RTVoice.EditorTask.ReminderCheck . . . . .	152
Crosstales.RTVoice.EditorIntegration.RTVoiceMenu . . . . .	154
Crosstales.RTVoice.Model.Sequence . . . . .	156
Crosstales.Common.Util.SerializableDictionary< string, string > . . . . .	161
Crosstales.Common.Util.SerializeDeSerialize . . . . .	162
Crosstales.Common.EditorTask.SetApiLevel . . . . .	163
Crosstales.RTVoice.EditorTask.SetApiLevel . . . . .	164
Crosstales.RTVoice.EditorTask.Tracer . . . . .	213
Crosstales.RTVoice.EditorTask.UpdateCheck . . . . .	219
Crosstales.RTVoice.Model.Voice . . . . .	219
Crosstales.RTVoice.Model.VoiceAlias . . . . .	222
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu . . . . .	229
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu . . . . .	235
Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu . . . . .	241
Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu . . . . .	245
Crosstales.RTVoice.Util.WavMaster . . . . .	246
WebClient	
Crosstales.Common.Util.CTWebClient . . . . .	95
Crosstales.RTVoice.Model.Wrapper . . . . .	249
Crosstales.Common.Util.XmlHelper . . . . .	253

## Chapter 3

# Class Index

### 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Crosstales.RTVoice.EditorTask.AAAConfigLoader	
Loads the configuration at startup. . . . .	27
Crosstales.RTVoice.AdventureCreator.ACConnector	
Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed. . .	27
Crosstales.RTVoice.AdventureCreator.ACConnectorEditor	
Custom editor for the 'ACConnector'-class. . . . .	29
Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject	
Editor component for for adding the prefabs from 'Adventure Creator' in the "Hierarchy"-menu. .	30
Crosstales.RTVoice.AdventureCreator.ACConnectorMenu	
Editor component for for adding the prefabs from 'Adventure Creator' in the "Tools"-menu. . . .	30
Crosstales.RTVoice.AdventureCreator.ACSwitcher	
Allows to switch scenes with Adventure Creator. . . . .	30
Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper	
Wrapper for an AC-character to an RT-Voice. . . . .	31
Crosstales.RTVoice.Tool.AudioFileGenerator	
Process files with configured speeches. . . . .	33
HutongGames.PlayMaker.Actions.AudioFileGenerator	
AudioFileGenerator-action for PlayMaker. . . . .	35
Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor	
Custom editor for the 'SpeechText'-class. . . . .	35
Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor	
Custom editor for the AudioFileGenerator-action. . . . .	36
Crosstales.UI.Util.AudioFilterController	
Controller for audio filters. . . . .	36
Crosstales.UI.Util.AudioSourceController	
Controller for AudioSources. . . . .	38
Crosstales.RTVoice.EditorTask.AutoInitialize	
Automatically adds the necessary RTVoice-prefabs to the current scene. . . . .	40
Crosstales.Common.Util.BackgroundController	
Enables or disable game objects on Android or iOS in the background. . . . .	41
Crosstales.Common.EditorTask.BaseCompileDefines	
Base for adding and removing the given define symbols to PlayerSettings define symbols. . . .	41
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset. . . . .	42
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider	
Base class for custom voice providers (TTS-systems). . . . .	49



Crosstales.Common.EditorUtil.BaseEditorHelper	
Base for various Editor helper functions. . . . .	54
Crosstales.Common.EditorUtil.BaseGAApi	
Base GA-wrapper API. . . . .	57
Crosstales.Common.Util.BaseHelper	
Base for various helper functions. . . . .	58
HutongGames.PlayMaker.Actions.BaseRTVAction	
Base class for RT-Voice actions in PlayMaker. . . . .	70
Crosstales.RTVoice.PlayMaker.BaseRTVEditor	
Base class for RT-Voice custom editors in PlayMaker. . . . .	71
Crosstales.Common.EditorTask.BaseSetupResources	
Base for copying all resources to 'Editor Default Resources'. . . . .	71
Crosstales.RTVoice.Provider.BaseVoiceProvider	
Base class for voice providers. . . . .	72
Crosstales.RTVoice.SALSA.Bots	
This is class for conversations between two SALSA-Bots. . . . .	76
Crosstales.RTVoice.Tool.ChangeGender	
Change the gender of all voices (useful for eSpeak). . . . .	77
Crosstales.RTVoice.EditorExtension.ChangeGenderEditor	
Custom editor for the 'ChangeGender'-class. . . . .	78
Crosstales.RTVoice.EditorTask.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols. . . . .	79
Crosstales.RTVoice.Util.Config	
Configuration for the asset. . . . .	79
Crosstales.RTVoice.EditorIntegration.ConfigBase	
Base class for editor windows. . . . .	82
Crosstales.RTVoice.EditorIntegration.ConfigPreferences	
Unity "Preferences" extension. . . . .	83
Crosstales.RTVoice.EditorIntegration.ConfigWindow	
Editor window extension. . . . .	84
Crosstales.RTVoice.Util.Constants	
Collected constants of very general utility for the asset. . . . .	85
Crosstales.Common.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs. . . . .	91
Crosstales.Common.Util.CTWebClient	
Specialized WebClient. . . . .	95
Crosstales.RTVoice.SLATE.CutSceneStart	
Simple dialog system with TTS voices. . . . .	96
Crosstales.RTVoice.Demo.Dialog	
Simple dialog system with TTS voices. . . . .	96
Crosstales.RTVoice.EditorUtil.EditorConfig	
Editor configuration for the asset. . . . .	97
Crosstales.RTVoice.EditorUtil.EditorConstants	
Collected constants of very general utility for the asset. . . . .	100
Crosstales.RTVoice.EditorUtil.EditorHelper	
Editor helper class. . . . .	101
Crosstales.ExtensionMethods	
Various extension methods. . . . .	103
Crosstales.Common.Util.FFTAnalyzer	
FFT analyzer for an audio channel. . . . .	112
Crosstales.UI.Util.FPSDisplay	
Simple FPS-Counter. . . . .	113
Crosstales.RTVoice.EditorUtil.GAApi	
GA-wrapper API. . . . .	114
HutongGames.PlayMaker.Actions.GetCultures	
GetCultures-action for PlayMaker. . . . .	114
Crosstales.RTVoice.PlayMaker.GetCulturesEditor	
Custom editor for the GetCultures-action. . . . .	115

HutongGames.PlayMaker.Actions.GetVoices	
GetVoices-action for PlayMaker. . . . .	116
Crosstales.RTVoice.PlayMaker.GetVoicesEditor	
Custom editor for the GetVoices-action. . . . .	117
Crosstales.RTVoice.Demo.GUIAudioFilter	
Simple GUI for audio filters. . . . .	117
Crosstales.RTVoice.Demo.GUIDialog	
Simple GUI for runtime dialogs with all available OS voices. . . . .	118
Crosstales.RTVoice.Demo.GUIMain	
Main GUI component for all demo scenes. . . . .	119
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	
Simple GUI for audio filters on multiple objects. . . . .	120
Crosstales.RTVoice.Demo.GUIScenes	
Main GUI scene manager for all demo scenes. . . . .	121
Crosstales.RTVoice.Demo.GUISpeech	
Simple GUI for runtime TTS with all available OS voices. . . . .	122
Crosstales.RTVoice.Util.Helper	
Various helper functions. . . . .	123
Crosstales.RTVoice.Demo.Util.iOSController	
Enables MaryTTS on iOS for specific scenes. . . . .	126
Crosstales.RTVoice.Provider.IVoiceProvider	
Interface for all voice providers. . . . .	127
Crosstales.RTVoice.EditorTask.Launch	
Show the configuration window on the first launch. . . . .	132
Crosstales.RTVoice.LiveSpeaker	
Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").	133
Crosstales.RTVoice.Tool.Loudspeaker	
Loudspeaker for an AudioSource. . . . .	135
Crosstales.RTVoice.EditorExtension.LoudspeakerEditor	
Custom editor for the 'Loudspeaker'-class. . . . .	136
Crosstales.RTVoice.Demo.Util.MaterialChanger	
Changes the material of a renderer while an AudioSource is playing. . . . .	137
Crosstales.RTVoice.Demo.NativeAudio	
Simple example with native audio for exact timing. . . . .	138
Crosstales.RTVoice.Demo.Util.NativeController	
Enables or disable game objects for native mode. . . . .	138
Crosstales.Common.EditorTask.NYCheck	
Checks if a 'Happy new year'-message must be displayed. . . . .	139
HutongGames.PlayMaker.Actions.Paralanguage	
Paralanguage-action for PlayMaker. . . . .	140
Crosstales.RTVoice.Tool.Paralanguage	
Para-language simulator with audio files. . . . .	140
Crosstales.RTVoice.EditorExtension.ParalanguageEditor	
Custom editor for the 'Paralanguage'-class. . . . .	144
Crosstales.RTVoice.PlayMaker.ParalanguageEditor	
Custom editor for the Paralanguage-action. . . . .	144
Crosstales.Common.Util.PlatformController	
Enables or disable game objects for a given platform. . . . .	145
Crosstales.RTVoice.Demo.Util.PlatformController	
Enables or disable game objects for a given platform. . . . .	146
Crosstales.RTVoice.Demo.PreGeneratedAudio	
Simple example with pre-generated audio for exact timing. . . . .	147
Crosstales.Common.Util.RandomColor	
Random color changer. . . . .	147
Crosstales.Common.Util.RandomRotator	
Random rotation changer. . . . .	149
Crosstales.Common.Util.RandomScaler	
Random scale changer. . . . .	151

Crosstales.RTVoice.EditorTask.ReminderCheck	
Reminds the customer to create an UAS review. . . . .	152
Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject	
Editor component for the "Hierarchy"-menu. . . . .	152
RTVoiceIOSBridge . . . . .	153
RTVoiceIOSBridge() . . . . .	154
Crosstales.RTVoice.EditorIntegration.RTVoiceMenu	
Editor component for the "Tools"-menu. . . . .	154
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms. . . . .	155
Crosstales.RTVoice.Demo.SendMessage	
Simple "SendMessage" example. . . . .	155
Crosstales.RTVoice.Model.Sequence	
Model for a sequence. . . . .	156
Crosstales.RTVoice.Demo.SequenceCaller	
Simple Sequence caller example. . . . .	157
Crosstales.RTVoice.Tool.Sequencer	
Simple sequencer for dialogues. . . . .	158
Crosstales.RTVoice.EditorExtension.SequencerEditor	
Custom editor for the 'Sequencer'-class. . . . .	160
Crosstales.Common.Util.SerializableDictionary< TKey, TValue >	
Serializable Dictionary-class for XML. . . . .	161
Crosstales.Common.Util.SerializeDeSerialize	
Serialize and deserialize objects to/from binary files. . . . .	162
Crosstales.Common.EditorTask.SetApiLevel	
Sets the required .NET API level. . . . .	163
Crosstales.RTVoice.EditorTask.SetApiLevel	
Sets the required .NET API level. . . . .	164
Crosstales.Common.EditorTask.SetupResources	
Copies all resources to 'Editor Default Resources'. . . . .	164
Crosstales.RTVoice.EditorTask.SetupResources	
Moves all needed resources to 'Editor Default Resources'. . . . .	164
HutongGames.PlayMaker.Actions.Silence	
Silence-action for PlayMaker. . . . .	165
Crosstales.RTVoice.PlayMaker.SilenceEditor	
Custom editor for the Silence-action. . . . .	166
Crosstales.RTVoice.Demo.Simple	
Simple TTS example. . . . .	166
Crosstales.RTVoice.Demo.SimpleNative	
Simple native TTS example. . . . .	167
Crosstales.UI.Social	
Crosstales social media links. . . . .	168
HutongGames.PlayMaker.Actions.Speak	
Speak-action for PlayMaker. . . . .	169
Crosstales.RTVoice.SALSA.Speak . . . . .	171
Crosstales.RTVoice.SALSA.Speak2D . . . . .	171
HutongGames.PlayMaker.Actions.SpeakBase	
Base for Speak-actions in PlayMaker. . . . .	172
Crosstales.RTVoice.PlayMaker.SpeakEditor	
Custom editor for the Speak-action. . . . .	174
Crosstales.RTVoice.Speaker	
Main component of RTVoice. . . . .	174
Crosstales.RTVoice.EditorExtension.SpeakerEditor	
Custom editor for the 'Speaker'-class. . . . .	193
Crosstales.RTVoice.SALSA.SpeakSimple . . . . .	193
HutongGames.PlayMaker.Actions.SpeakUI	
Speak-action for UI-components in PlayMaker. . . . .	194

Crosstales.RTVoice.PlayMaker.SpeakUIEditor	
Custom editor for the SpeakUI-action. . . . .	195
Crosstales.RTVoice.Demo.SpeakWrapper	
Wrapper for the dynamic speakers. . . . .	196
Crosstales.Common.Util.SpectrumVisualizer	
Simple spectrum visualizer. . . . .	197
Crosstales.RTVoice.Tool.SpeechText	
Allows to speak and store generated audio. . . . .	198
HutongGames.PlayMaker.Actions.SpeechText	
SpeechText-action for PlayMaker. . . . .	202
Crosstales.RTVoice.EditorExtension.SpeechTextEditor	
Custom editor for the 'SpeechText'-class. . . . .	203
Crosstales.RTVoice.PlayMaker.SpeechTextEditor	
Custom editor for the SpeechText-action. . . . .	203
Crosstales.UI.StaticManager	
Static Button Manager. . . . .	204
Crosstales.Common.Util.SurviveSceneSwitch	
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene. . . . .	205
Crosstales.RTVoice.AWSPolly.Switcher	
Simple switcher to test the functionality of the AWS Polly provider. . . . .	205
Crosstales.Common.Util.TakeScreenshot	
Take screen shots inside an application. . . . .	206
HutongGames.PlayMaker.Actions.TextFileSpeaker	
TextFileSpeaker-action for PlayMaker. . . . .	207
Crosstales.RTVoice.Tool.TextFileSpeaker	
Allows to speak text files. . . . .	208
Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor	
Custom editor for the 'TextFileSpeaker'-class. . . . .	212
Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor	
Custom editor for the TextFileSpeaker-action. . . . .	213
Crosstales.RTVoice.EditorTask.Tracer	
Gather some tracing data for the asset. . . . .	213
Crosstales.UI.UIDrag	
Allow to Drag the Windows arround. . . . .	214
Crosstales.UI.UIFocus	
Change the Focus on from a Window. . . . .	215
Crosstales.UI.UIHint	
Controls a UI group (hint). . . . .	216
Crosstales.UI.UIResize	
Resize a UI element. . . . .	217
Crosstales.UI.UIWindowManager	
Change the state of all Window panels. . . . .	218
Crosstales.RTVoice.EditorTask.UpdateCheck	
Checks for updates of the asset. . . . .	219
Crosstales.RTVoice.Model.Voice	
Model for a voice. . . . .	219
Crosstales.RTVoice.Model.VoiceAlias	
Alias for multiple voices on different platforms. . . . .	222
Crosstales.RTVoice.Tool.VoiceInitalizer	
Allows to initialize voices (useful on Android). . . . .	224
Crosstales.RTVoice.EditorExtension.VoiceInitalizerEditor	
Custom editor for the 'VoiceInitalizer'-class. . . . .	225
Crosstales.RTVoice.AWSPolly.VoiceProviderAWS	
AWS Polly voice provider. . . . .	226
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor	
Custom editor for the 'VoiceProviderAWS'-class. . . . .	228

Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject	
Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu. . . . .	229
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu	
Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu. . . . .	229
Crosstales.RTVoice.VoiceProviderExample	
Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the Wrapper and its variables .	230
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth	
Klattersynth voice provider. . . . .	231
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor	
Custom editor for the 'VoiceProviderKlattersynth'-class. . . . .	234
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject	
Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu. . . . .	234
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu	
Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu. . . . .	235
Crosstales.RTVoice.Provider.VoiceProviderMary	
MaryTTS voice provider. . . . .	235
Crosstales.RTVoice.SAPI.VoiceProviderSAPI	
Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the Wrapper and its variables .	237
Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor	
Custom editor for the 'VoiceProviderSAPI'-class. . . . .	239
Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject	
Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu. . . . .	240
Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu	
Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu. . . . .	241
Crosstales.RTVoice.WebGL.VoiceProviderWebGL	
WebGL voice provider. . . . .	241
Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor	
Custom editor for the 'VoiceProviderWebGL'-class. . . . .	244
Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject	
Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu. . . . .	245
Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu	
Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu. . . . .	245
Crosstales.RTVoice.Util.WavMaster . . . . .	246
Crosstales.UI.WindowManager	
Manager for a Window. . . . .	248
Crosstales.RTVoice.Model.Wrapper	
Wrapper for "Speak"-function calls. . . . .	249
Crosstales.Common.Util.XmlHelper	
Helper-class for XML. . . . .	253

## Chapter 4

# Namespace Documentation

### 4.1 Crosstales Namespace Reference

#### Namespaces

#### Classes

- class ExtensionMethods  
*Various extension methods.*

### 4.2 Crosstales.Common Namespace Reference

#### Namespaces

### 4.3 Crosstales.Common.EditorTask Namespace Reference

#### Classes

- class BaseCompileDefines  
*Base for adding and removing the given define symbols to PlayerSettings define symbols.*
- class BaseSetupResources  
*Base for copying all resources to 'Editor Default Resources'.*
- class NYCheck  
*Checks if a 'Happy new year'-message must be displayed.*
- class SetApiLevel  
*Sets the required .NET API level.*
- class SetupResources  
*Copies all resources to 'Editor Default Resources'.*

## 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.*
- enum SampleRate {  
**\_8000Hz = 8000, \_11025Hz = 11025, \_22050Hz = 22050, \_44100Hz = 44100,**  
**\_48000Hz = 48000** }  
*Typical audio sample rates.*

### 4.6.1 Enumeration Type Documentation

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

All available platforms.

#### 4.6.1.2 enum Crosstales.Common.Model.Enum.SampleRate [strong]

Typical audio sample rates.

## 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.*
- class VoiceProviderExample  
*Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables*

## 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)
- delegate void **AudioFileGeneratorStart** ()
- delegate void **AudioFileGeneratorComplete** ()
- delegate void **ParalanguageStart** ()
- delegate void **ParalanguageComplete** ()
- delegate void **SpeechTextStart** ()
- delegate void **SpeechTextComplete** ()

## 4.9 Crosstales.RTVoice.AdventureCreator Namespace Reference

### Classes

- class ACConnector  
*Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.*
- class ACConnectorEditor  
*Custom editor for the 'ACConnector'-class.*
- class ACConnectorGameObject  
*Editor component for for adding the prefabs from 'Adventure Creator' in the "Hierarchy"-menu.*
- class ACConnectorMenu  
*Editor component for for adding the prefabs from 'Adventure Creator' in the "Tools"-menu.*
- class ACSceneSwitcher  
*Allows to switch scenes with Adventure Creator.*
- class ACVoiceWrapper  
*Wrapper for an AC-character to an RT-Voice.*

## 4.10 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.*

#### 4.10.1 Enumeration Type Documentation

##### 4.10.1.1 enum Crosstales.RTVoice.AWSPolly.Endpoint [strong]

All available AWS Polly endpoints.

## 4.11 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.*

## 4.12 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.*

## 4.13 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.*

## 4.14 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.*

## 4.15 Crosstales.RTVoice.EditorTask Namespace Reference

### Classes

- class AAAConfigLoader  
*Loads the configuration at startup.*
- class AutoInitialize  
*Automatically adds the necessary RTVoice-prefabs to the current scene.*
- class CompileDefines  
*Adds the given define symbols to PlayerSettings define symbols.*
- class Launch  
*Show the configuration window on the first launch.*
- class ReminderCheck  
*Reminds the customer to create an UAS review.*
- class SetApiLevel  
*Sets the required .NET API level.*
- 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.*

### 4.15.1 Enumeration Type Documentation

#### 4.15.1.1 enum Crosstales.RTVoice.EditorTask.UpdateStatus [strong]

All possible update stati.

## 4.16 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.*

## 4.17 Crosstales.RTVoice.Klattersynth Namespace Reference

### Classes

- class VoiceProviderKlattersynth  
*Klattersynth voice provider.*
- class VoiceProviderKlattersynthEditor  
*Custom editor for the 'VoiceProviderKlattersynth'-class.*
- class VoiceProviderKlattersynthGameObject  
*Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.*
- class VoiceProviderKlattersynthMenu  
*Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.*

## 4.18 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.*

## 4.19 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.*

### 4.19.1 Enumeration Type Documentation

#### 4.19.1.1 enum Crosstales.RTVoice.Model.Enum.ESpeakModifiers [strong]

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

#### 4.19.1.2 enum Crosstales.RTVoice.Model.Enum.Gender [strong]

The genders for voices.

#### 4.19.1.3 enum Crosstales.RTVoice.Model.Enum.MaryTTSType [strong]

The different MaryTTS input types.

#### 4.19.1.4 enum Crosstales.RTVoice.Model.Enum.ProviderType [strong]

Available provider types.

#### 4.19.1.5 enum Crosstales.RTVoice.Model.Enum.SpeakMode [strong]

Available Speak-modes.

## 4.20 Crosstales.RTVoice.PlayMaker Namespace Reference

### Classes

- class AudioFileGeneratorEditor  
*Custom editor for the AudioFileGenerator-action.*
- class BaseRTVEditor  
*Base class for RT-Voice custom editors in PlayMaker.*
- class GetCulturesEditor  
*Custom editor for the GetCultures-action.*
- class GetVoicesEditor  
*Custom editor for the GetVoices-action.*
- class ParalanguageEditor  
*Custom editor for the Paralanguage-action.*
- class SilenceEditor  
*Custom editor for the Silence-action.*
- class SpeakEditor  
*Custom editor for the Speak-action.*
- class SpeakUIEditor  
*Custom editor for the SpeakUI-action.*
- class SpeechTextEditor  
*Custom editor for the SpeechText-action.*
- class TextFileSpeakerEditor  
*Custom editor for the TextFileSpeaker-action.*

## 4.21 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 VoiceProviderMary  
*MaryTTS voice provider.*

## 4.22 Crosstales.RTVoice.SALSA Namespace Reference

### Classes

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

## 4.23 Crosstales.RTVoice.SAPI Namespace Reference

### Classes

- class VoiceProviderSAPI  
*Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables*
- class VoiceProviderSAPIEditor  
*Custom editor for the 'VoiceProviderSAPI'-class.*
- class VoiceProviderSAPIGameObject  
*Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.*
- class VoiceProviderSAPIMenu  
*Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.*

## 4.24 Crosstales.RTVoice.SLATE Namespace Reference

### Classes

- class CutSceneStart

## 4.25 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).*

## 4.26 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

### 4.26.1 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>

## 4.27 Crosstales.RTVoice.WebGL Namespace Reference

### Classes

- class VoiceProviderWebGL  
*WebGL voice provider.*
- class VoiceProviderWebGLEditor  
*Custom editor for the 'VoiceProviderWebGL'-class.*
- class VoiceProviderWebGLGameObject  
*Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.*
- class VoiceProviderWebGLMenu  
*Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.*

## 4.28 Crosstales.UI Namespace Reference

### Namespaces

### Classes

- class Social  
*Crosstales social media links.*
- class StaticManager  
*Static Button Manager.*
- class UIDrag

- Allow to Drag the Windows arround.*
- 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.*

## 4.29 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.*

## 4.30 HutongGames Namespace Reference

### Namespaces

## 4.31 HutongGames.PlayMaker Namespace Reference

### Namespaces

## 4.32 HutongGames.PlayMaker.Actions Namespace Reference

### Classes

- class AudioFileGenerator
  - AudioFileGenerator-action for PlayMaker.*
- class BaseRTVAction
  - Base class for RT-Voice actions in PlayMaker.*
- class GetCultures
  - GetCultures-action for PlayMaker.*
- class GetVoices

- GetVoices-action for PlayMaker.*
- class Paralanguage
  - Paralanguage-action for PlayMaker.*
- 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.*
- class SpeechText
  - SpeechText-action for PlayMaker.*
- class TextFileSpeaker
  - TextFileSpeaker-action for PlayMaker.*

## Chapter 5

# Class Documentation

### 5.1 Crosstales.RTVoice.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

#### 5.1.1 Detailed Description

Loads the configuration at startup.

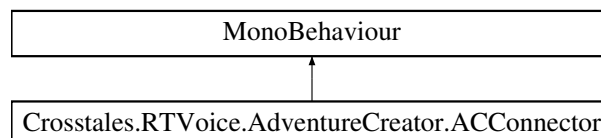
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Task/AAAConfigLoader.cs`

### 5.2 Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference

Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnector:



#### Public Member Functions

- `void OnEnable ()`
- `void OnDisable ()`
- `void OnValidate ()`

## Public Attributes

- `ACVoiceWrapper[] Voices`  
*Voices for the AC-characters (optional).*
- `string Culture`  
*Fallback culture for all speeches (e.g. 'en', optional).*
- `bool CallOnStopSpeech = true`  
*Calls a AC-'OnStopSpeech' at the end of a speech (default: true).*
- `bool SimulateSkipSpeech = false`  
*Simulates AC-'SkipSpeech' at the end of a speech (default: false).*

## Properties

- `string CurrentCulture` `[get, set]`  
*Fallback culture for the text (main use is for UI).*
- `bool isCallOnStopSpeech` `[get, set]`  
*Calls a AC-'OnStopSpeech' at the end of a speech (main use is for UI).*
- `bool isSimulateSkipSpeech` `[get, set]`  
*Simulates AC-'SkipSpeech' at the end of a speech (main use is for UI).*

### 5.2.1 Detailed Description

Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.

### 5.2.2 Member Data Documentation

#### 5.2.2.1 `bool Crosstales.RTVoice.AdventureCreator.ACConnector.CallOnStopSpeech = true`

Calls a AC-'OnStopSpeech' at the end of a speech (default: true).

#### 5.2.2.2 `string Crosstales.RTVoice.AdventureCreator.ACConnector.Culture`

Fallback culture for all speeches (e.g. 'en', optional).

#### 5.2.2.3 `bool Crosstales.RTVoice.AdventureCreator.ACConnector.SimulateSkipSpeech = false`

Simulates AC-'SkipSpeech' at the end of a speech (default: false).

#### 5.2.2.4 `ACVoiceWrapper[] Crosstales.RTVoice.AdventureCreator.ACConnector.Voices`

Voices for the AC-characters (optional).

### 5.2.3 Property Documentation

5.2.3.1 `string Crosstales.RTVoice.AdventureCreator.ACConnector.CurrentCulture` `[get]`, `[set]`

Fallback culture for the text (main use is for UI).

5.2.3.2 `bool Crosstales.RTVoice.AdventureCreator.ACConnector.isCallOnStopSpeech` `[get]`, `[set]`

Calls a AC-'OnStopSpeech' at the end of a speech (main use is for UI).

5.2.3.3 `bool Crosstales.RTVoice.AdventureCreator.ACConnector.isSimulateSkipSpeech` `[get]`, `[set]`

Simulates AC-'SkipSpeech' at the end of a speech (main use is for UI).

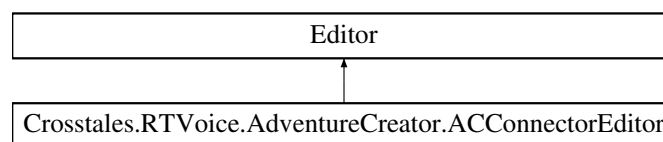
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔  
Adventure Creator/Scripts/ACConnector.cs

## 5.3 Crosstales.RTVoice.AdventureCreator.ACConnectorEditor Class Reference

Custom editor for the 'ACConnector'-class.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnectorEditor:



### Public Member Functions

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

#### 5.3.1 Detailed Description

Custom editor for the 'ACConnector'-class.

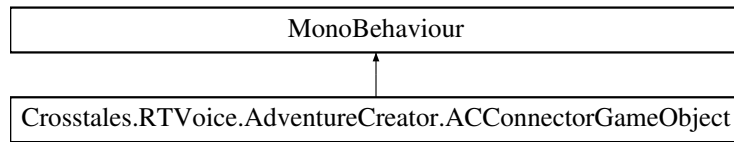
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔  
Adventure Creator/Editor/ACConnectorEditor.cs

## 5.4 Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject Class Reference

Editor component for for adding the prefabs from 'Adventure Creator' in the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject:



### 5.4.1 Detailed Description

Editor component for for adding the prefabs from 'Adventure Creator' in the "Hierarchy"-menu.

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Adventure Creator/Editor/ACConnectorGameObject.cs`

## 5.5 Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference

Editor component for for adding the prefabs from 'Adventure Creator' in the "Tools"-menu.

### 5.5.1 Detailed Description

Editor component for for adding the prefabs from 'Adventure Creator' in the "Tools"-menu.

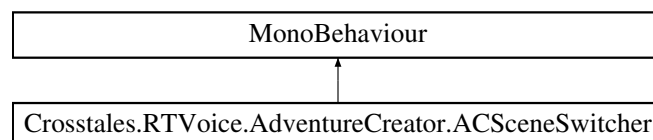
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Adventure Creator/Editor/ACConnectorMenu.cs`

## 5.6 Crosstales.RTVoice.AdventureCreator.ACSwitcher Class Reference

Allows to switch scenes with Adventure Creator.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACSwitcher:



## Public Member Functions

- void **Awake** ()
- void **OnDestroy** ()

### 5.6.1 Detailed Description

Allows to switch scenes with Adventure Creator.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Adventure Creator/Scripts/ACSceneSwitcher.cs

## 5.7 Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference

Wrapper for an AC-character to an RT-Voice.

## Public Member Functions

- override string **ToString** ()

## Public Attributes

- string ACVoiceName = string.Empty  
*Name of the AC-character on-screen.*
- Model.VoiceAlias Voices  
*Voices for the speech.*
- Model.Enum.SpeakMode Mode = Model.Enum.SpeakMode.Speak  
*Speak mode (default: 'Speak').*
- bool UseSpeechAudioSource = true  
*Use speech AudioSource of the character (default: true).*
- 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

### 5.7.1 Detailed Description

Wrapper for an AC-character to an RT-Voice.



## 5.7.2 Member Data Documentation

### 5.7.2.1 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.ACVoiceName = string.Empty

Name of the AC-character on-screen.

### 5.7.2.2 bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.IgnoreCharacter = false

Ignore this character (default: false).

### 5.7.2.3 **Model.Enum.SpeakMode** Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Mode = **Model.Enum.SpeakMode.Speak**

Speak mode (default: 'Speak').

### 5.7.2.4 float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Pitch = 1f

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

### 5.7.2.5 float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Rate = 1f

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

### 5.7.2.6 AudioSource Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Source

Origin AudioSource (optional).

### 5.7.2.7 bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.UseSpeechAudioSource = true

Use speech AudioSource of the character (default: true).

### 5.7.2.8 **Model.VoiceAlias** Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Voices

Voices for the speech.

### 5.7.2.9 float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Volume = 1f

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

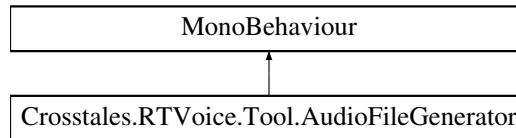
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Adventure Creator/Scripts/ACVoiceWrapper.cs

## 5.8 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).*

### Properties

- AudioFileGeneratorStart OnAudioFileGeneratorStart  
*An event triggered whenever a AudioFileGenerator 'Generate' is started.*
- AudioFileGeneratorComplete OnAudioFileGeneratorComplete  
*An event triggered whenever a AudioFileGenerator 'Generate' is completed.*

#### 5.8.1 Detailed Description

Process files with configured speeches.

## 5.8.2 Member Function Documentation

### 5.8.2.1 void Crosstales.RTVoice.Tool.AudioFileGenerator.Generate ( )

Generate the audio files from the text files.

## 5.8.3 Member Data Documentation

### 5.8.3.1 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).

### 5.8.3.2 bool Crosstales.RTVoice.Tool.AudioFileGenerator.GenerateOnStart = false

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

### 5.8.3.3 TextAsset [ ] Crosstales.RTVoice.Tool.AudioFileGenerator.TextFiles

Text files to generate.

## 5.8.4 Property Documentation

### 5.8.4.1 AudioFileGeneratorComplete Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGeneratorComplete [add], [remove]

An event triggered whenever a AudioFileGenerator 'Generate' is completed.

### 5.8.4.2 AudioFileGeneratorStart Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGeneratorStart [add], [remove]

An event triggered whenever a AudioFileGenerator 'Generate' is started.

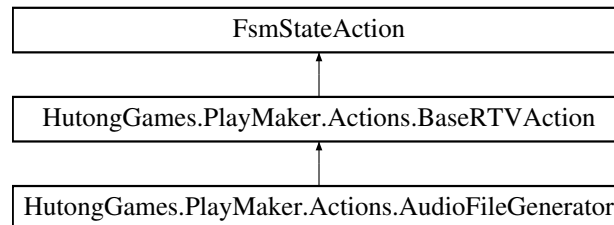
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵  
Tool/AudioFileGenerator.cs

## 5.9 HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference

AudioFileGenerator-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.AudioFileGenerator:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

### Public Attributes

- Crosstales.RTVoice.Tool.AudioFileGenerator Obj  
*Add a AudioFileGenerator (default: first object in scene).*

### 5.9.1 Detailed Description

AudioFileGenerator-action for PlayMaker.

### 5.9.2 Member Data Documentation

#### 5.9.2.1 Crosstales.RTVoice.Tool.AudioFileGenerator HutongGames.PlayMaker.Actions.AudioFileGenerator.Obj

Add a AudioFileGenerator (default: first object in scene).

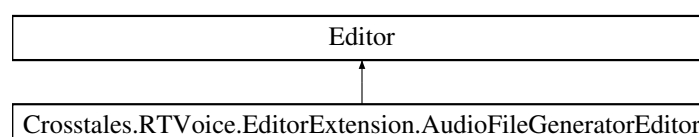
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔  
PlayMaker/Scripts/AudioFileGenerator.cs

## 5.10 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** ()

### 5.10.1 Detailed Description

Custom editor for the 'SpeechText'-class.

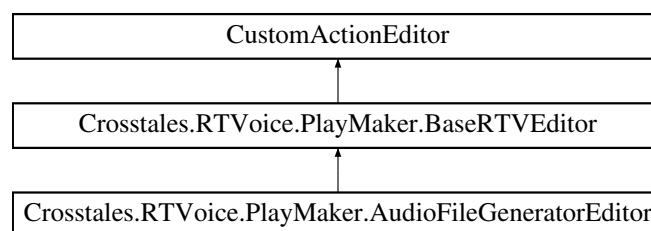
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔  
Extension/AudioFileGeneratorEditor.cs

## 5.11 Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference

Custom editor for the AudioFileGenerator-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor:



## Additional Inherited Members

### 5.11.1 Detailed Description

Custom editor for the AudioFileGenerator-action.

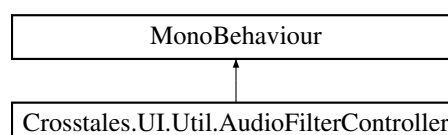
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔  
PlayMaker/Editor/AudioFileGeneratorEditor.cs

## 5.12 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**

### 5.12.1 Detailed Description

Controller for audio filters.

### 5.12.2 Member Function Documentation

#### 5.12.2.1 void Crosstales.UI.Util.AudioFilterController.FindAllAudioFilters ( )

Finds all audio filters in the scene.

#### 5.12.2.2 void Crosstales.UI.Util.AudioFilterController.ResetAudioFilters ( )

Resets all audio filters.

### 5.12.3 Member Data Documentation

#### 5.12.3.1 bool Crosstales.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true

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

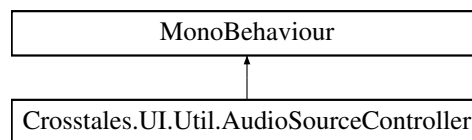
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioFilterController.cs

## 5.13 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**

### 5.13.1 Detailed Description

Controller for AudioSources.

### 5.13.2 Member Function Documentation

#### 5.13.2.1 void Crosstales.UI.Util.AudioSourceController.FindAllAudioSources ( )

Finds all audio sources in the scene.

#### 5.13.2.2 void Crosstales.UI.Util.AudioSourceController.ResetAllAudioSources ( )

Resets all audio sources.

### 5.13.3 Member Data Documentation

#### 5.13.3.1 AudioSource[] Crosstales.UI.Util.AudioSourceController.AudioSources

Active controlled AudioSources.

#### 5.13.3.2 bool Crosstales.UI.Util.AudioSourceController.FindAllAudioSourcesOnStart = true

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



#### 5.13.3.3 `bool Crosstales.UI.Util.AudioSourceController.Loop = false`

Loop on/off (default: false).

#### 5.13.3.4 `bool Crosstales.UI.Util.AudioSourceController.Mute = false`

Mute on/off (default: false).

#### 5.13.3.5 `float Crosstales.UI.Util.AudioSourceController.Pitch = 1f`

Pitch of the audio (default: 1).

#### 5.13.3.6 `bool Crosstales.UI.Util.AudioSourceController.ResetAudioSourcesOnStart = true`

Resets all active AudioSources (default: true).

#### 5.13.3.7 `float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f`

Stereo pan of the audio (default: 0).

#### 5.13.3.8 `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/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioSourceController.cs`

## 5.14 Crosstales.RTVoice.EditorTask.AutoInitalize Class Reference

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

### 5.14.1 Detailed Description

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

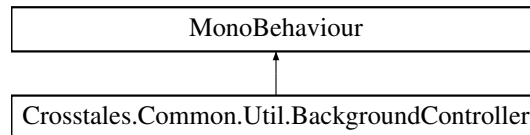
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Task/AutoInitalize.cs`

## 5.15 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.*

#### 5.15.1 Detailed Description

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

#### 5.15.2 Member Data Documentation

##### 5.15.2.1 `GameObject []` `Crosstales.Common.Util.BackgroundController.Objects`

Selected objects to disable in the background for the controller.

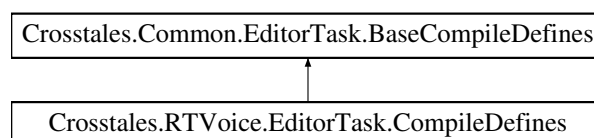
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵ Util/BackgroundController.cs`

## 5.16 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



## Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[] symbols)
- static void **removeSymbolsFromAllTargets** (params string[] symbols)
- static void **setCompileDefines** (string[] symbols)

### 5.16.1 Detailed Description

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

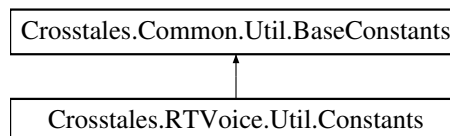
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/↔ Task/BaseCompileDefines.cs

## 5.17 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://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"  
*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\_3P\_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"  
*URL of the 3rd party asset "PlayMaker".*
- const string ASSET\_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"

- URL of the "Badword Filter" asset.*
- const string ASSET\_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
- URL of the "DJ" asset.*
- const string ASSET\_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
- URL of the "File Browser" asset.*
- const string ASSET\_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
- URL of the "Online Check" asset.*
- const string ASSET\_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
- URL of the "Radio" asset.*
- const string ASSET\_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
- URL of the "RT-Voice" asset.*
- const string ASSET\_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
- URL of the "Turbo Backup" asset.*
- const string ASSET\_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
- URL of the "Turbo Builder" asset.*
- const string ASSET\_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
- URL of the "Turbo Switch" asset.*
- const string ASSET\_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
- URL of the "True Random" asset.*
- 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\_START** = "{"
- static string **TEXT\_TOSTRING\_END** = "}"
- static string **TEXT\_TOSTRING\_DELIMITER** = ", "
- static string **TEXT\_TOSTRING\_DELIMITER\_END** = ""
- static string **PREFIX\_HTTP** = "http://"
- static string **PREFIX\_HTTPS** = "https://"
- static int **PROCESS\_KILL\_TIME** = 5000

*Kill processes after 5000 milliseconds.*

- static string CMD\_WINDOWS\_PATH = @"C:\Windows\system32\cmd.exe"

*Path to the cmd under Windows.*

- static bool SHOW\_BWF\_BANNER = true

*Show the BWF banner.*

- static bool SHOW\_DJ\_BANNER = true

*Show the DJ banner.*

- static bool SHOW\_FB\_BANNER = true

*Show the FB banner.*

- static bool SHOW\_OC\_BANNER = true

*Show the OC banner.*

- static bool SHOW\_RADIO\_BANNER = true

*Show the Radio banner.*

- static bool SHOW\_RTV\_BANNER = true

*Show the RTV banner.*

- static bool SHOW\_TB\_BANNER = true

*Show the TB banner.*

- static bool SHOW\_TPB\_BANNER = false

*Show the TPB banner.*

- static bool SHOW\_TPS\_BANNER = true

*Show the TPS banner.*

- static bool SHOW\_TR\_BANNER = true

*Show the TR banner.*

## Properties

- static string PREFIX\_FILE [get]  
*URL prefix for files.*
- static string APPLICATION\_PATH [get]  
*Application path.*

### 5.17.1 Detailed Description

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

### 5.17.2 Member Data Documentation

- 5.17.2.1 `const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"`

URL of the 3rd party asset "PlayMaker".

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

Author of the asset.

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

URL of the asset author.

5.17.2.4 `const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"`

URL of the "Badword Filter" asset.

5.17.2.5 `const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"`

URL of the crosstales assets in UAS.

5.17.2.6 `const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"`

URL of the "DJ" asset.

5.17.2.7 `const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"`

URL of the "File Browser" asset.

5.17.2.8 `const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"`

URL of the "Online Check" asset.

5.17.2.9 `const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"`

URL of the "Radio" asset.

5.17.2.10 `const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"`

URL of the "RT-Voice" asset.

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

URL of the crosstales Discord-channel.

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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

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

URL of the crosstales Youtube-profile.

5.17.2.16 `const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"`

URL of the "Turbo Backup" asset.

5.17.2.17 `const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"`

URL of the "Turbo Builder" asset.

5.17.2.18 `const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"`

URL of the "Turbo Switch" asset.

5.17.2.19 `const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"`

URL of the "True Random" asset.

5.17.2.20 `string Crosstales.Common.Util.BaseConstants.CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe"`  
`[static]`

Path to the cmd under Windows.

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

Development debug logging for the asset.

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

Factor for giga bytes.

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

Factor for kilo bytes.

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

Factor for mega bytes.

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

Float value of 32768.

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

ToString for no decimal places.

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

ToString for percent.

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

ToString for two decimal places.

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

Path delimiter for Unix.

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

Path delimiter for Windows.



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

Kill processes after 5000 milliseconds.

5.17.2.32 `bool Crosstales.Common.Util.BaseConstants.SHOW_BWF_BANNER = true` `[static]`

Show the BWF banner.

5.17.2.33 `bool Crosstales.Common.Util.BaseConstants.SHOW_DJ_BANNER = true` `[static]`

Show the DJ banner.

5.17.2.34 `bool Crosstales.Common.Util.BaseConstants.SHOW_FB_BANNER = true` `[static]`

Show the FB banner.

5.17.2.35 `bool Crosstales.Common.Util.BaseConstants.SHOW_OC_BANNER = true` `[static]`

Show the OC banner.

5.17.2.36 `bool Crosstales.Common.Util.BaseConstants.SHOW_RADIO_BANNER = true` `[static]`

Show the Radio banner.

5.17.2.37 `bool Crosstales.Common.Util.BaseConstants.SHOW_RTV_BANNER = true` `[static]`

Show the RTV banner.

5.17.2.38 `bool Crosstales.Common.Util.BaseConstants.SHOW_TB_BANNER = true` `[static]`

Show the TB banner.

5.17.2.39 `bool Crosstales.Common.Util.BaseConstants.SHOW_TPB_BANNER = false` `[static]`

Show the TPB banner.

5.17.2.40 `bool Crosstales.Common.Util.BaseConstants.SHOW_TPS_BANNER = true` `[static]`

Show the TPS banner.

5.17.2.41 `bool Crosstales.Common.Util.BaseConstants.SHOW_TR_BANNER = true` `[static]`

Show the TR banner.

### 5.17.3 Property Documentation

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

Application path.

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

URL prefix for files.

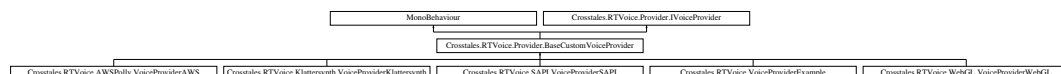
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/BaseConstants.cs`

## 5.18 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>()
- 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 bool **isWorkingInPlaymode** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- abstract bool **isIL2CPPSupported** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

### 5.18.1 Detailed Description

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

### 5.18.2 Member Function Documentation

#### 5.18.2.1 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, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, and Crosstales.RTVoice.VoiceProviderExample.

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

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

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.VoiceProviderExample, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

**5.18.2.3** `virtual void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Silence ( ) [virtual]`

Silence all active TTS-providers.

Implements `Crosstales.RTVoice.Provider.IVoiceProvider`.

Reimplemented in `Crosstales.RTVoice.SAPI.VoiceProviderSAPI`, and `Crosstales.RTVoice.WebGL.VoiceProviderWebGL`.

**5.18.2.4** `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`.

**5.18.2.5** `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`, `Crosstales.RTVoice.SAPI.VoiceProviderSAPI`, `Crosstales.RTVoice.WebGL.VoiceProviderWebGL`, `Crosstales.RTVoice.VoiceProviderExample`, and `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth`.

**5.18.2.6** `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`, `Crosstales.RTVoice.VoiceProviderExample`, `Crosstales.RTVoice.SAPI.VoiceProviderSAPI`, `Crosstales.RTVoice.WebGL.VoiceProviderWebGL`, and `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth`.

### 5.18.3 Property Documentation

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

An event triggered whenever an error occurs.

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

An event triggered whenever a speak audio generation is completed.

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

An event triggered whenever a speak audio generation is started.

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

An event triggered whenever a speak is completed.

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

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

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

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

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

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

#### 5.18.3.8 **SpeakStart** Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakStart [add], [remove]

An event triggered whenever a speak is started.

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

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

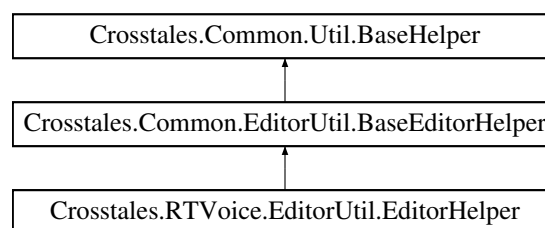
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/BaseCustomVoiceProvider.cs

## 5.19 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.*
- static void SeparatorUI (int space=12)  
*Shows a separator-UI.*
- static void ReadOnlyTextField (string label, string text)  
*Generates a read-only text field with a label.*
- static void RefreshAssetDatabase ()  
*Refreshes the asset database.*
- static void **InvokeMethod** (string className, string methodName, params object[] parameters)
- static bool isValidBuildTarget (BuildTarget target)  
*Returns the true if the BuildTarget is installed in Unity.*
- static string getCLIArgument (string name)  
*Returns an argument for a name from the command line.*
- static BuildTarget getBuildTargetForBuildName (string build)  
*Returns the BuildTarget for a build name, like 'win64'.*
- static string getBuildNameFromBuildTarget (BuildTarget build)  
*Returns the build name for a BuildTarget.*

## Properties

- static Texture2D **Logo\_Asset\_BWF** [get]
- static Texture2D **Logo\_Asset\_DJ** [get]
- static Texture2D **Logo\_Asset\_FB** [get]
- static Texture2D **Logo\_Asset\_OC** [get]
- static Texture2D **Logo\_Asset\_Radio** [get]
- static Texture2D **Logo\_Asset\_RTV** [get]
- static Texture2D **Logo\_Asset\_TB** [get]
- static Texture2D **Logo\_Asset\_TPB** [get]
- static Texture2D **Logo\_Asset\_TPS** [get]
- static Texture2D **Logo\_Asset\_TR** [get]
- static Texture2D **Logo\_CT** [get]
- static Texture2D **Logo\_Unity** [get]
- static Texture2D **Icon\_Save** [get]
- static Texture2D **Icon\_Reset** [get]
- static Texture2D **Icon\_Refresh** [get]
- static Texture2D **Icon\_Delete** [get]
- static Texture2D **Icon\_Folder** [get]
- static Texture2D **Icon\_Plus** [get]
- static Texture2D **Icon\_Minus** [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 **Video\_Promo** [get]
- static Texture2D **Video\_Tutorial** [get]
- static Texture2D **Icon\_Videos** [get]
- static Texture2D **Icon\_3p\_Assets** [get]
- static Texture2D **Asset\_PlayMaker** [get]

## Additional Inherited Members

### 5.19.1 Detailed Description

Base for various Editor helper functions.

### 5.19.2 Member Function Documentation

#### 5.19.2.1 static string Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildNameFromBuildTarget ( BuildTarget *build* ) [static]

Returns the build name for a BuildTarget.



#### Parameters

<i>build</i>	BuildTarget for a build name
--------------	------------------------------

#### Returns

The build name for a BuildTarget.

**5.19.2.2** `static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildTargetForBuildName ( string build )`  
[static]

Returns the BuildTarget for a build name, like 'win64'.

#### Parameters

<i>build</i>	Build name, like 'win64'
--------------	--------------------------

#### Returns

The BuildTarget for a build name.

**5.19.2.3** `static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument ( string name )` [static]

Returns an argument for a name from the command line.

#### Parameters

<i>name</i>	Name for the argument
-------------	-----------------------

#### Returns

True if the BuildTarget is installed in Unity.

**5.19.2.4** `static bool Crosstales.Common.EditorUtil.BaseEditorHelper.isValidBuildTarget ( BuildTarget target )` [static]

Returns the true if the BuildTarget is installed in Unity.

#### Parameters

<i>target</i>	BuildTarget to test
---------------	---------------------

#### Returns

True if the BuildTarget is installed in Unity.

5.19.2.5 `static void Crosstales.Common.EditorUtil.BaseEditorHelper.ReadOnlyTextField ( string label, string text )`  
[static]

Generates a read-only text field with a label.

5.19.2.6 `static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase ( )` [static]

Refreshes the asset database.

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

Restart Unity.

#### Parameters

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

5.19.2.8 `static void Crosstales.Common.EditorUtil.BaseEditorHelper.SeparatorUI ( int space = 12 )` [static]

Shows a separator-UI.

#### Parameters

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

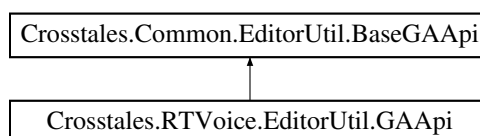
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/↔  
Util/BaseEditorHelper.cs

## 5.20 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

### 5.20.1 Detailed Description

Base GA-wrapper API.

### 5.20.2 Member Function Documentation

5.20.2.1 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.

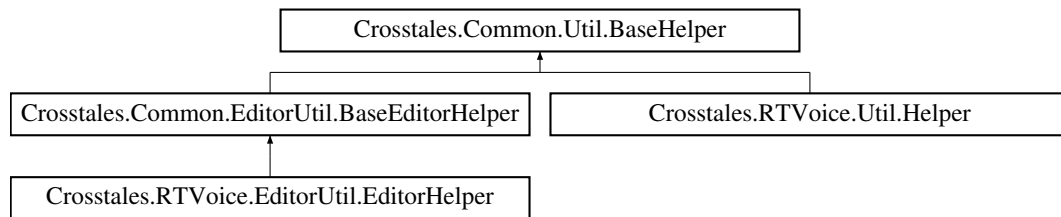
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/↔ Util/BaseGAApi.cs

## 5.21 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[] GetFiles (string path, bool isRecursive=false, params string[] extensions)  
*Find files inside a path.*
- static string[] GetDirectories (string path, bool isRecursive=false)  
*Find directories inside.*
- 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. <code>http://</code> (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.RegularExpressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.RegularExpressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.RegularExpressions.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 isTvOSPlatform [get]  
*Checks if the current platform is tvOS.*
- static bool isWSAPlatform [get]

- Checks if the current platform is WSA.*
- static bool isXboxOnePlatform [get]
- Checks if the current platform is XboxOne.*
- static bool isPS4Platform [get]
- Checks if the current platform is PS4.*
- 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, WSA or XboxOne).*
- static bool isWSABasedPlatform [get]
- Checks if the current platform is WSA-based (WSA or XboxOne).*
- static bool isAppleBasedPlatform [get]
- Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).*
- static bool isIOSBasedPlatform [get]
- Checks if the current platform is iOS-based (iOS or tvOS).*
- static bool isEditor [get]
- Checks if we are inside the Editor.*
- static bool isWindowsEditor [get]
- Checks if we are inside the Windows Editor.*
- static bool isMacOSEditor [get]
- Checks if we are inside the macOS Editor.*
- static bool isLinuxEditor [get]
- Checks if we are inside the Linux Editor.*
- static bool isEditorMode [get]
- Checks if we are in Editor mode.*
- static bool isIL2CPP [get]
- Checks if the current build target uses IL2CPP.*
- static Model.Enum.Platform CurrentPlatform [get]
- Returns the current platform.*

### 5.21.1 Detailed Description

Base for various helper functions.

### 5.21.2 Member Function Documentation

#### 5.21.2.1 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.

**5.21.2.2** `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.

**5.21.2.3** `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.

**5.21.2.4** `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

**5.21.2.5** `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)

## 5.21.2.6 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.

## 5.21.2.7 static string Crosstales.Common.Util.BaseHelper.FormatSecondsToHourMinSec ( double seconds ) [static]

Format seconds to Human-Readable-Form.

## Returns

Formatted seconds in Human-Readable-Form.

## 5.21.2.8 static string [] Crosstales.Common.Util.BaseHelper.GetDirectories ( string path, bool isRecursive = false ) [static]

Find directories inside.

## Parameters

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (default: false, optional)

## Returns

Returns array of the found directories inside the path. Zero length array when an error occurred.

## 5.21.2.9 static string [] Crosstales.Common.Util.BaseHelper.GetFiles ( string path, bool isRecursive = false, params string[] extensions ) [static]

Find files inside a path.

## Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)



**Returns**

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

**5.21.2.10 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.

**5.21.2.11 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.

**5.21.2.12 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.

5.21.2.13 `static bool Crosstales.Common.Util.BaseHelper.RemoteCertificateValidationCallback ( System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Crypt←  
System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors )`  
[static]

HTTPS-certification callback.

5.21.2.14 `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

5.21.2.15 `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

5.21.2.16 `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

**5.21.2.17** `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

### 5.21.3 Property Documentation

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

Returns the current platform.

**Returns**

The current platform.

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

Checks if the current platform is Android.

**Returns**

True if the current platform is Android.

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

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

**Returns**

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

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

Checks if we are inside the Editor.

##### Returns

True if we are inside the Editor.

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

Checks if we are in Editor mode.

##### Returns

True if in Editor mode.

#### 5.21.3.6 `bool Crosstales.Common.Util.BaseHelper.isIL2CPP` `[static], [get]`

Checks if the current build target uses IL2CPP.

##### Returns

True if the current build target uses IL2CPP.

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

Checks if an Internet connection is available.

##### Returns

True if an Internet connection is available.

#### 5.21.3.8 `bool Crosstales.Common.Util.BaseHelper.isIOSBasedPlatform` `[static], [get]`

Checks if the current platform is iOS-based (iOS or tvOS).

##### Returns

True if the current platform is iOS-based (iOS or tvOS).

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

Checks if the current platform is iOS.

##### Returns

True if the current platform is iOS.

**5.21.3.10** `bool Crosstales.Common.Util.BaseHelper.isLinuxEditor` `[static], [get]`

Checks if we are inside the Linux Editor.

**Returns**

True if we are inside the Linux Editor.

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

Checks if the current platform is Linux.

**Returns**

True if the current platform is Linux.

**5.21.3.12** `bool Crosstales.Common.Util.BaseHelper.isMacOSEditor` `[static], [get]`

Checks if we are inside the macOS Editor.

**Returns**

True if we are inside the macOS Editor.

**5.21.3.13** `bool Crosstales.Common.Util.BaseHelper.isMacOSPlatform` `[static], [get]`

Checks if the current platform is OSX.

**Returns**

True if the current platform is OSX.

**5.21.3.14** `bool Crosstales.Common.Util.BaseHelper.isPS4Platform` `[static], [get]`

Checks if the current platform is PS4.

**Returns**

True if the current platform is PS4.

**5.21.3.15** `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).

5.21.3.16 `bool Crosstales.Common.Util.BaseHelper.isTvOSPlatform` `[static], [get]`

Checks if the current platform is tvOS.

#### Returns

True if the current platform is tvOS.

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

Checks if the current platform is WebGL.

#### Returns

True if the current platform is WebGL.

5.21.3.18 `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).

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

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

#### Returns

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

5.21.3.20 `bool Crosstales.Common.Util.BaseHelper.isWindowsEditor` `[static], [get]`

Checks if we are inside the Windows Editor.

#### Returns

True if we are inside the Windows Editor.

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

Checks if the current platform is Windows.

#### Returns

True if the current platform is Windows.

5.21.3.22 `bool Crosstales.Common.Util.BaseHelper.isWSABasedPlatform` `[static], [get]`

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

#### Returns

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

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

Checks if the current platform is WSA.

#### Returns

True if the current platform is WSA.

5.21.3.24 `bool Crosstales.Common.Util.BaseHelper.isXboxOnePlatform` `[static], [get]`

Checks if the current platform is XboxOne.

#### Returns

True if the current platform is XboxOne.

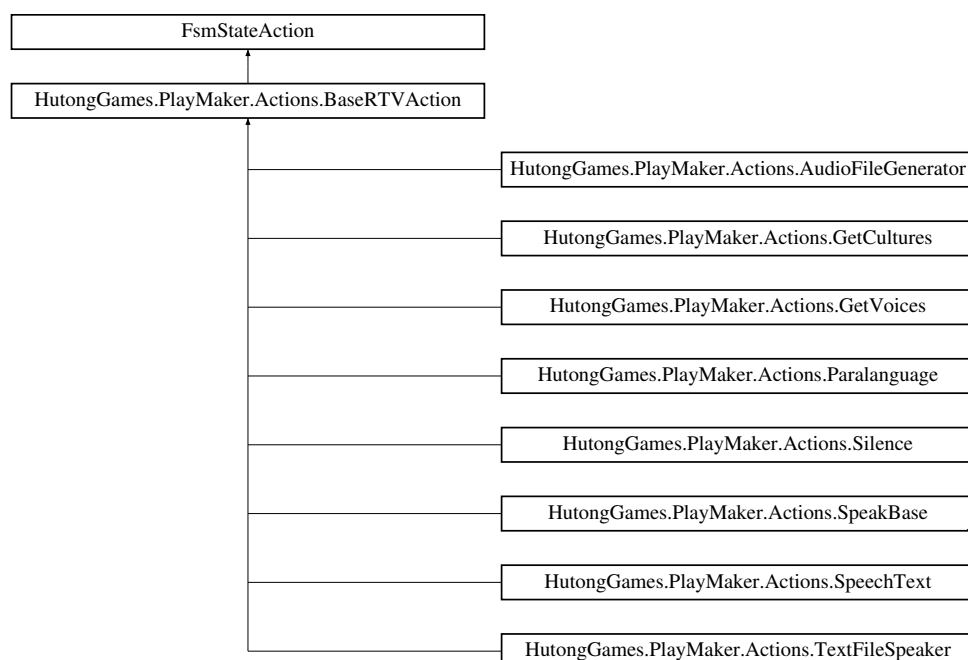
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

## 5.22 HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference

Base class for RT-Voice actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRTVAction:



## Public Attributes

- FsmEvent **sendEvent**

### 5.22.1 Detailed Description

Base class for RT-Voice actions in PlayMaker.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/BaseRTVAction.cs

## 5.23 Crosstales.RTVoice.PlayMaker.BaseRTVEditor Class Reference

Base class for RT-Voice custom editors in PlayMaker.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.BaseRTVEditor:



## Public Member Functions

- override bool **OnGUI** ()

### 5.23.1 Detailed Description

Base class for RT-Voice custom editors in PlayMaker.

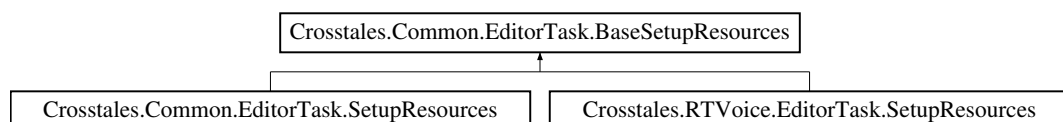
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Editor/BaseRTVEditor.cs

## 5.24 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)

### 5.24.1 Detailed Description

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

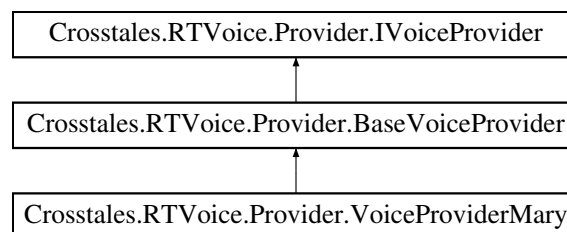
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/↔ Task/BaseSetupResources.cs

## 5.25 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 **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 bool **isWorkingInPlaymode** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- abstract bool **isIL2CPPSupported** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

### 5.25.1 Detailed Description

Base class for voice providers.

### 5.25.2 Constructor & Destructor Documentation

#### 5.25.2.1 Crosstales.RTVoice.Provider.BaseVoiceProvider.BaseVoiceProvider ( MonoBehaviour *obj* )

Constructor for a VoiceProvider.

Parameters

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

### 5.25.3 Member Function Documentation

#### 5.25.3.1 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.VoiceProviderMary.

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

Silence all active TTS-providers.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

### 5.25.3.3 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.

### 5.25.3.4 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.VoiceProviderMary.

### 5.25.3.5 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.VoiceProviderMary.

## 5.25.4 Property Documentation

### 5.25.4.1 ErrorInfo Crosstales.RTVoice.Provider.BaseVoiceProvider.OnErrorInfo [static], [add], [remove]

An event triggered whenever an error occurs.

### 5.25.4.2 SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationComplete [static], [add], [remove]

An event triggered whenever a speak audio generation is completed.

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

An event triggered whenever a speak audio generation is started.

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

An event triggered whenever a speak is completed.

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

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

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

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

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

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

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

An event triggered whenever a speak is started.

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

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

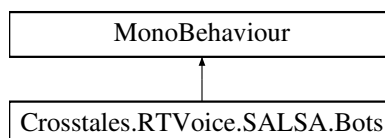
The documentation for this class was generated from the following file:

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

## 5.26 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**

### 5.26.1 Detailed Description

This is class for conversations between two SALSA-Bots.

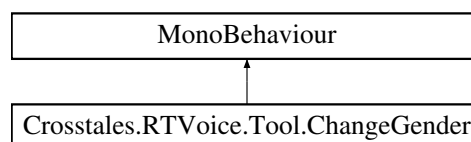
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SALSA/Scripts/Bots.cs

## 5.27 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).*

### 5.27.1 Detailed Description

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

### 5.27.2 Member Data Documentation

#### 5.27.2.1 `bool Crosstales.RTVoice.Tool.ChangeGender.ESpeakOnly = true`

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

#### 5.27.2.2 `Model.Enum.Gender Crosstales.RTVoice.Tool.ChangeGender.NewGender`

The new gender for all voices.

#### 5.27.2.3 `bool Crosstales.RTVoice.Tool.ChangeGender.RefreshOnVoicesReady = true`

Refresh on voices ready (default: true).

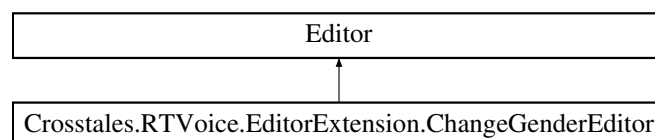
The documentation for this class was generated from the following file:

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

## 5.28 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** ()

### 5.28.1 Detailed Description

Custom editor for the 'ChangeGender'-class.

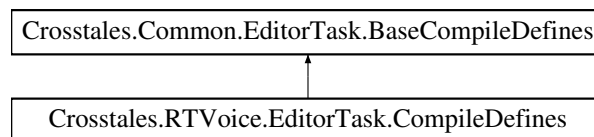
The documentation for this class was generated from the following file:

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

## 5.29 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

#### 5.29.1 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/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Task/CompileDefines.cs

## 5.30 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  
*Automatically delete the generated audio files.*
- static bool ENFORCE\_32BIT\_WINDOWS = Constants.DEFAULT\_ENFORCE\_32BIT\_WINDOWS  
*Enforce 32bit versions of voices under Windows.*
- static bool ENFORCE\_STANDALONE\_TTS = Constants.DEFAULT\_ENFORCE\_STANDALONE\_TTS  
*Enforce standalone TTS (for development).*
- static string TTS\_WINDOWS\_BUILD = Constants.DEFAULT\_TTS\_WINDOWS\_BUILD  
*Location of the TTS-wrapper under Windows (standalone).*
- 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).*

### 5.30.1 Detailed Description

Configuration for the asset.

### 5.30.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

## 5.30.3 Member Data Documentation

### 5.30.3.1 string Crosstales.RTVoice.Util.Config.ASSET\_PATH = "/Plugins/crosstales/RTVoice/" [static]

Path to the asset inside the Unity project.

### 5.30.3.2 bool Crosstales.RTVoice.Util.Config.AUDIOFILE\_AUTOMATIC\_DELETE = Constants.DEFAULT\_AUDIOFILE\_AUTOMATIC\_DELETE [static]

Automatically delete the generated audio files.

### 5.30.3.3 bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT\_DEBUG [static]

Enable or disable debug logging for the asset.

### 5.30.3.4 bool Crosstales.RTVoice.Util.Config.ENFORCE\_32BIT\_WINDOWS = Constants.DEFAULT\_ENFORCE\_32BIT\_WINDOWS [static]

Enforce 32bit versions of voices under Windows.

### 5.30.3.5 bool Crosstales.RTVoice.Util.Config.ENFORCE\_STANDALONE\_TTS = Constants.DEFAULT\_ENFORCE\_STANDALONE\_TTS [static]

Enforce standalone TTS (for development).

### 5.30.3.6 bool Crosstales.RTVoice.Util.Config.ENSURE\_NAME = Constants.DEFAULT\_ENSURE\_NAME [static]

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

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

Is the configuration loaded?

### 5.30.3.8 string Crosstales.RTVoice.Util.Config.TTS\_LINUX = Constants.DEFAULT\_TTS\_LINUX [static]

Location of the TTS-system under Linux.

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

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

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

Location of the TTS-system under MacOS.

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

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

## 5.30.4 Property Documentation

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

Path to the generated audio files.

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

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

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

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

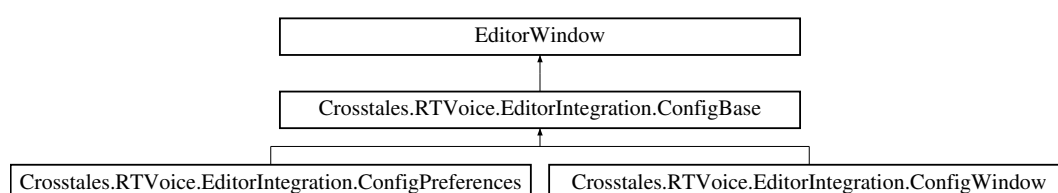
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Util/Config.cs

## 5.31 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** ()

### 5.31.1 Detailed Description

Base class for editor windows.

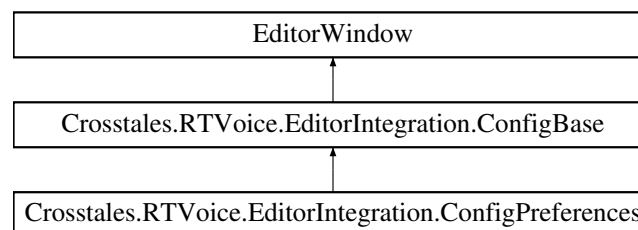
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Integration/ConfigBase.cs

## 5.32 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:



## Additional Inherited Members

### 5.32.1 Detailed Description

Unity "Preferences" extension.

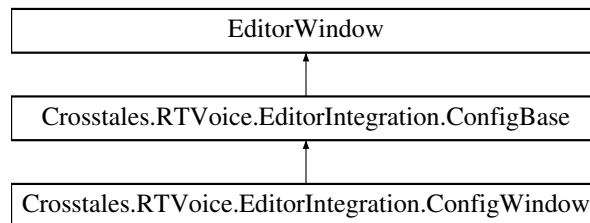
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Integration/ConfigPreferences.cs

## 5.33 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

#### 5.33.1 Detailed Description

Editor window extension.

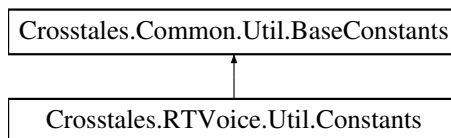
The documentation for this class was generated from the following file:

- D:/slauberberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Integration/ConfigWindow.cs

## 5.34 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 = "2019.2.4b3"  
*Version of the asset.*
- const int ASSET\_BUILD = 20190422  
*Build number of the asset.*
- const string ASSET\_PRO\_URL = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"  
*URL of the PRO asset in UAS.*
- const string ASSET\_2019\_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT&pubref=" + ASSET\_NAME  
*URL of the 2019 asset in UAS.*
- const string ASSET\_3P\_URL = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=1011INGT"  
*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://www.crosstales.com/en/assets/rtvoice/api/"  
*URL of the asset API.*
- const string ASSET\_FORUM\_URL = "http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/"  
*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=PLgtonlOr6Tb41XTMeeZ836tjHIKGOO84S"  
*URL of the promotion video of the asset (Youtube).*
- const string ASSET\_VIDEO\_TUTORIAL = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKGOO84S"  
*URL of the tutorial video of the asset (Youtube).*
- const string ASSET\_3P\_ADVENTURE\_CREATOR = "https://assetstore.unity.com/packages/slug/11896?aid=1011INGT"  
*URL of the 3rd party asset "Adventure Creator".*

- const string ASSET\_3P\_CINEMA\_DIRECTOR = "https://assetstore.unity.com/packages/slug/19779?aid=10111↵  
NGT"  
*URL of the 3rd party asset "Cinema Director".*
- const string ASSET\_3P\_DIALOGUE\_SYSTEM = "https://assetstore.unity.com/packages/slug/11672?aid=10111↵  
NGT"  
*URL of the 3rd party asset "Dialogue System".*
- const string ASSET\_3P\_LOCALIZED\_DIALOGS = "https://assetstore.unity.com/packages/slug/5020?aid=10111↵  
NGT"  
*URL of the 3rd party asset "Localized Dialogs".*
- const string ASSET\_3P\_LIPSYNC = "https://assetstore.unity.com/packages/slug/32117?aid=10111NGT"  
*URL of the 3rd party asset "LipSync Pro".*
- const string ASSET\_3P\_NPC\_CHAT = "https://assetstore.unity.com/packages/slug/9723?aid=10111NGT"  
*URL of the 3rd party asset "NPC Chat".*
- const string ASSET\_3P\_QUEST\_SYSTEM = "https://assetstore.unity.com/packages/slug/63460?aid=10111↵  
NGT"  
*URL of the 3rd party asset "Quest System Pro".*
- const string ASSET\_3P\_SALSA = "https://assetstore.unity.com/packages/slug/16944?aid=10111NGT"  
*URL of the 3rd party asset "SALSA".*
- const string ASSET\_3P\_SLATE = "https://assetstore.unity.com/packages/slug/56558?aid=10111NGT"  
*URL of the 3rd party asset "SLATE".*
- const string ASSET\_3P\_AMPLITUDE = "https://assetstore.unity.com/packages/slug/111277?aid=10111NGT"  
*URL of the 3rd party asset "THE Dialogue Engine".*
- const string ASSET\_3P\_KLATTERSYNTH = "https://assetstore.unity.com/packages/slug/95453?aid=10111↵  
NGT"  
*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\_DE↵  
LETE"
- const string **KEY\_ENFORCE\_32BIT\_WINDOWS** = KEY\_PREFIX + "ENFORCE\_32BIT\_WINDOWS"
- const string **KEY\_ENFORCE\_STANDALONE\_TTS** = KEY\_PREFIX + "ENFORCE\_STANDALONE\_TTS"
- const string **KEY\_ENSURE\_NAME** = KEY\_PREFIX + "ENSURE\_NAME"
- const bool **DEFAULT\_AUDIOFILE\_AUTOMATIC\_DELETE** = true
- const bool **DEFAULT\_ENFORCE\_32BIT\_WINDOWS** = false
- const bool **DEFAULT\_ENFORCE\_STANDALONE\_TTS** = true
- 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, 5, 7)  
*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

### 5.34.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.34.2 Member Data Documentation

5.34.2.1 `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.

5.34.2.2 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://assetstore.unity.com/packages/slug/11896?aid=1011INGT"`

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

5.34.2.3 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_AMPLITUDE = "https://assetstore.unity.com/packages/slug/111277?aid=1011INGT"`

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

5.34.2.4 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR = "https://assetstore.unity.com/packages/slug/19779?aid=1011INGT"`

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

5.34.2.5 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_SYSTEM = "https://assetstore.unity.com/packages/slug/11672?aid=1011INGT"`

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



5.34.2.6 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_KLATTERSYNTH = "https://assetstore.unity.com/packages/slug/95453?aid=1011INGT"`

URL of the 3rd party asset "uSequencer".

5.34.2.7 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://assetstore.unity.com/packages/slug/32117?aid=1011INGT"`

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

5.34.2.8 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://assetstore.unity.com/packages/slug/5020?aid=1011INGT"`

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

5.34.2.9 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://assetstore.unity.com/packages/slug/9723?aid=1011INGT"`

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

5.34.2.10 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://assetstore.unity.com/packages/slug/63460?aid=1011INGT"`

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

5.34.2.11 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://assetstore.unity.com/packages/slug/16944?aid=1011INGT"`

URL of the 3rd party asset "SALSA".

5.34.2.12 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://assetstore.unity.com/packages/slug/56558?aid=1011INGT"`

URL of the 3rd party asset "SLATE".

5.34.2.13 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=1011INGT"`

URL of the 3rd party assets in UAS.

5.34.2.14 `const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "http://www.crosstales.com/en/assets/rtvoice/api"`

URL of the asset API.

5.34.2.15 `const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 20190422`

Build number of the asset.

5.34.2.16 `readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.DateTime(2019, 5, 7)`  
`[static]`

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

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

Contact to the owner of the asset.

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

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

5.34.2.19 `const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/"`

URL of the asset forum.

5.34.2.20 `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.

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

Name of the asset.

5.34.2.22 `const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"`

URL of the PRO asset in UAS.

5.34.2.23 `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

5.34.2.24 `const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2019.2.4b3"`

Version of the asset.

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

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

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

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

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

URL of the asset in crosstales.

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

Audio file prefix to identify the files.

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

Female modifier for eSpeak.

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

RTVoice prefab scene name.

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

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

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

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

5.34.2.33 `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/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵  
Util/Constants.cs`

## 5.35 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 System.DateTime GetDate (string key)  
*Allows to get a DateTime 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.*
- static void SetDate (string key, System.DateTime value)  
*Allows to set a DateTime for a key.*

### 5.35.1 Detailed Description

Wrapper for the PlayerPrefs.

## 5.35.2 Member Function Documentation

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

Deletes all keys.

### 5.35.2.2 static void Crosstales.Common.Util.CTPlayerPrefs.DeleteKey ( string *key* ) [static]

Delete the key.

#### Parameters

<i>key</i>	Key to delete in the PlayerPrefs.
------------	-----------------------------------

### 5.35.2.3 static bool Crosstales.Common.Util.CTPlayerPrefs.GetBool ( string *key* ) [static]

Allows to get a bool from a key.

#### Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

#### Returns

Value for the key.

### 5.35.2.4 static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate ( string *key* ) [static]

Allows to get a DateTime from a key.

#### Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

#### Returns

Value for the key.

### 5.35.2.5 static float Crosstales.Common.Util.CTPlayerPrefs.GetFloat ( string *key* ) [static]

Allows to get a float from a key.

**Parameters**

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

**Returns**

Value for the key.

**5.35.2.6** `static int Crosstales.Common.Util.CTPlayerPrefs.GetInt ( string key ) [static]`

Allows to get an int from a key.

**Parameters**

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

**Returns**

Value for the key.

**5.35.2.7** `static string Crosstales.Common.Util.CTPlayerPrefs.GetString ( string key ) [static]`

Allows to get a string from a key.

**Parameters**

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

**Returns**

Value for the key.

**5.35.2.8** `static bool Crosstales.Common.Util.CTPlayerPrefs.HasKey ( string key ) [static]`

Exists the key?

**Parameters**

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

**Returns**

Value for the key.

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

Saves all modifications.

**5.35.2.10 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.

**5.35.2.11 static void Crosstales.Common.Util.CTPlayerPrefs.SetDate ( string key, System.DateTime value ) [static]**

Allows to set a DateTime for a key.

**Parameters**

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

**5.35.2.12 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.

**5.35.2.13 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.

**5.35.2.14 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.

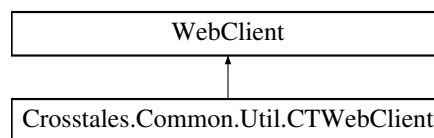
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTPlayerPrefs.cs

## 5.36 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*

#### 5.36.1 Detailed Description

Specialized WebClient.



## 5.36.2 Property Documentation

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

Connection limit for all WebClients

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

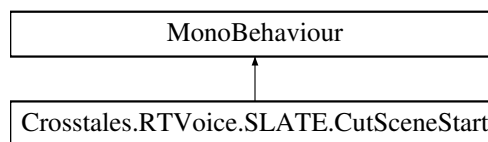
Timeout in milliseconds

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTWebClient.cs

## 5.37 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference

Inheritance diagram for Crosstales.RTVoice.SLATE.CutSceneStart:



### Public Member Functions

- void **Start** ()

### Public Attributes

- Slate.Cutscene **Cut**

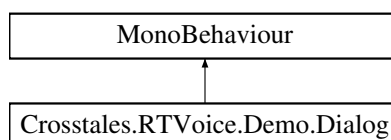
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SLATE/Scripts/CutSceneStart.cs

## 5.38 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

### 5.38.1 Detailed Description

Simple dialog system with TTS voices.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Dialog.cs

## 5.39 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.*

### 5.39.1 Detailed Description

Editor configuration for the asset.

### 5.39.2 Member Function Documentation

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

Loads all changable variables.

#### 5.39.2.2 static void Crosstales.RTVoice.EditorUtil.EditorConfig.Reset ( ) [static]

Resets all changable variables to their default value.

#### 5.39.2.3 static void Crosstales.RTVoice.EditorUtil.EditorConfig.Save ( ) [static]

Saves all changable variables.

### 5.39.3 Member Data Documentation

#### 5.39.3.1 bool Crosstales.RTVoice.EditorUtil.EditorConfig.HIERARCHY\_ICON = EditorConstants.DEFAULT\_HIERARCHY\_ICON [static]

Enable or disable the icon in the hierarchy.

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

Is the configuration loaded?

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

Automatically load and add the prefabs to the scene.

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

Enable or disable reminder-checks for the asset.

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

Enable or disable anonymous tracer data.

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

Enable or disable update-checks for the asset.

## 5.39.4 Property Documentation

5.39.4.1 `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.

5.39.4.2 `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/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Util/EditorConfig.cs`

## 5.40 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.*

#### 5.40.1 Detailed Description

Collected constants of very general utility for the asset.

#### 5.40.2 Member Data Documentation

##### 5.40.2.1 string Crosstales.RTVoice.EditorUtil.EditorConstants.PREFAB\_SUBPATH = "Prefabs/" [static]

Sub-path to the prefabs.

### 5.40.3 Property Documentation

5.40.3.1 `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.

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

Returns the UID of the asset.

**Returns**

The UID of the asset.

5.40.3.3 `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.

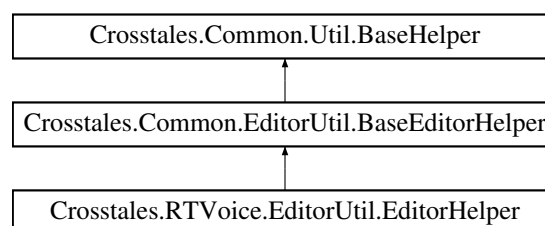
The documentation for this class was generated from the following file:

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

## 5.41 Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for `Crosstales.RTVoice.EditorUtil.EditorHelper`:



## Static Public Member Functions

- static void NoVoicesUI ()  
*Shows the "no voices found"-UI.*
- static void InstantiatePrefab (string prefabName)  
*Instantiates a prefab.*
- static void BannerOC ()  
*Shows a banner for "Online Check".*

## 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 **Icon\_Speak** [get]
- static Texture2D **Icon\_Silence** [get]
- static Texture2D **Icon\_Next** [get]
- static Texture2D **Icon\_Previous** [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\_Amplitude** [get]
- static Texture2D **Store\_Klattersynth** [get]
- static bool isRTVoiceInScene [get]  
*Checks if the 'RTVoice'-prefab is in the scene.*

## Additional Inherited Members

### 5.41.1 Detailed Description

Editor helper class.

### 5.41.2 Member Function Documentation

#### 5.41.2.1 static void Crosstales.RTVoice.EditorUtil.EditorHelper.BannerOC ( ) [static]

Shows a banner for "Online Check".

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

Instantiates a prefab.

## Parameters

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

**5.41.2.3** `static void Crosstales.RTVoice.EditorUtil.EditorHelper.NoVoicesUI ( ) [static]`

Shows the "no voices found"-UI.

### 5.41.3 Member Data Documentation

**5.41.3.1** `const int Crosstales.RTVoice.EditorUtil.EditorHelper.GO_ID = 20`

Start index inside the "GameObject"-menu.

**5.41.3.2** `const int Crosstales.RTVoice.EditorUtil.EditorHelper.MENU_ID = 11820`

Start index inside the "Tools"-menu.

### 5.41.4 Property Documentation

**5.41.4.1** `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/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔  
Util/EditorHelper.cs

## 5.42 Crosstales.ExtensionMethods Class Reference

Various extension methods.



## Static Public Member Functions

- static string CToTitleCase (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, string prefix="", string postfix="")  
*Extension method for Arrays. Dumps an array to a string.*
- static string CTDump (this Quaternion[] array)  
*Extension method for Quaternion-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[] CToString< 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, string prefix="", string postfix="")  
*Extension method for IList. Dumps a list to a string.*
- static string CTDump (this System.Collections.Generic.IList< Quaternion > list)  
*Extension method for Quaternion-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 > CToString< 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, string prefix="", string postfix="")  
*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.*

### 5.42.1 Detailed Description

Various extension methods.

### 5.42.2 Member Function Documentation

**5.42.2.1** 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.

**5.42.2.2** 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.

**5.42.2.3** 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.

**5.42.2.4** `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.

**5.42.2.5** `static string Crosstales.ExtensionMethods.CTDump ( this Quaternion[] array )` [static]

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

**Parameters**

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

**Returns**

String with lines for all array entries.

**5.42.2.6** `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.

**5.42.2.7** `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.

**5.42.2.8** `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.

**5.42.2.9** `static string Crosstales.ExtensionMethods.CTDump ( this System.Collections.Generic.IList< Quaternion > list ) [static]`

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

**Parameters**

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

**Returns**

String with lines for all list entries.

**5.42.2.10** `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.

**5.42.2.11** `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.

**5.42.2.12** `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.

**5.42.2.13** `static string Crosstales.ExtensionMethods.CTDump< K, V > ( this System.Collections.Generic.IDictionary< K, V > dict, string prefix = " ", string postfix = " " )` [static]

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

**Parameters**

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

**Returns**

String with lines for all dictionary entries.

**5.42.2.14** static string **Crosstales.ExtensionMethods.CTDump**< T > ( this T[] *array*, string *prefix* = " ", string *postfix* = " " ) [static]

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

#### Parameters

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

#### Returns

String with lines for all array entries.

**5.42.2.15** static string **Crosstales.ExtensionMethods.CTDump**< T > ( this System.Collections.Generic.IList< T > *list*, string *prefix* = " ", string *postfix* = " " ) [static]

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

#### Parameters

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

#### Returns

String with lines for all list entries.

**5.42.2.16** 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.

5.42.2.17 `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.

5.42.2.18 `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.

5.42.2.19 `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.

5.42.2.20 `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)

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

Extension method for ICollection. Shuffles a List.

## Parameters

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

**5.42.2.22** `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).

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

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

## Parameters

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

## Returns

String list with all entries (via ToString).

**5.42.2.24** `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.

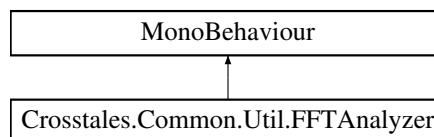
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Extension↔  
Methods.cs

## 5.43 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

#### 5.43.1 Detailed Description

FFT analyzer for an audio channel.

#### 5.43.2 Member Data Documentation

##### 5.43.2.1 int Crosstales.Common.Util.FFTAnalyzer.Channel = 0

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

5.43.2.2 `float [ ] Crosstailes.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).

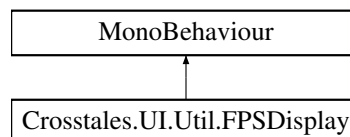
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/Scripts/↔ Util/FFTAnalyzer.cs`

## 5.44 Crosstailes.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstailes.UI.Util.FPSDisplay:



### Public Member Functions

- void **Update** ()

### Public Attributes

- Text FPS  
*Text component to display the FPS.*

### 5.44.1 Detailed Description

Simple FPS-Counter.

### 5.44.2 Member Data Documentation

#### 5.44.2.1 Text Crosstailes.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

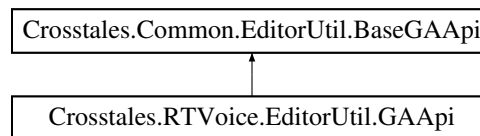
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/UI/↔ Scripts/Util/FPSDisplay.cs`

## 5.45 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

#### 5.45.1 Detailed Description

GA-wrapper API.

#### 5.45.2 Member Function Documentation

5.45.2.1 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.

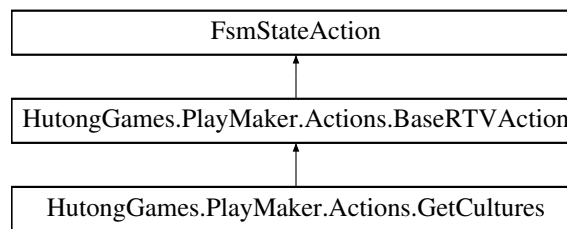
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/Util/GAApi.cs

## 5.46 HutongGames.PlayMaker.Actions.GetCultures Class Reference

GetCultures-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.GetCultures:



## Public Member Functions

- override void **OnEnter** ()

## Public Attributes

- FsmString[] Cultures  
*Found voices (output array).*

### 5.46.1 Detailed Description

GetCultures-action for PlayMaker.

### 5.46.2 Member Data Documentation

#### 5.46.2.1 FsmString [] HutongGames.PlayMaker.Actions.GetCultures.Cultures

Found voices (output array).

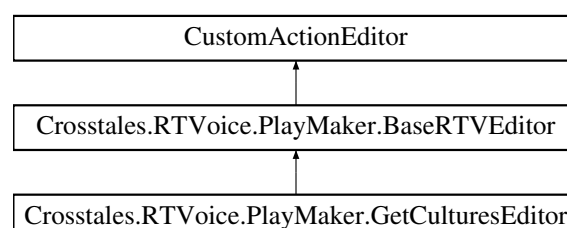
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/GetCultures.cs

## 5.47 Crosstales.RTVoice.PlayMaker.GetCulturesEditor Class Reference

Custom editor for the GetCultures-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetCulturesEditor:



## Additional Inherited Members

### 5.47.1 Detailed Description

Custom editor for the GetCultures-action.

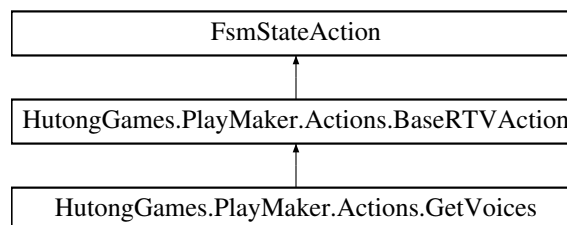
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstaes/RTVoice/3rd party/↔ PlayMaker/Editor/GetCulturesEditor.cs

## 5.48 HutongGames.PlayMaker.Actions.GetVoices Class Reference

GetVoices-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.GetVoices:



### Public Member Functions

- override void **OnEnter** ()

### Public Attributes

- FsmString Culture  
*Culture of the voices (e.g. 'en', blank for all cultures).*
- FsmString Gender  
*Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).*
- FsmString[] Voices  
*Found voices (output array).*

### 5.48.1 Detailed Description

GetVoices-action for PlayMaker.

### 5.48.2 Member Data Documentation

#### 5.48.2.1 FsmString HutongGames.PlayMaker.Actions.GetVoices.Culture

Culture of the voices (e.g. 'en', blank for all cultures).

#### 5.48.2.2 FsmString HutongGames.PlayMaker.Actions.GetVoices.Gender

Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).

#### 5.48.2.3 FsmString [] HutongGames.PlayMaker.Actions.GetVoices.Voices

Found voices (output array).

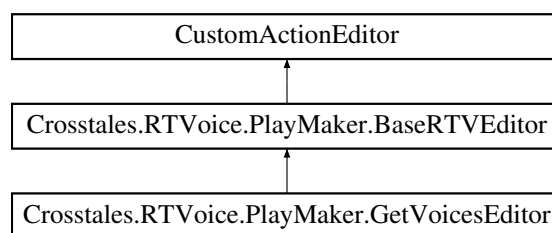
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/GetVoices.cs

## 5.49 Crosstales.RTVoice.PlayMaker.GetVoicesEditor Class Reference

Custom editor for the GetVoices-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetVoicesEditor:



### Additional Inherited Members

#### 5.49.1 Detailed Description

Custom editor for the GetVoices-action.

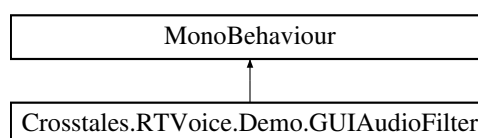
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Editor/GetVoicesEditor.cs

## 5.50 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**

### 5.50.1 Detailed Description

Simple GUI for audio filters.

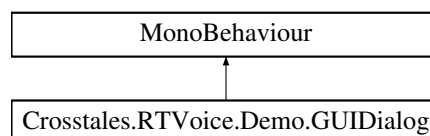
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUIAudioFilter.cs

## 5.51 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**

### 5.51.1 Detailed Description

Simple GUI for runtime dialogs with all available OS voices.

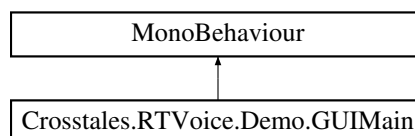
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔  
Scripts/GUIDialog.cs

## 5.52 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**

### 5.52.1 Detailed Description

Main GUI component for all demo scenes.

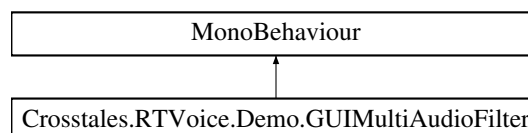
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUIMain.cs

## 5.53 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**

### 5.53.1 Detailed Description

Simple GUI for audio filters on multiple objects.

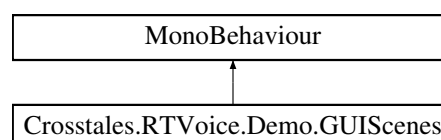
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/Scripts/GUIMultiAudioFilter.cs

## 5.54 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**

### 5.54.1 Detailed Description

Main GUI scene manager for all demo scenes.

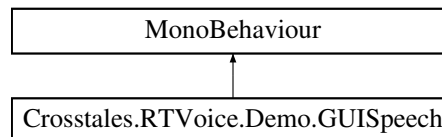
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUIScenes.cs

## 5.55 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

### 5.55.1 Detailed Description

Simple GUI for runtime TTS with all available OS voices.

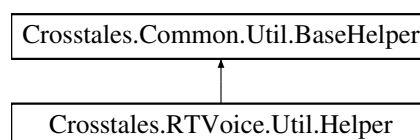
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUISpeech.cs

## 5.56 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><b>", string markPostfix="</b></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

### 5.56.1 Detailed Description

Various helper functions.

### 5.56.2 Member Function Documentation

#### 5.56.2.1 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.

**5.56.2.2** `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.

**5.56.2.3** `static string Crosstales.RTVoice.Util.Helper.MarkSpokenText ( string[] speechTextArray, int wordIndex, bool markAllSpokenWords = false, string markPrefix = "<color=green><b>", string markPostfix = "</b></color>" ) [static]`

Marks the current word or all spoken words from a given text array.

**Parameters**

<i>speechTextArray</i>	Array with all text fragments
<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.

**5.56.2.4** `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.

**5.56.2.5** `static Model.Enum.Gender Crosstailes.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.

**5.56.3 Property Documentation**

**5.56.3.1** `Model.Enum.ProviderType Crosstailes.RTVoice.Util.Helper.CurrentProviderType` `[static], [get]`

The current provider type.

**Returns**

Current provider type.

**5.56.3.2** `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.

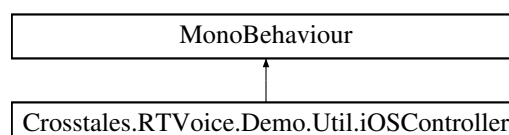
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstailes/RTVoice/Scripts/↵  
Util/Helper.cs

**5.57 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** ()

### 5.57.1 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/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/iOSController.cs

## 5.58 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 isWorkingInPlaymode [get]  
*Indicates if this provider is working with 'Play'-mode inside the Unity Editor.*
- 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.*
- bool isOnlineService [get]  
*Indicates if this provider is an online service like MaryTTS or AWS Polly.*
- bool hasCoRoutines [get]  
*Indicates if this provider uses co-routines.*
- bool isIL2CPPSupported [get]  
*Indicates if this provider is supporting IL2CPP.*
- System.Collections.Generic.List< string > Cultures [get]  
*Get all available cultures from the current provider (ISO 639-1).*

### 5.58.1 Detailed Description

Interface for all voice providers.

### 5.58.2 Member Function Documentation

#### 5.58.2.1 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.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Provider.BaseVoice↩

Provider, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Provider.VoiceProviderMary, Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, and Crosstales.RTVoice.VoiceProviderExample.

#### 5.58.2.2 void Crosstales.RTVoice.Provider.IVoiceProvider.Silence ( )

Silence all active TTS-providers.

Implemented in Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, and Crosstales.RTVoice.Provider.BaseVoiceProvider.

#### 5.58.2.3 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.

#### 5.58.2.4 IEnumerable 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.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, and Crosstales.RTVoice.Provider.VoiceProviderMary.

#### 5.58.2.5 IEnumerable 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.VoiceProviderExample, Crosstales.RTVoice.Provider.BaseVoiceProvider, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, and Crosstales.RTVoice.Provider.VoiceProviderMary.

### 5.58.3 Property Documentation

#### 5.58.3.1 `string Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileExtension` [get]

Returns the extension of the generated audio files.

##### Returns

Extension of the generated audio files.

#### 5.58.3.2 `AudioType Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileType` [get]

Returns the type of the generated audio files.

##### Returns

Type of the generated audio files.

#### 5.58.3.3 `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.

#### 5.58.3.4 `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.

#### 5.58.3.5 `bool Crosstales.RTVoice.Provider.IVoiceProvider.hasCoRoutines` [get]

Indicates if this provider uses co-routines.

##### Returns

True if this provider uses co-routines.

**5.58.3.6 bool Crosstales.RTVoice.Provider.IVoiceProvider.isIL2CPPSupported** [get]

Indicates if this provider is supporting IL2CPP.

**Returns**

True if this provider supports IL2CPP.

**5.58.3.7 bool Crosstales.RTVoice.Provider.IVoiceProvider.isOnlineService** [get]

Indicates if this provider is an online service like MaryTTS or AWS Polly.

**Returns**

True if this provider is an online service.

**5.58.3.8 bool Crosstales.RTVoice.Provider.IVoiceProvider.isPlatformSupported** [get]

Indicates if this provider is supporting the current platform.

**Returns**

True if this provider supports current platform.

**5.58.3.9 bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakNativeSupported** [get]

Indicates if this provider is supporting SpeakNative.

**Returns**

True if this provider supports SpeakNative.

**5.58.3.10 bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakSupported** [get]

Indicates if this provider is supporting Speak.

**Returns**

True if this provider supports Speak.

**5.58.3.11 bool Crosstales.RTVoice.Provider.IVoiceProvider.isSSMLSupported** [get]

Indicates if this provider is supporting SSML.

**Returns**

True if this provider supports SSML.

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

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

#### Returns

True if the provider is working directly inside the Unity Editor.

5.58.3.13 `bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInPlaymode` [get]

Indicates if this provider is working with 'Play'-mode inside the Unity Editor.

#### Returns

True if this provider is working with 'Play'-mode inside the Unity Editor.

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

Maximal length of the speech text (in characters).

#### Returns

The maximal length of the speech text.

5.58.3.15 `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/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/IVoiceProvider.cs`

## 5.59 Crosstales.RTVoice.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

### 5.59.1 Detailed Description

Show the configuration window on the first launch.

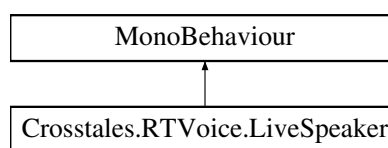
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Task/Launch.cs

## 5.60 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.*

### 5.60.1 Detailed Description

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

### 5.60.2 Member Function Documentation

#### 5.60.2.1 void Crosstales.RTVoice.LiveSpeaker.Silence ( )

Silence all active TTS-voices.

#### 5.60.2.2 void Crosstales.RTVoice.LiveSpeaker.Speak ( Model.Wrapper wrapper )

Speaks a text with a given wrapper.

## Parameters

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

**5.60.2.3 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).
-------------	---

**5.60.2.4 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).
-------------	---

**5.60.2.5 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.
----------------	----------------------------------

**5.60.2.6 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).
-------------	---

### 5.60.2.7 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).
-------------	---

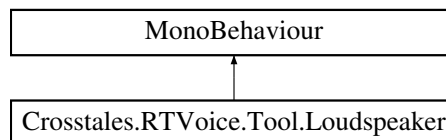
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/LiveSpeaker.cs

## 5.61 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).*



### 5.61.1 Detailed Description

Loudspeaker for an AudioSource.

### 5.61.2 Member Data Documentation

#### 5.61.2.1 bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource = true

Silence the origin (default: true).

#### 5.61.2.2 AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source

Origin AudioSource.

#### 5.61.2.3 bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized = false

Synchronize with the origin (default: false).

### 5.61.3 Property Documentation

#### 5.61.3.1 bool Crosstales.RTVoice.Tool.Loudspeaker.isSilenceSource [get], [set]

Silence the origin (main use is for UI).

#### 5.61.3.2 bool Crosstales.RTVoice.Tool.Loudspeaker.isSynchronized [get], [set]

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

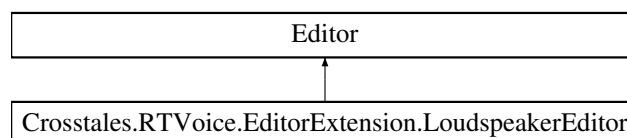
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Tool/Loudspeaker.cs

## 5.62 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** ()

### 5.62.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

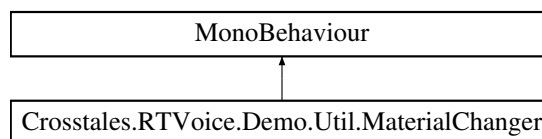
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔  
Extension/LoudspeakerEditor.cs

## 5.63 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**

### 5.63.1 Detailed Description

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

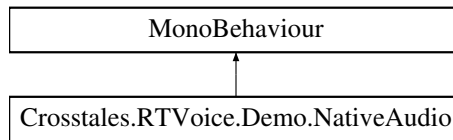
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔  
Scripts/Util/MaterialChanger.cs

## 5.64 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

### 5.64.1 Detailed Description

Simple example with native audio for exact timing.

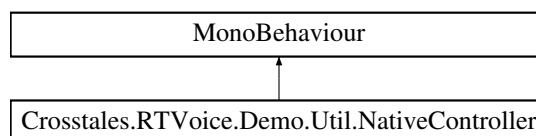
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/NativeAudio.cs

## 5.65 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.*

### 5.65.1 Detailed Description

Enables or disable game objects for native mode.

### 5.65.2 Member Data Documentation

#### 5.65.2.1 bool Crosstales.RTVoice.Demo.Util.NativeController.Active = true

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

#### 5.65.2.2 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/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔  
Scripts/Util/NativeController.cs

## 5.66 Crosstales.Common.EditorTask.NYCheck Class Reference

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

### 5.66.1 Detailed Description

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

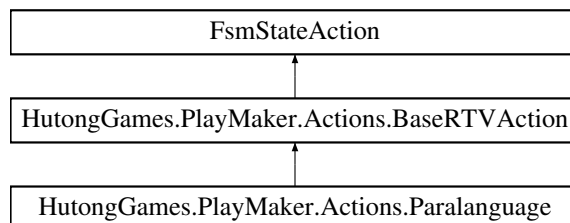
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/↔  
Task/NYCheck.cs

## 5.67 HutongGames.PlayMaker.Actions.Paralanguage Class Reference

Paralanguage-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Paralanguage:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

### Public Attributes

- `Crosstales.RTVoice.Tool.Paralanguage Obj`  
*Add a Paralanguage (default: first object in scene).*

#### 5.67.1 Detailed Description

Paralanguage-action for PlayMaker.

#### 5.67.2 Member Data Documentation

##### 5.67.2.1 `Crosstales.RTVoice.Tool.Paralanguage` `HutongGames.PlayMaker.Actions.Paralanguage.Obj`

Add a Paralanguage (default: first object in scene).

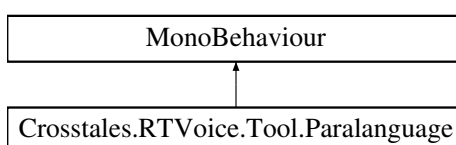
The documentation for this class was generated from the following file:

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

## 5.68 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

- ParalanguageStart OnParalanguageStart  
*An event triggered whenever a Paralanguage 'Speak' is started.*
- ParalanguageComplete OnParalanguageComplete  
*An event triggered whenever a Paralanguage 'Speak' is completed.*
- 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).*

### 5.68.1 Detailed Description

Para-language simulator with audio files.

## 5.68.2 Member Function Documentation

### 5.68.2.1 void Crosstales.RTVoice.Tool.Paralanguage.Silence ( )

Silence the speech.

### 5.68.2.2 void Crosstales.RTVoice.Tool.Paralanguage.Speak ( )

Speak the text.

## 5.68.3 Member Data Documentation

### 5.68.3.1 AudioClip [ ] Crosstales.RTVoice.Tool.Paralanguage.Clips

Audio clips to play.

### 5.68.3.2 float Crosstales.RTVoice.Tool.Paralanguage.Delay = 0f

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

### 5.68.3.3 Model.Enum.SpeakMode Crosstales.RTVoice.Tool.Paralanguage.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

### 5.68.3.4 float Crosstales.RTVoice.Tool.Paralanguage.Pitch = 1f

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

### 5.68.3.5 bool Crosstales.RTVoice.Tool.Paralanguage.PlayOnStart = false

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

### 5.68.3.6 float Crosstales.RTVoice.Tool.Paralanguage.Rate = 1f

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

### 5.68.3.7 string Crosstales.RTVoice.Tool.Paralanguage.Text = string.Empty

Text to speak.

#### 5.68.3.8 **Model.VoiceAlias** Crosstales.RTVoice.Tool.Paralanguage.Voices

Voices for the speech.

#### 5.68.3.9 **float** Crosstales.RTVoice.Tool.Paralanguage.Volume = 1f

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

### 5.68.4 Property Documentation

#### 5.68.4.1 **float** Crosstales.RTVoice.Tool.Paralanguage.CurrentPitch [get], [set]

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

#### 5.68.4.2 **float** Crosstales.RTVoice.Tool.Paralanguage.CurrentRate [get], [set]

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

#### 5.68.4.3 **string** Crosstales.RTVoice.Tool.Paralanguage.CurrentText [get], [set]

Text to speak (main use is for UI).

#### 5.68.4.4 **float** Crosstales.RTVoice.Tool.Paralanguage.CurrentVolume [get], [set]

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

#### 5.68.4.5 **ParalanguageComplete** Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageComplete [add], [remove]

An event triggered whenever a Paralanguage 'Speak' is completed.

#### 5.68.4.6 **ParalanguageStart** Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageStart [add], [remove]

An event triggered whenever a Paralanguage 'Speak' is started.

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

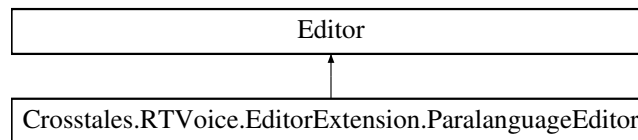
- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵  
Tool/Paralanguage.cs



## 5.69 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** ()

#### 5.69.1 Detailed Description

Custom editor for the 'Paralanguage'-class.

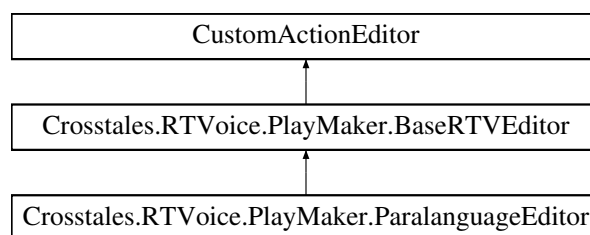
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔  
Extension/ParalanguageEditor.cs

## 5.70 Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference

Custom editor for the Paralanguage-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.ParalanguageEditor:



### Additional Inherited Members

#### 5.70.1 Detailed Description

Custom editor for the Paralanguage-action.

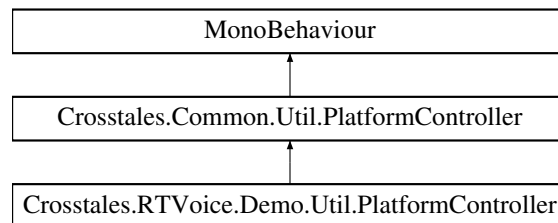
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔  
PlayMaker/Editor/ParalanguageEditor.cs

## 5.71 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**

### 5.71.1 Detailed Description

Enables or disable game objects for a given platform.

### 5.71.2 Member Data Documentation

#### 5.71.2.1 GameObject [ ] Crosstales.Common.Util.PlatformController.Objects

Selected objects for the controller.

### 5.71.2.2 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).

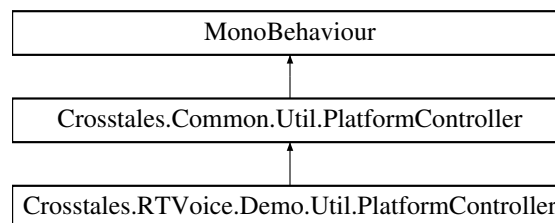
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/PlatformController.cs

## 5.72 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

#### 5.72.1 Detailed Description

Enables or disable game objects for a given platform.

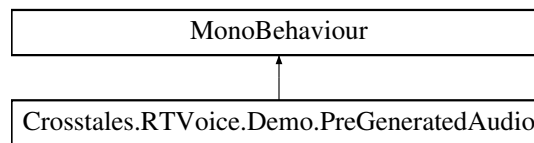
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/PlatformController.cs

## 5.73 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

### 5.73.1 Detailed Description

Simple example with pre-generated audio for exact timing.

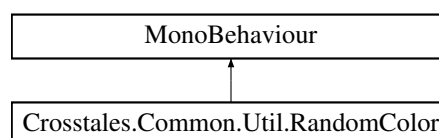
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/PreGeneratedAudio.cs

## 5.74 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  
*summary>Modify the color of a material instead of the Renderer (default: not set, optional).*
- Material Material  
*summary>Set the object to a random color at Start (default: false).*
- bool **RandomColorAtStart** = false

### 5.74.1 Detailed Description

Random color changer.

### 5.74.2 Member Data Documentation

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

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

#### 5.74.2.2 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).

#### 5.74.2.3 bool Crosstales.Common.Util.RandomColor.GrayScale = false

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

#### 5.74.2.4 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).

#### 5.74.2.5 Material Crosstales.Common.Util.RandomColor.Material

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

#### 5.74.2.6 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).

#### 5.74.2.7 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).

#### 5.74.2.8 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).

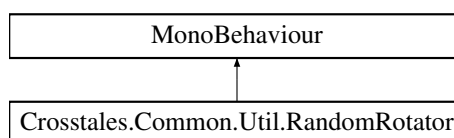
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/↵  
Util/RandomColor.cs

## 5.75 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

### 5.75.1 Detailed Description

Random rotation changer.

### 5.75.2 Member Data Documentation

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

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

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

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

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

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

#### 5.75.2.4 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).

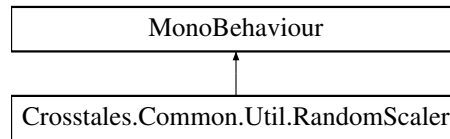
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/↵ Util/RandomRotator.cs

## 5.76 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

### 5.76.1 Detailed Description

Random scale changer.

### 5.76.2 Member Data Documentation

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

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

#### 5.76.2.2 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).*



5.76.2.3 **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).

5.76.2.4 **bool** `Crosstales.Common.Util.RandomScaler.Uniform = true`

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

5.76.2.5 **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/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/RandomScaler.cs

## 5.77 Crosstales.RTVoice.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

### 5.77.1 Detailed Description

Reminds the customer to create an UAS review.

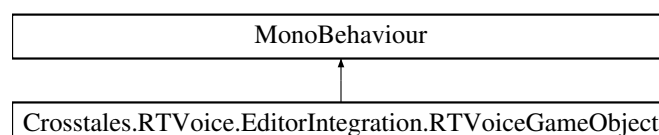
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Task/ReminderCheck.cs

## 5.78 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for `Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject`:



### 5.78.1 Detailed Description

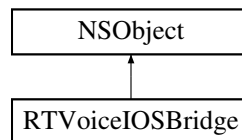
Editor component for the "Hierarchy"-menu.

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Integration/RTVoiceGameObject.cs`

## 5.79 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



### Instance Methods

- (void) - setVoices
- (void) - speak:text:rate:pitch:volume:
- (void) - stop

### 5.79.1 Method Documentation

#### 5.79.1.1 - (void) setVoices

Collects and sends all voices to RTVoice.

#### 5.79.1.2 - (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

### 5.79.1.3 - (void) stop

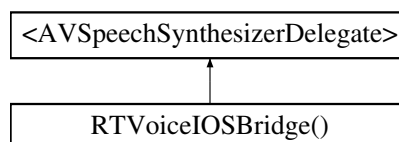
Stops speaking

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Wrapper/iOS/RTVoiceIOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Wrapper/iOS/RTVoiceIOSBridge.mm

## 5.80 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/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Wrapper/iOS/RTVoiceIOSBridge.mm

## 5.81 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

### 5.81.1 Detailed Description

Editor component for the "Tools"-menu.

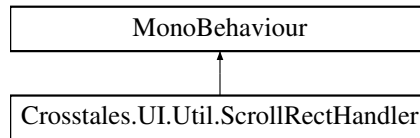
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/Integration/RTVoiceMenu.cs

## 5.82 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**

### 5.82.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

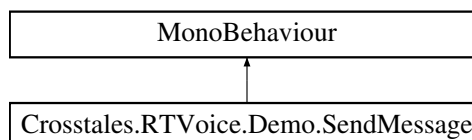
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs

## 5.83 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

### 5.83.1 Detailed Description

Simple "SendMessage" example.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/SendMessage.cs

## 5.84 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

### 5.84.1 Detailed Description

Model for a sequence.

## 5.84.2 Member Data Documentation

### 5.84.2.1 Enum.SpeakMode Crosstales.RTVoice.Model.Sequence.Mode = Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

### 5.84.2.2 float Crosstales.RTVoice.Model.Sequence.Pitch = 1f

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

### 5.84.2.3 float Crosstales.RTVoice.Model.Sequence.Rate = 1f

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

### 5.84.2.4 AudioSource Crosstales.RTVoice.Model.Sequence.Source

AudioSource for the output (optional).

### 5.84.2.5 string Crosstales.RTVoice.Model.Sequence.Text = string.Empty

Text to speak.

### 5.84.2.6 Model.VoiceAlias Crosstales.RTVoice.Model.Sequence.Voices

Voices for the speech.

### 5.84.2.7 float Crosstales.RTVoice.Model.Sequence.Volume = 1f

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

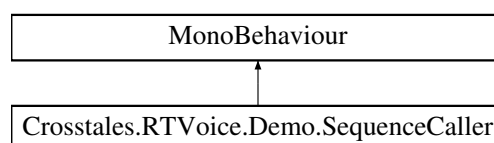
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵  
Model/Sequence.cs

## 5.85 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

### 5.85.1 Detailed Description

Simple Sequence caller example.

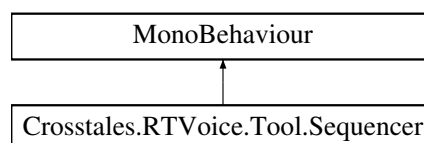
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/SequenceCaller.cs

## 5.86 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.*

### 5.86.1 Detailed Description

Simple sequencer for dialogues.

### 5.86.2 Member Function Documentation

#### 5.86.2.1 void Crosstales.RTVoice.Tool.Sequencer.PlayAllSequences ( )

Plays all Sequences.

#### 5.86.2.2 void Crosstales.RTVoice.Tool.Sequencer.PlayNextSequence ( )

Plays the next Sequence in the array.

#### 5.86.2.3 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).
--------------	---

#### 5.86.2.4 void Crosstales.RTVoice.Tool.Sequencer.StopAllSequences ( )

Stops and silences all active Sequences.

### 5.86.3 Member Data Documentation



#### 5.86.3.1 float Crosstales.RTVoice.Tool.Sequencer.Delay = 0f

Delay in seconds before the Sequencer starts processing (default: 0).

#### 5.86.3.2 bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false

Enable the Sequencer on start (default: false).

#### 5.86.3.3 Model.Sequence [] Crosstales.RTVoice.Tool.Sequencer.Sequences

All available sequences.

### 5.86.4 Property Documentation

#### 5.86.4.1 Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence [get]

Returns the current Sequence.

##### Returns

The current Sequence.

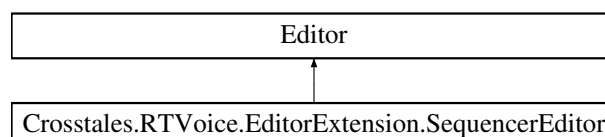
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔  
Tool/Sequencer.cs

## 5.87 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** ()

### 5.87.1 Detailed Description

Custom editor for the 'Sequencer'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔  
Extension/SequencerEditor.cs

## 5.88 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]

### 5.88.1 Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/↔  
Util/SerializableDictionary.cs

## 5.89 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.*

### 5.89.1 Detailed Description

Serialize and deserialize objects to/from binary files.

### 5.89.2 Member Function Documentation

5.89.2.1 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

5.89.2.2 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

5.89.2.3 `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

5.89.2.4 `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:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/↔  
Util/SerializeDeSerialize.cs

## 5.90 Crosstales.Common.EditorTask.SetApiLevel Class Reference

Sets the required .NET API level.

### 5.90.1 Detailed Description

Sets the required .NET API level.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/↔  
Task/SetApiLevel.cs

## 5.91 Crosstales.RTVoice.EditorTask.SetApiLevel Class Reference

Sets the required .NET API level.

### 5.91.1 Detailed Description

Sets the required .NET API level.

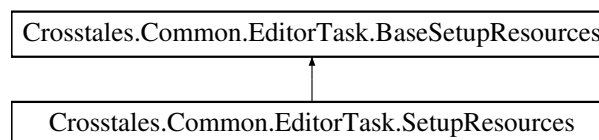
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Task/SetApiLevel.cs

## 5.92 Crosstales.Common.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



### Additional Inherited Members

#### 5.92.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

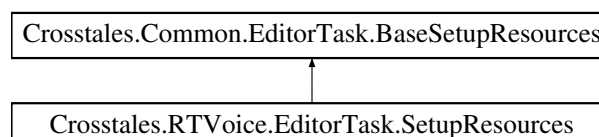
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/↔ Task/SetupResources.cs

## 5.93 Crosstales.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.RTVoice.EditorTask.SetupResources:



## Additional Inherited Members

### 5.93.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

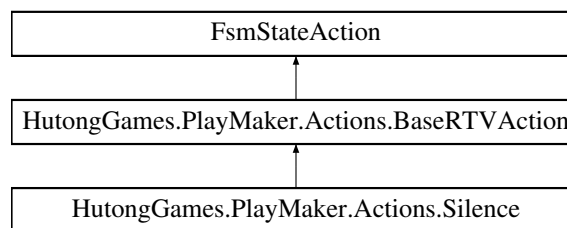
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstailes/RTVoice/Editor/↔ Task/SetupResources.cs

## 5.94 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



## Public Member Functions

- override void **OnEnter** ()

## Additional Inherited Members

### 5.94.1 Detailed Description

Silence-action for PlayMaker.

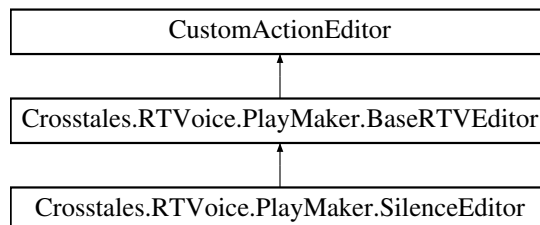
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstailes/RTVoice/3rd party/↔ PlayMaker/Scripts/Silence.cs

## 5.95 Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SilenceEditor:



### Additional Inherited Members

#### 5.95.1 Detailed Description

Custom editor for the Silence-action.

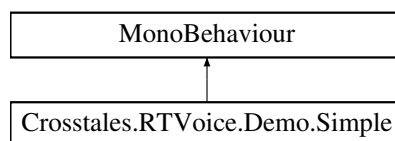
The documentation for this class was generated from the following file:

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

## 5.96 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**

### 5.96.1 Detailed Description

Simple TTS example.

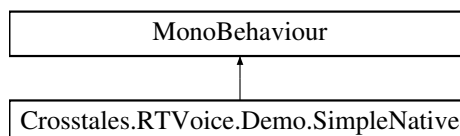
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Simple.cs

## 5.97 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**

### 5.97.1 Detailed Description

Simple native TTS example.

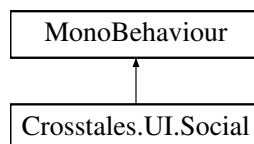
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔  
Scripts/SimpleNative.cs

## 5.98 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 **Youtube** ()
- void **Discord** ()

### 5.98.1 Detailed Description

Crosstailes social media links.

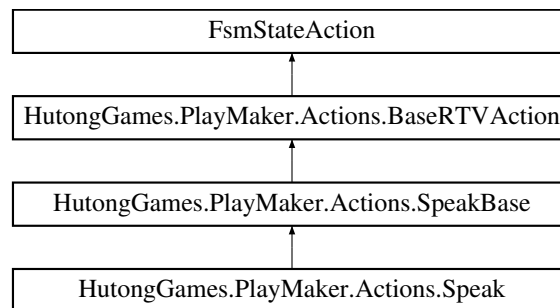
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstailes/Common/UI/Scripts/Social.cs

## 5.99 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

### 5.99.1 Detailed Description

Speak-action for PlayMaker.

### 5.99.2 Member Data Documentation

#### 5.99.2.1 FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"

Fallback culture (e.g. 'en', optional).

#### 5.99.2.2 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = "en"

Name of the RT-Voice under Android.

#### 5.99.2.3 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameCustom = string.Empty

Name of the RT-Voice in a custom provider.

#### 5.99.2.4 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

#### 5.99.2.5 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"

Name of the RT-Voice under macOS.

#### 5.99.2.6 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMaryTTS = "cms-rms-hsmm"

Name of the RT-Voice under MaryTTS.

#### 5.99.2.7 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "David"

Name of the RT-Voice under Windows.

#### 5.99.2.8 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "David"

Name of the RT-Voice under WSA.

### 5.99.2.9 FsmString HutongGames.PlayMaker.Actions.Speak.Text = "Hello world!"

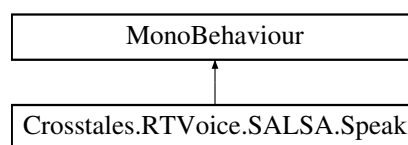
Text to speak.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstailes/RTVoice/3rd party/↔ PlayMaker/Scripts/Speak.cs

## 5.100 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

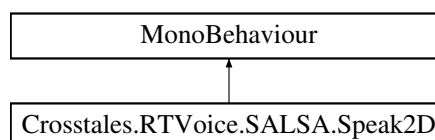
- AudioSource **Source**
- CrazyMinnow.SALSA.Salsa3D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstailes/RTVoice/3rd party/↔ SALSA/Scripts/Speak.cs

## 5.101 Crosstailes.RTVoice.SALSA.Speak2D Class Reference

Inheritance diagram for Crosstailes.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**

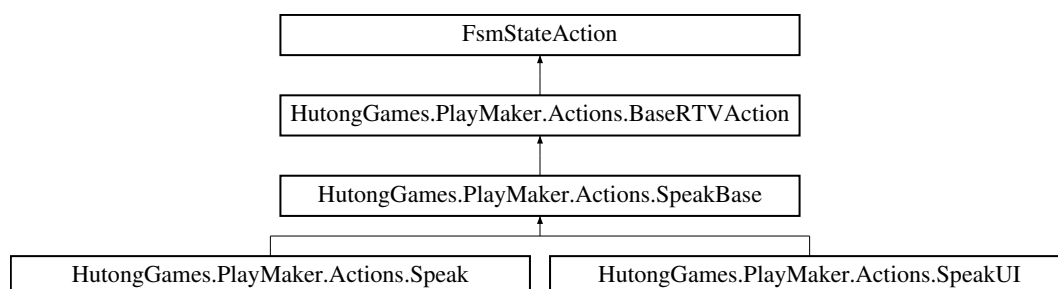
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstailes/RTVoice/3rd party/↔ SALSA/Scripts/Speak2D.cs

## 5.102 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

- Crosstailes.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**

### 5.102.1 Detailed Description

Base for Speak-actions in PlayMaker.

### 5.102.2 Member Data Documentation

#### 5.102.2.1 FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

#### 5.102.2.2 Crosstailes.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode

Speak mode (default: 'Speak').

#### 5.102.2.3 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f

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

#### 5.102.2.4 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1

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

#### 5.102.2.5 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1

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

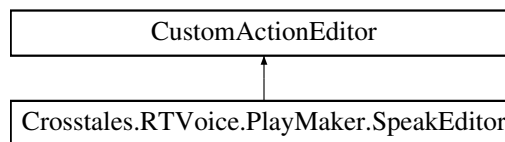
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstailes/RTVoice/3rd party/↔  
PlayMaker/Scripts/SpeakBase.cs

## 5.103 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** ()

#### 5.103.1 Detailed Description

Custom editor for the Speak-action.

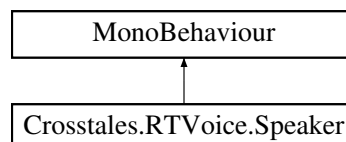
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Editor/SpeakEditor.cs

## 5.104 Crosstales.RTVoice.Speaker Class Reference

Main component of RTVoice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



### Public Member Functions

- 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=null)  
*Pause an active TTS-voice with a UID (only for 'Speak'-calls).*
- static void UnPause (string uid=null)  
*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 MaryTTSMODE = 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 WSANative = false  
*Enable or disable native speak under WSA. If enabled, the build type must be 'XAML!' (default: false).*
- bool SilenceOnDisable = false  
*Silence any speeches if this component gets disabled (default: false).*
- bool SilenceOnFocusLost = false  
*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 isWSANative [get, set]  
*Enable or disable native speak under WSA. If enabled, the build type must be 'XAML'!*
- 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 isSilenceOnFocusLost [get, set]  
*Silence any speeches if the application loses the focus.*
- 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.*
- static bool enforcedStandaloneTTS [get]  
*Is standalone TTS enforced?*
- 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 bool isWorkingInPlaymode [get]  
*Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.*
- 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 bool isOnlineService [get]  
*Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.*
- static bool hasCoRoutines [get]  
*Indicates if this TTS-system uses co-routines.*
- static bool isIL2CPPSupported [get]  
*Indicates if this TTS-system is supporting IL2CPP.*
- static System.Collections.Generic.List< string > Cultures [get]  
*Get all available cultures from the current TTS-system (ISO 639-1).*

### 5.104.1 Detailed Description

Main component of RTVoice.

### 5.104.2 Member Function Documentation

- 5.104.2.1 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>timeFactor</i>	Time factor for the calculated value (default: 0.9, optional).

## Returns

Approximated speech length in seconds of the given text and rate.

5.104.2.2 `static void Crosstales.RTVoice.Speaker.DeleteAudioFiles ( ) [static]`

Deletes all generated audio files.

5.104.2.3 `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.

5.104.2.4 `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.

**5.104.2.5** `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.

**5.104.2.6** `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.

**5.104.2.7** `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.

5.104.2.8 `static void Crosstales.RTVoice.Speaker.Pause ( string uid = null ) [static]`

Pause an active TTS-voice with a UID (only for 'Speak'-calls).

#### Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.104.2.9 `static void Crosstales.RTVoice.Speaker.ReloadProvider ( ) [static]`

Reloads the provider.

5.104.2.10 `static void Crosstales.RTVoice.Speaker.Reset ( ) [static]`

Resets this object.

5.104.2.11 `static void Crosstales.RTVoice.Speaker.Silence ( ) [static]`

Silence all active TTS-voices.

5.104.2.12 `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
------------	--------------------

5.104.2.13 `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.

5.104.2.14 `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.

5.104.2.15 `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.
----------------	----------------

5.104.2.16 `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).

5.104.2.17 `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.

**5.104.2.18** `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.

**5.104.2.19** `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.
----------------	----------------

**5.104.2.20** `static void Crosstales.RTVoice.Speaker.SpeakWithUID ( Model.Wrapper wrapper ) [static]`

Speaks a text with a given voice.

## Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

**5.104.2.21** `static void Crosstales.RTVoice.Speaker.UnPause ( string uid = null ) [static]`

Un-Pause an active TTS-voice with a UID (only for 'Speak'-calls).



## Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.104.2.22 **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.

5.104.2.23 **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.

5.104.2.24 **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.

**5.104.2.25** `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.

**5.104.2.26** `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.

### 5.104.3 Member Data Documentation

**5.104.3.1** `bool Crosstales.RTVoice.Speaker.AutoClearTags = false`

Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).

**5.104.3.2** `bool Crosstales.RTVoice.Speaker.CustomMode = false`

Enables or disables the custom provider (default: false).

**5.104.3.3** `Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomProvider`

Custom provider for RT-Voice.

5.104.3.4 `bool Crosstales.RTVoice.Speaker.DontDestroy = true`

Don't destroy gameobject during scene switches (default: true).

5.104.3.5 `bool Crosstales.RTVoice.Speaker.ESpeakMode = false`

Enable or disable eSpeak for standalone platforms (default: false).

5.104.3.6 `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).

5.104.3.7 `bool Crosstales.RTVoice.Speaker.MaryTTSMode = false`

Enables or disables MaryTTS (default: false).

5.104.3.8 `string Crosstales.RTVoice.Speaker.MaryTTSPassword = string.Empty`

User password for MaryTTS (default: empty).

5.104.3.9 `int Crosstales.RTVoice.Speaker.MaryTTSPort = 59125`

Server port for MaryTTS (default: 59125).

5.104.3.10 `Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryTTSType = Model.Enum.MaryTTSType.RAWMA↔RYXML`

Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).

5.104.3.11 `string Crosstales.RTVoice.Speaker.MaryTTSUrl = "http://mary.dfki.de"`

Server URL for MaryTTS.

5.104.3.12 `string Crosstales.RTVoice.Speaker.MaryTTSUser = string.Empty`

User name for MaryTTS (default: empty).

5.104.3.13 `bool Crosstales.RTVoice.Speaker.SilenceOnDisable = false`

Silence any speeches if this component gets disabled (default: false).

5.104.3.14 `bool Crosstales.RTVoice.Speaker.SilenceOnFocustLost = false`

Silence any speeches if the application loses the focus (default: true).

5.104.3.15 `bool Crosstales.RTVoice.Speaker.WSANative = false`

Enable or disable native speak under WSA. If enabled, the build type must be 'XAML!' (default: false).

## 5.104.4 Property Documentation

5.104.4.1 `bool Crosstales.RTVoice.Speaker.areVoicesReady` `[static], [get]`

Are all voices ready to speak?

5.104.4.2 `string Crosstales.RTVoice.Speaker.AudioFileExtension` `[static], [get]`

Returns the extension of the generated audio files.

### Returns

Extension of the generated audio files.

5.104.4.3 `int Crosstales.RTVoice.Speaker.BusyCount` `[static], [get]`

Number of activities.

5.104.4.4 `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.

5.104.4.5 `Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomVoiceProvider` `[static], [get], [set]`

Enables or disables MaryTTS.

**5.104.4.6** `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.

**5.104.4.7** `bool Crosstales.RTVoice.Speaker.enforcedStandaloneTTS` `[static], [get]`

Is standalone TTS enforced?

**5.104.4.8** `Model.Enum.ESpeakModifiers Crosstales.RTVoice.Speaker.ESpeakMod` `[static], [get], [set]`

Active modifier for all eSpeak voices (m1-m6 = male, f1-f4 = female).

**5.104.4.9** `bool Crosstales.RTVoice.Speaker.hasCoRoutines` `[static], [get]`

Indicates if this TTS-system uses co-routines.

**Returns**

True if this TTS-system uses co-routines.

**5.104.4.10** `bool Crosstales.RTVoice.Speaker.isAutoClearTags` `[static], [get], [set]`

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

**5.104.4.11** `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.

**5.104.4.12** `bool Crosstales.RTVoice.Speaker.isCustomMode` `[static], [get], [set]`

Enables or disables the custom voice provider.

**5.104.4.13** `bool Crosstales.RTVoice.Speaker.isESpeakMode` `[static], [get], [set]`

Enable or disable eSpeak for standalone platforms.

**5.104.4.14** `bool Crosstales.RTVoice.Speaker.isIL2CPPSupported` `[static], [get]`

Indicates if this TTS-system is supporting IL2CPP.

#### Returns

True if this TTS-system supports IL2CPP.

**5.104.4.15** `bool Crosstales.RTVoice.Speaker.isMaryMode` `[static], [get], [set]`

Enables or disables MaryTTS.

**5.104.4.16** `bool Crosstales.RTVoice.Speaker.isOnlineService` `[static], [get]`

Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.

#### Returns

True if this TTS-system is an online service.

**5.104.4.17** `bool Crosstales.RTVoice.Speaker.isPlatformSupported` `[static], [get]`

Indicates if this TTS-system is supporting the current platform.

#### Returns

True if this TTS-system supports current platform.

**5.104.4.18** `bool Crosstales.RTVoice.Speaker.isSilenceOnDisable` `[static], [get], [set]`

Silence any speeches if this component gets disabled.

**5.104.4.19** `bool Crosstales.RTVoice.Speaker.isSilenceOnFocustLost` `[static], [get], [set]`

Silence any speeches if the application loses the focus.

**5.104.4.20** `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.

**5.104.4.21** `bool Crosstales.RTVoice.Speaker.isSpeakNativeSupported` `[static], [get]`

Indicates if this TTS-system is supporting SpeakNative.

**Returns**

True if this TTS-system supports SpeakNative.

**5.104.4.22** `bool Crosstales.RTVoice.Speaker.isSpeakSupported` `[static], [get]`

Indicates if this TTS-system is supporting Speak.

**Returns**

True if this TTS-system supports Speak.

**5.104.4.23** `bool Crosstales.RTVoice.Speaker.isSSMLSupported` `[static], [get]`

Indicates if this TTS-system is supporting SSML.

**Returns**

True if this TTS-system supports SSML.

**5.104.4.24** `bool Crosstales.RTVoice.Speaker.isTTSAvailable` `[static], [get]`

Checks if TTS is available on this system.

**Returns**

True if TTS is available on this system.

**5.104.4.25** `bool Crosstales.RTVoice.Speaker.isWorkingInEditor` `[static], [get]`

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

**Returns**

True if this TTS-system is working directly inside the Unity Editor.

**5.104.4.26** `bool Crosstales.RTVoice.Speaker.isWorkingInPlaymode` `[static], [get]`

Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.

**Returns**

True if this TTS-system is working with 'Play'-mode inside the Unity Editor.

5.104.4.27 **bool** **Crosstales.RTVoice.Speaker.isWSANative** [static], [get], [set]

Enable or disable native speak under WSA. If enabled, the build type must be 'XAML'!

5.104.4.28 **string** **Crosstales.RTVoice.Speaker.MaryPassword** [static], [set]

Password for MaryTTS.

5.104.4.29 **int** **Crosstales.RTVoice.Speaker.MaryPort** [static], [get], [set]

Server port for MaryTTS.

5.104.4.30 **Model.Enum.MaryTTSType** **Crosstales.RTVoice.Speaker.MaryType** [static], [get], [set]

Input type for MaryTTS.

5.104.4.31 **string** **Crosstales.RTVoice.Speaker.MaryUrl** [static], [get], [set]

Server URL for MaryTTS.

5.104.4.32 **string** **Crosstales.RTVoice.Speaker.MaryUser** [static], [get], [set]

User name for MaryTTS.

5.104.4.33 **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.

5.104.4.34 **ErrorInfo** **Crosstales.RTVoice.Speaker.OnErrorInfo** [static], [add], [remove]

An event triggered whenever an error occurs.

5.104.4.35 **ProviderChange** **Crosstales.RTVoice.Speaker.OnProviderChange** [static], [add], [remove]

An event triggered whenever a provider changes (e.g. Windows to MaryTTS).



**5.104.4.36 SpeakAudioGenerationComplete** Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete [static], [add], [remove]

An event triggered whenever a speak audio generation is completed.

**5.104.4.37 SpeakAudioGenerationStart** Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart [static], [add], [remove]

An event triggered whenever a speak audio generation is started.

**5.104.4.38 SpeakComplete** Crosstales.RTVoice.Speaker.OnSpeakComplete [static], [add], [remove]

An event triggered whenever a speak is completed.

**5.104.4.39 SpeakCurrentPhoneme** Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme [static], [add], [remove]

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

**5.104.4.40 SpeakCurrentViseme** Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme [static], [add], [remove]

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

**5.104.4.41 SpeakCurrentWord** Crosstales.RTVoice.Speaker.OnSpeakCurrentWord [static], [add], [remove]

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

**5.104.4.42 SpeakStart** Crosstales.RTVoice.Speaker.OnSpeakStart [static], [add], [remove]

An event triggered whenever a speak is started.

**5.104.4.43 VoicesReady** Crosstales.RTVoice.Speaker.OnVoicesReady [static], [add], [remove]

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

**5.104.4.44 int** Crosstales.RTVoice.Speaker.SpeechCount [static], [get]

Number of active speeches.

5.104.4.45 `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.

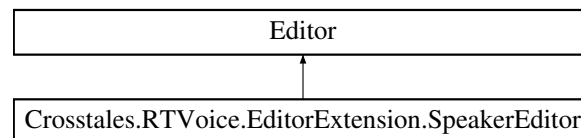
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Speaker.cs`↔

## 5.105 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** ()

### 5.105.1 Detailed Description

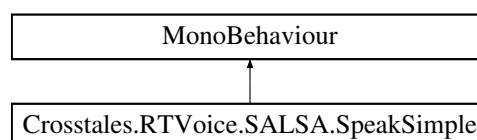
Custom editor for the 'Speaker'-class.

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Extension/SpeakerEditor.cs`↔

## 5.106 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**

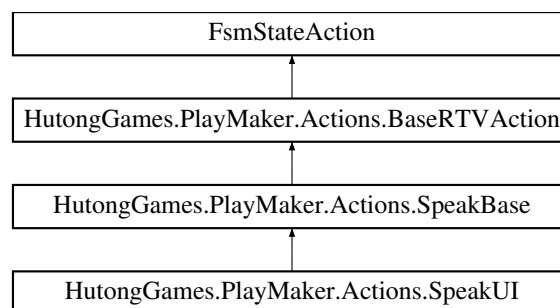
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstailes/RTVoice/3rd party/SALSA/Scripts/SpeakSimple.cs

## 5.107 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

### 5.107.1 Detailed Description

Speak-action for UI-components in PlayMaker.

### 5.107.2 Member Data Documentation

#### 5.107.2.1 FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"

Fallback culture (e.g. 'en', optional).

#### 5.107.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

#### 5.107.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

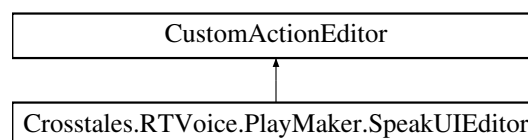
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstailes/RTVoice/3rd party/↔  
PlayMaker/Scripts/SpeakUI.cs

## 5.108 Crosstailes.RTVoice.PlayMaker.SpeakUIEditor Class Reference

Custom editor for the SpeakUI-action.

Inheritance diagram for Crosstailes.RTVoice.PlayMaker.SpeakUIEditor:



### Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

### 5.108.1 Detailed Description

Custom editor for the SpeakUI-action.

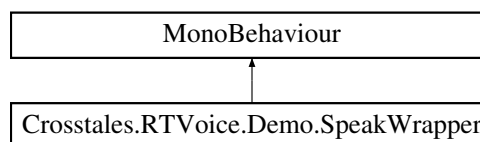
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Editor/SpeakUIEditor.cs

## 5.109 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**

### 5.109.1 Detailed Description

Wrapper for the dynamic speakers.

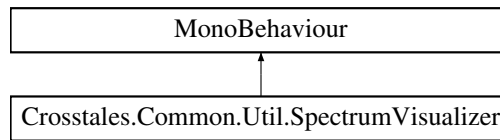
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/SpeakWrapper.cs

## 5.110 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

#### 5.110.1 Detailed Description

Simple spectrum visualizer.

#### 5.110.2 Member Data Documentation

##### 5.110.2.1 FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

##### 5.110.2.2 float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f

summary>Frequency band from left-to-right (default: true).

5.110.2.3 `bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true`

summary>Opacity of the material of the prefab (default: 1).

5.110.2.4 `GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab`

summary>Width per prefab.

5.110.2.5 `float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f`

summary>Gain-power for the frequency.

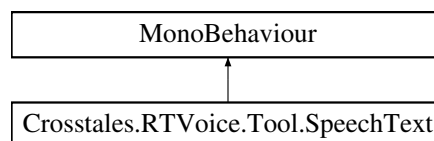
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/SpectrumVisualizer.cs`

## 5.111 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 FileName = @"\_generatedAudio/Speech01"  
*File name (incl. path) for 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

- SpeechTextStart OnSpeechTextStart  
*An event triggered whenever a SpeechText 'Speak' is started.*
- SpeechTextComplete OnSpeechTextComplete  
*An event triggered whenever a SpeechText 'Speak' is completed.*
- 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).*

### 5.111.1 Detailed Description

Allows to speak and store generated audio.



## 5.111.2 Member Function Documentation

### 5.111.2.1 void Crosstales.RTVoice.Tool.SpeechText.Silence ( )

Silence the speech.

### 5.111.2.2 void Crosstales.RTVoice.Tool.SpeechText.Speak ( )

Speak the text.

## 5.111.3 Member Data Documentation

### 5.111.3.1 float Crosstales.RTVoice.Tool.SpeechText.Delay = 0f

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

### 5.111.3.2 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'.

### 5.111.3.3 string Crosstales.RTVoice.Tool.SpeechText.FileName = @"\_generatedAudio/Speech01"

File name (incl. path) for the generated audio.

### 5.111.3.4 bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile = false

Generate audio file on/off (default: false).

### 5.111.3.5 Model.Enum.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

### 5.111.3.6 float Crosstales.RTVoice.Tool.SpeechText.Pitch = 1f

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

### 5.111.3.7 bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false

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

**5.111.3.8 float Crosstales.RTVoice.Tool.SpeechText.Rate = 1f**

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

**5.111.3.9 AudioSource Crosstales.RTVoice.Tool.SpeechText.Source**

AudioSource for the output (optional).

**5.111.3.10 string Crosstales.RTVoice.Tool.SpeechText.Text = string.Empty**

Text to speak.

**5.111.3.11 Model.VoiceAlias Crosstales.RTVoice.Tool.SpeechText.Voices**

Voices for the speech.

**5.111.3.12 float Crosstales.RTVoice.Tool.SpeechText.Volume = 1f**

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

**5.111.4 Property Documentation****5.111.4.1 float Crosstales.RTVoice.Tool.SpeechText.CurrentPitch** [get], [set]

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

**5.111.4.2 float Crosstales.RTVoice.Tool.SpeechText.CurrentRate** [get], [set]

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

**5.111.4.3 string Crosstales.RTVoice.Tool.SpeechText.CurrentText** [get], [set]

Text to speak (main use is for UI).

**5.111.4.4 float Crosstales.RTVoice.Tool.SpeechText.CurrentVolume** [get], [set]

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

**5.111.4.5 SpeechTextComplete Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextComplete** [add], [remove]

An event triggered whenever a SpeechText 'Speak' is completed.

#### 5.111.4.6 SpeechTextStart Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextStart [add], [remove]

An event triggered whenever a SpeechText 'Speak' is started.

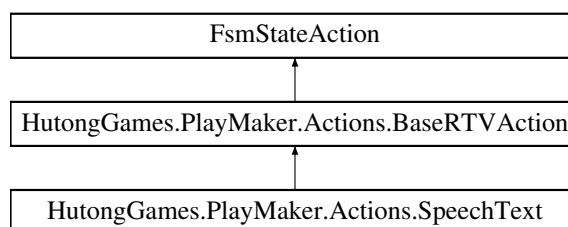
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Tool/SpeechText.cs

## 5.112 HutongGames.PlayMaker.Actions.SpeechText Class Reference

SpeechText-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeechText:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

### Public Attributes

- Crosstales.RTVoice.Tool.SpeechText Obj  
*Add a SpeechText (default: first object in scene).*

#### 5.112.1 Detailed Description

SpeechText-action for PlayMaker.

#### 5.112.2 Member Data Documentation

##### 5.112.2.1 Crosstales.RTVoice.Tool.SpeechText HutongGames.PlayMaker.Actions.SpeechText.Obj

Add a SpeechText (default: first object in scene).

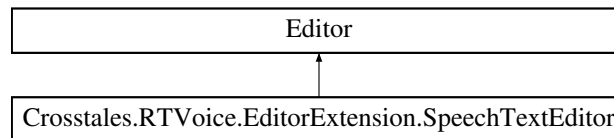
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↵ PlayMaker/Scripts/SpeechText.cs

## 5.113 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** ()

#### 5.113.1 Detailed Description

Custom editor for the 'SpeechText'-class.

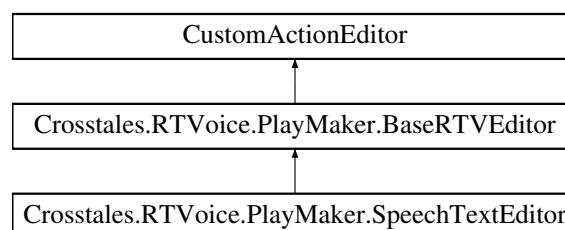
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔  
Extension/SpeechTextEditor.cs

## 5.114 Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference

Custom editor for the SpeechText-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeechTextEditor:



### Additional Inherited Members

#### 5.114.1 Detailed Description

Custom editor for the SpeechText-action.

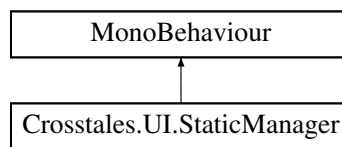
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔  
PlayMaker/Editor/SpeechTextEditor.cs

## 5.115 Crosstailes.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstailes.UI.StaticManager:



### Public Member Functions

- void Quit ()  
*Quit the application (stop playing inside the Editor).*
- void OpenCrosstailes ()  
*summary> Open the Unity AssetStore homepage.*
- void **OpenAssetstore** ()

### 5.115.1 Detailed Description

Static Button Manager.

### 5.115.2 Member Function Documentation

#### 5.115.2.1 void Crosstailes.UI.StaticManager.OpenCrosstailes ( )

*summary> Open the Unity AssetStore homepage.*

#### 5.115.2.2 void Crosstailes.UI.StaticManager.Quit ( )

Quit the application (stop playing inside the Editor).

*summary> Open the crosstailes homepage.*

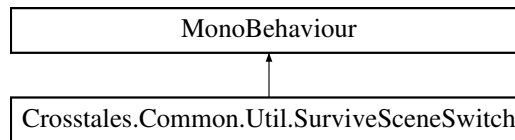
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstailes/Common/UI/↔ Scripts/StaticManager.cs

## 5.116 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.*

#### 5.116.1 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.

#### 5.116.2 Member Data Documentation

##### 5.116.2.1 GameObject [ ] Crosstales.Common.Util.SurviveSceneSwitch.Survivors

Objects which have to survive a scene switch.

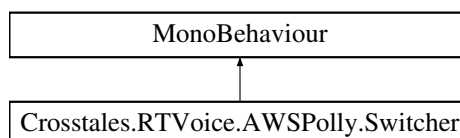
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/↔  
Tool/SurviveSceneSwitch.cs

## 5.117 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** ()

### 5.117.1 Detailed Description

Simple switcher to test the functionality of the AWS Polly provider.

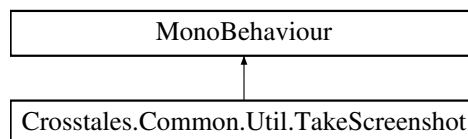
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Demo/Scripts/Switcher.cs

## 5.118 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

### 5.118.1 Detailed Description

Take screen shots inside an application.

## 5.118.2 Member Function Documentation

### 5.118.2.1 void Crosstales.Common.Util.TakeScreenshot.Update ( )

summary>Capture the screen.

## 5.118.3 Member Data Documentation

### 5.118.3.1 string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT\_Screenshot"

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

### 5.118.3.2 int Crosstales.Common.Util.TakeScreenshot.Scale = 1

summary>Key-press to capture the screen (default: F8).

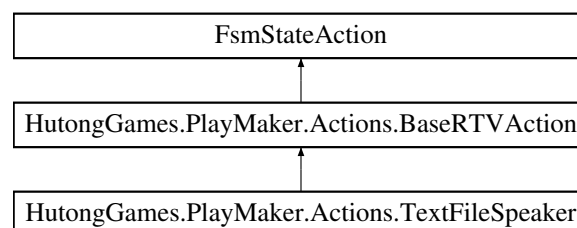
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/↔ Tool/TakeScreenshot.cs

## 5.119 HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference

TextFileSpeaker-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.TextFileSpeaker:



## Public Member Functions

- override void **OnEnter** ()

## Public Attributes

- Crosstales.RTVoice.Tool.TextFileSpeaker Obj  
*Add a TextFileSpeaker (default: first object in scene).*



### 5.119.1 Detailed Description

TextFileSpeaker-action for PlayMaker.

### 5.119.2 Member Data Documentation

#### 5.119.2.1 Crosstales.RTVoice.Tool.TextFileSpeaker HutongGames.PlayMaker.Actions.TextFileSpeaker.Obj

Add a TextFileSpeaker (default: first object in scene).

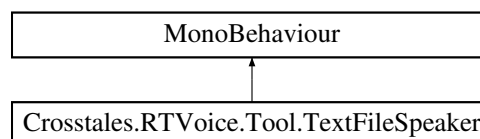
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/TextFileSpeaker.cs

## 5.120 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).*

### 5.120.1 Detailed Description

Allows to speak text files.

### 5.120.2 Member Function Documentation

#### 5.120.2.1 void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ( )

Speaks the next text (main use for UI).

#### 5.120.2.2 void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ( bool random )

Speaks the next text.

## Parameters

<i>random</i>	Speak a random text
---------------	---------------------

## 5.120.2.3 void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ( )

Speaks the previous text (main use for UI).

5.120.2.4 void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ( bool *random* )

Speaks the previous text.

## Parameters

<i>random</i>	Speak a random text
---------------	---------------------

## 5.120.2.5 void Crosstales.RTVoice.Tool.TextFileSpeaker.Reload ( )

Reloads all text files (e.g. when new text files were added during runtime).

## 5.120.2.6 void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ( )

Silence the speech.

## 5.120.2.7 void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ( )

Speaks a text (main use for UI).

## 5.120.2.8 void Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakAll ( )

Speaks all texts until StopAll is called.

5.120.2.9 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.

### 5.120.2.10 void Crosstales.RTVoice.Tool.TextFileSpeaker.StopAll ( )

Stops speaking all texts.

## 5.120.3 Member Data Documentation

### 5.120.3.1 float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay = 0f

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

### 5.120.3.2 Model.Enum.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

### 5.120.3.3 float Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch = 1f

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

### 5.120.3.4 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

### 5.120.3.5 bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart = false

Enable speaking of a random text file on start (default: false).

### 5.120.3.6 float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate = 1f

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

### 5.120.3.7 AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source

AudioSource for the output (optional).

### 5.120.3.8 bool Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakRandom = false

Speaks the text files in random order (default: false).

**5.120.3.9** TextAsset [ ] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles

Text files to speak.

**5.120.3.10** Model.VoiceAlias Crosstales.RTVoice.Tool.TextFileSpeaker.Voices

Voices for the speech.

**5.120.3.11** float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume = 1f

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

**5.120.4** Property Documentation**5.120.4.1** float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentPitch [get], [set]

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

**5.120.4.2** float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentRate [get], [set]

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

**5.120.4.3** float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentVolume [get], [set]

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

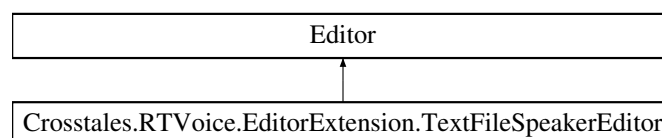
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵  
Tool/TextFileSpeaker.cs

**5.121** 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** ()

### 5.121.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

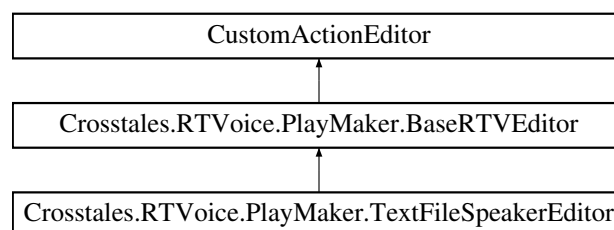
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↵  
Extension/TextFileSpeakerEditor.cs

## 5.122 Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference

Custom editor for the TextFileSpeaker-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor:



## Additional Inherited Members

### 5.122.1 Detailed Description

Custom editor for the TextFileSpeaker-action.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↵  
PlayMaker/Editor/TextFileSpeakerEditor.cs

## 5.123 Crosstales.RTVoice.EditorTask.Tracer Class Reference

Gather some tracing data for the asset.

### 5.123.1 Detailed Description

Gather some tracing data for the asset.

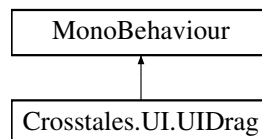
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Task/Tracer.cs

## 5.124 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows arround.

Inheritance diagram for Crosstales.UI.UIDrag:



### Public Member Functions

- void Start ()  
*summary> Drag started.*
- void BeginDrag ()  
*summary> While dragging.*
- void **OnDrag** ()

### 5.124.1 Detailed Description

Allow to Drag the Windows arround.

### 5.124.2 Member Function Documentation

#### 5.124.2.1 void Crosstales.UI.UIDrag.BeginDrag ( )

*summary> While dragging.*

#### 5.124.2.2 void Crosstales.UI.UIDrag.Start ( )

*summary> Drag started.*

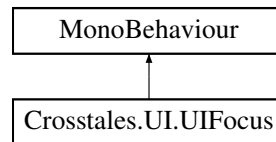
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/UI/↔ Scripts/UIDrag.cs

## 5.125 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



### Public Member Functions

- void Start ()  
*summary> Panel entered.*
- void **OnPanelEnter** ()

### Public Attributes

- string ManagerName = "Canvas"  
*Name of the gameobject containing the UIWindowManager.*

### 5.125.1 Detailed Description

Change the Focus on from a Window.

### 5.125.2 Member Function Documentation

#### 5.125.2.1 void Crosstales.UI.UIFocus.Start ( )

*summary> Panel entered.*

### 5.125.3 Member Data Documentation

#### 5.125.3.1 string Crosstales.UI.UIFocus.ManagerName = "Canvas"

Name of the gameobject containing the UIWindowManager.

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

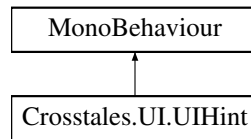
- D:/slauberberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/UI/↔  
Scripts/UIFocus.cs



## 5.126 Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.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).*

### 5.126.1 Detailed Description

Controls a UI group (hint).

### 5.126.2 Member Data Documentation

#### 5.126.2.1 float Crosstales.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

#### 5.126.2.2 bool Crosstales.UI.UIHint.Disable = true

Disable UI element after the fade (default: true).

### 5.126.2.3 bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

### 5.126.2.4 float Crosstales.UI.UIHint.FadeTime = 2f

Fade time in seconds (default: 2).

### 5.126.2.5 CanvasGroup Crosstales.UI.UIHint.Group

Group to fade.

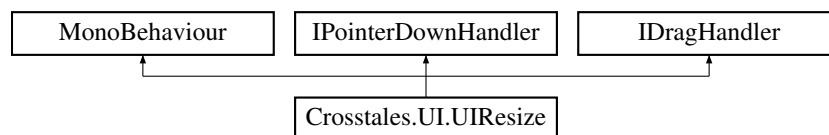
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.cs

## 5.127 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.*

### 5.127.1 Detailed Description

Resize a UI element.

## 5.127.2 Member Data Documentation

### 5.127.2.1 Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)

Maximum size of the UI element.

### 5.127.2.2 Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)

Minimum size of the UI element.

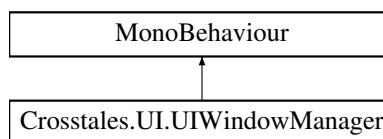
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIResize.cs

## 5.128 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.*

## 5.128.1 Detailed Description

Change the state of all Window panels.

## 5.128.2 Member Function Documentation

### 5.128.2.1 void Crosstales.UI.UIWindowManager.Start ( )

summary>Change the state of all windows.

## Parameters

<i>active</i>	Active window.
---------------	----------------

### 5.128.3 Member Data Documentation

#### 5.128.3.1 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/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/UI/↵ Scripts/UIWindowManager.cs

## 5.129 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."

#### 5.129.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↵ Task/UpdateCheck.cs

## 5.130 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", string version="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.*
- string Version = string.Empty  
*Version of the voice.*

## Properties

- string Culture [get, set]  
*Culture of the voice (ISO 639-1).*
- string SimplifiedCulture [get]  
*Simplified culture of the voice.*

### 5.130.1 Detailed Description

Model for a voice.

### 5.130.2 Constructor & Destructor Documentation

- 5.130.2.1 **Crosstales.RTVoice.Model.Voice.Voice** ( string name, string description, Enum.Gender gender, string age, string culture, string id = "", string vendor = "unknown", string version = "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).
<i>version</i>	Version of the voice (optional).

### 5.130.3 Member Data Documentation

#### 5.130.3.1 string Crosstales.RTVoice.Model.Voice.Age

Age of the voice.

#### 5.130.3.2 string Crosstales.RTVoice.Model.Voice.Description

Description of the voice.

#### 5.130.3.3 Enum.Gender Crosstales.RTVoice.Model.Voice.Gender

Gender of the voice.

#### 5.130.3.4 string Crosstales.RTVoice.Model.Voice.Identifier = string.Empty

Identifier of the voice.

#### 5.130.3.5 string Crosstales.RTVoice.Model.Voice.Name

Name of the voice.

#### 5.130.3.6 string Crosstales.RTVoice.Model.Voice.Vendor = string.Empty

Vendor of the voice.

#### 5.130.3.7 string Crosstales.RTVoice.Model.Voice.Version = string.Empty

Version of the voice.

### 5.130.4 Property Documentation

#### 5.130.4.1 string Crosstales.RTVoice.Model.Voice.Culture [get], [set]

Culture of the voice (ISO 639-1).

#### 5.130.4.2 string Crosstales.RTVoice.Model.Voice.SimplifiedCulture [get]

Simplified culture of the voice.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵  
Model/Voice.cs

## 5.131 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.*

#### 5.131.1 Detailed Description

Alias for multiple voices on different platforms.

#### 5.131.2 Member Data Documentation

##### 5.131.2.1 string Crosstales.RTVoice.Model.VoiceAlias.Culture = "en"

Fallback culture for the text (e.g. 'en', optional).

5.131.2.2 **Enum.Gender** Crosstales.RTVoice.Model.VoiceAlias.Gender = Enum.Gender.UNKNOWN

Fallback gender for the text.

5.131.2.3 **string** Crosstales.RTVoice.Model.VoiceAlias.VoiceNameAndroid = "en"

Name of the voice under Android.

5.131.2.4 **string** Crosstales.RTVoice.Model.VoiceAlias.VoiceNameCustom = string.Empty

Name of the voice for custom TTS-systems.

5.131.2.5 **string** Crosstales.RTVoice.Model.VoiceAlias.VoiceNameIOS = "Daniel"

Name of the voice under iOS.

5.131.2.6 **string** Crosstales.RTVoice.Model.VoiceAlias.VoiceNameLinux = "en"

Name of the voice under Linux and for eSpeak.

5.131.2.7 **string** Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMac = "Alex"

Name of the voice under macOS.

5.131.2.8 **string** Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMaryTTS = "cmu-rms-hsmm"

Name of the voice under MaryTTS.

5.131.2.9 **string** Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWindows = "David"

Name of the voice under Windows.

5.131.2.10 **string** Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWSA = "David"

Name of the voice under WSA.

### 5.131.3 Property Documentation

5.131.3.1 **Voice** Crosstales.RTVoice.Model.VoiceAlias.Voice [get]

Returns the voice for the current platform.

#### Returns

The voice for the current platform.



### 5.131.3.2 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.

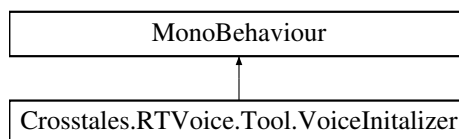
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Model/VoiceAlias.cs

## 5.132 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).*

### 5.132.1 Detailed Description

Allows to initialize voices (useful on Android).

## 5.132.2 Member Data Documentation

### 5.132.2.1 `bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices = false`

Initialize all voices (default: false).

### 5.132.2.2 `bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true`

Destroy the gameobject after initialize (default: true).

### 5.132.2.3 `Model.Enum.ProviderType Crosstales.RTVoice.Tool.VoiceInitializer.Provider = Model.Enum.ProviderType.Android`

Selected provider to initialize the voices (default: Android).

### 5.132.2.4 `string [] Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames`

Initialize voices by name.

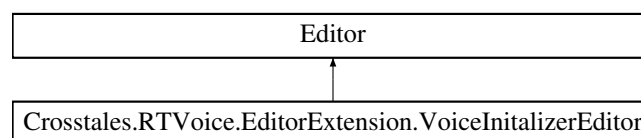
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔  
Tool/VoiceInitializer.cs

## 5.133 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** ()

### 5.133.1 Detailed Description

Custom editor for the 'VoiceInitializer'-class.

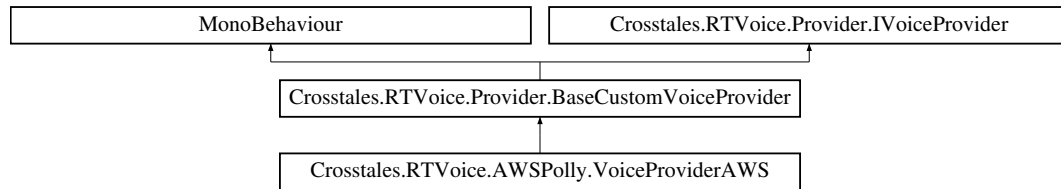
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Editor/↔  
Extension/VoiceInitializerEditor.cs

## 5.134 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference

AWS Polly voice provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWS:



### Public Member Functions

- void **Awake** ()
- void **Start** ()
- 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  
*Cognito credentials to access AWS Polly.*
- Endpoint Endpoint = Endpoint.EUCentral1  
*AWS endpoint for the connection.*
- bool AutoBreath = true  
*Enables or disables the simulation of natural breathing while speaking (default: true).*

### Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- Amazon.RegionEndpoint **getAWSEndpoint** [get]

## Additional Inherited Members

### 5.134.1 Detailed Description

AWS Polly voice provider.

### 5.134.2 Member Function Documentation

**5.134.2.1** `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`.

**5.134.2.2** `override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Load ( )` [virtual]

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

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

**5.134.2.3** `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`.

**5.134.2.4** `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.

### 5.134.3 Member Data Documentation

5.134.3.1 `bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.AutoBreath = true`

Enables or disables the simulation of natural breathing while speaking (default: true).

5.134.3.2 `string Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.CognitoCredentials = string.Empty`

Cognito credentials to access AWS Polly.

5.134.3.3 **Endpoint** `Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Endpoint = Endpoint.EUCentral1`

AWS endpoint for the connection.

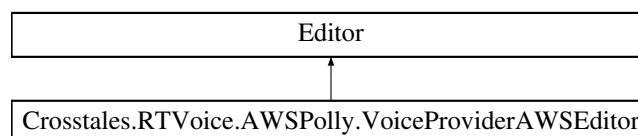
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Scripts/VoiceProviderAWS.cs

## 5.135 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** ()

### Properties

- static bool **isPrefabInScene** [get]

### 5.135.1 Detailed Description

Custom editor for the 'VoiceProviderAWS'-class.

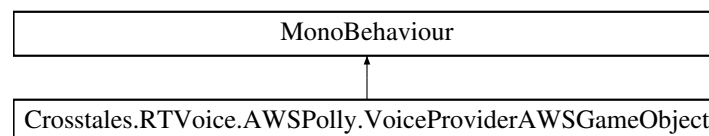
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Editor/VoiceProviderAWSEditor.cs

## 5.136 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:



### 5.136.1 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/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Editor/VoiceProviderAWSGameObject.cs

## 5.137 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

### 5.137.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

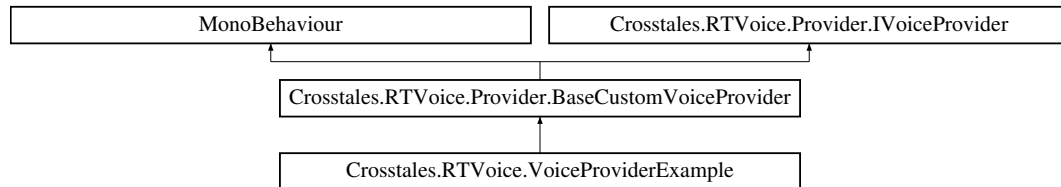
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Editor/VoiceProviderAWSMenu.cs

## 5.138 Crosstales.RTVoice.VoiceProviderExample Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.VoiceProviderExample:



### Public Member Functions

- 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 Speak (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice.*
- override IEnumerator SpeakNative (Model.Wrapper wrapper)  
*The current provider speaks a text with a given voice (native mode).*

### Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]

### Additional Inherited Members

#### 5.138.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables

#### 5.138.2 Member Function Documentation

- 5.138.2.1 override IEnumerator Crosstales.RTVoice.VoiceProviderExample.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.

5.138.2.2 **override void Crosstales.RTVoice.VoiceProviderExample.Load ( )** [virtual]

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.138.2.3 **override IEnumerator Crosstales.RTVoice.VoiceProviderExample.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.

5.138.2.4 **override IEnumerator Crosstales.RTVoice.VoiceProviderExample.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:

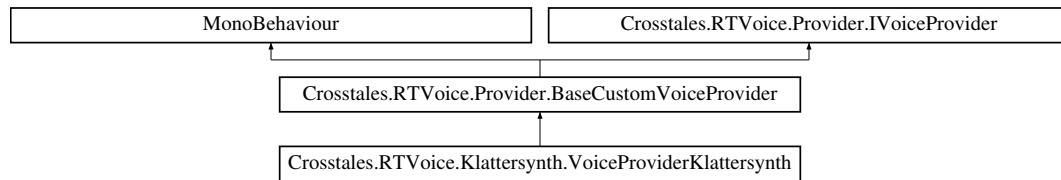
- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/VoiceProviderExample.cs

## 5.139 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference

Klattersynth voice provider.

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth:





## Public Member Functions

- void **Start** ()
- 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

- StroboTnik.Klattersynth.Speech[] **Speeches**  
*All available speeches (=voice configurations) from Klattersynth.*
- Common.Model.Enum.SampleRate **SampleRate** = Common.Model.Enum.SampleRate.\_11025Hz  
*Desired sample rate (default: 11025).*

## Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]

## Additional Inherited Members

### 5.139.1 Detailed Description

Klattersynth voice provider.

### 5.139.2 Member Function Documentation

- 5.139.2.1 override IEnumerator **Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.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.

#### 5.139.2.2 override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Load ( ) [virtual]

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

#### 5.139.2.3 override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.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.

#### 5.139.2.4 override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.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.

### 5.139.3 Member Data Documentation

#### 5.139.3.1 Common.Model.Enum.SampleRate Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SampleRate = Common.Model.Enum.SampleRate.\_11025Hz

Desired sample rate (default: 11025).

#### 5.139.3.2 Strobotnik.Klattersynth.Speech [ ] Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Speeches

All available speeches (=voice configurations) from Klattersynth.

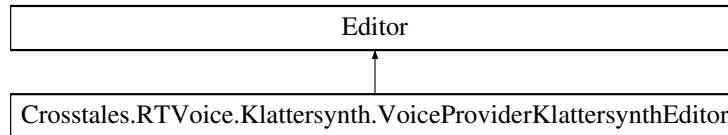
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Klattersynth/Scripts/VoiceProviderKlattersynth.cs

## 5.140 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference

Custom editor for the 'VoiceProviderKlattersynth'-class.

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor:



### Public Member Functions

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

### Properties

- static bool **isPrefabInScene** [get]

#### 5.140.1 Detailed Description

Custom editor for the 'VoiceProviderKlattersynth'-class.

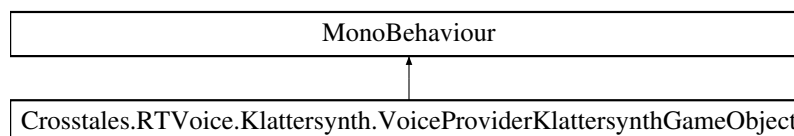
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Klattersynth/Editor/VoiceProviderKlattersynthEditor.cs

## 5.141 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject:



### 5.141.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Klattersynth/Editor/VoiceProviderKlattersynthGameObject.cs

## 5.142 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

### 5.142.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

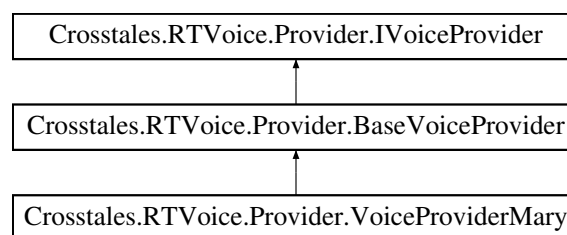
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Klattersynth/Editor/VoiceProviderKlattersynthMenu.cs

## 5.143 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=59125, 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.*

## Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]

## Additional Inherited Members

### 5.143.1 Detailed Description

MaryTTS voice provider.

### 5.143.2 Constructor & Destructor Documentation

**5.143.2.1** Crosstales.RTVoice.Provider.VoiceProviderMary.VoiceProviderMary ( MonoBehaviour *obj*, string *url*, int *port* = 59125, 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

### 5.143.3 Member Function Documentation

**5.143.3.1** 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.

**5.143.3.2** `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.

**5.143.3.3** `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.

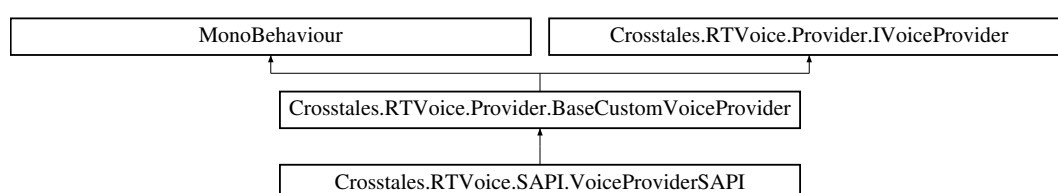
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderMary.cs

## 5.144 Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPI:



## Public Member Functions

- void **Awake** ()
- void **Start** ()
- 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.*
- 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 bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]

## Additional Inherited Members

### 5.144.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).  
NOTE: please make sure you understand the Wrapper and its variables

### 5.144.2 Member Function Documentation

5.144.2.1 override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.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`.

**5.144.2.2** `override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Load ( ) [virtual]`

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

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

**5.144.2.3** `override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence ( ) [virtual]`

Silence all active TTS-providers.

Reimplemented from `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

**5.144.2.4** `override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.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`.

**5.144.2.5** `override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.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:

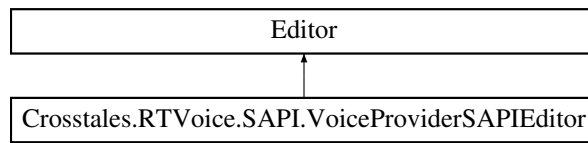
- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Scripts/VoiceProviderSAPI.cs`

## 5.145 Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor Class Reference

Custom editor for the 'VoiceProviderSAPI'-class.



Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor:



## Public Member Functions

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

## Properties

- static bool **isPrefabInScene** [get]

### 5.145.1 Detailed Description

Custom editor for the 'VoiceProviderSAPI'-class.

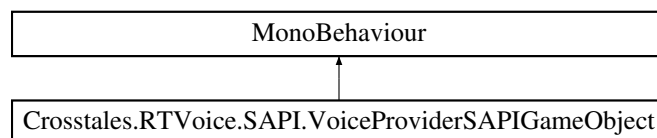
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Editor/VoiceProviderSAPIEditor.cs

## 5.146 Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject:



### 5.146.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Editor/VoiceProviderSAPIGameObject.cs

## 5.147 Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

### 5.147.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

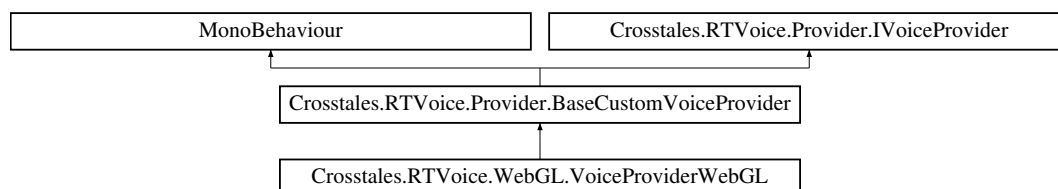
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Editor/VoiceProviderSAPIMenu.cs`

## 5.148 Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference

WebGL voice provider.

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGL:



### Public Member Functions

- void **Start** ()
- 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.*
- 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 bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]

## Additional Inherited Members

### 5.148.1 Detailed Description

WebGL voice provider.

### 5.148.2 Member Function Documentation

5.148.2.1 override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.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.

5.148.2.2 override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Load ( ) [virtual]

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.148.2.3 override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Silence ( ) [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.148.2.4 override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.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.

5.148.2.5 **override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.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.

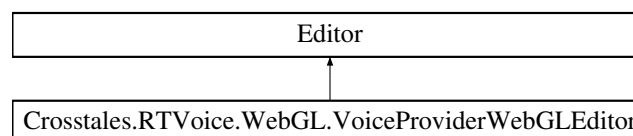
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔  
WebGL Speech Synthesis/Scripts/VoiceProviderWebGL.cs

## 5.149 Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor Class Reference

Custom editor for the 'VoiceProviderWebGL'-class.

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor:



### Public Member Functions

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

### Properties

- static bool **isPrefabInScene** [get]

### 5.149.1 Detailed Description

Custom editor for the 'VoiceProviderWebGL'-class.

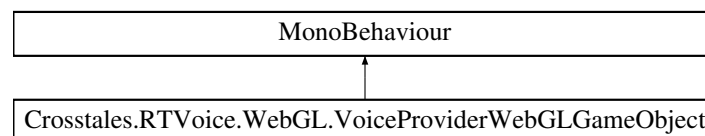
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ WebGL Speech Synthesis/Editor/VoiceProviderWebGLEditor.cs

## 5.150 Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject:



### 5.150.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ WebGL Speech Synthesis/Editor/VoiceProviderWebGLGameObject.cs

## 5.151 Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

### 5.151.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ WebGL Speech Synthesis/Editor/VoiceProviderWebGLMenu.cs

## 5.152 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.*

### 5.152.1 Member Function Documentation

#### 5.152.1.1 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.

#### 5.152.1.2 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.

#### 5.152.1.3 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.

**5.152.1.4** `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.

**5.152.1.5** `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:

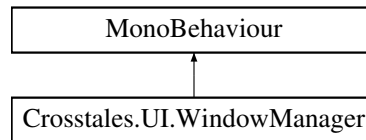
- D:/slaubenberger/git/assets/RTVoicePro/RTVoice\_3rd\_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Util/WavMaster.cs



## 5.153 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).*

#### 5.153.1 Detailed Description

Manager for a Window.

#### 5.153.2 Member Function Documentation

##### 5.153.2.1 void Crosstales.UI.WindowManager.OpenPanel ( )

*summary> Close the panel.*

##### 5.153.2.2 void Crosstales.UI.WindowManager.SwitchPanel ( )

*summary> Open the panel.*

### 5.153.2.3 void Crosstales.UI.WindowManager.Update ( )

summary>Switch between open and close.

## 5.153.3 Member Data Documentation

### 5.153.3.1 GameObject [ ] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

### 5.153.3.2 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/RTVoice\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/WindowManager.cs

## 5.154 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.*

### 5.154.1 Detailed Description

Wrapper for "Speak"-function calls.

### 5.154.2 Constructor & Destructor Documentation

#### 5.154.2.1 Crosstales.RTVoice.Model.Wrapper.Wrapper ( )

Default.

#### 5.154.2.2 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).

#### 5.154.2.3 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).

**5.154.2.4** `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).

**5.154.3 Member Data Documentation**

**5.154.3.1** `bool Crosstales.RTVoice.Model.Wrapper.ForceSSML = true`

Force SSML on supported platforms.

**5.154.3.2** `string Crosstales.RTVoice.Model.Wrapper.OutputFile`

Output file (without extension) for the generated audio.

**5.154.3.3** `AudioSource Crosstales.RTVoice.Model.Wrapper.Source`

AudioSource for the speech.

5.154.3.4 `bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately = true`

Speak immediately after the audio generation. Only works if 'Source' is not null.

5.154.3.5 `string Crosstales.RTVoice.Model.Wrapper.Uid`

UID of the speech.

5.154.3.6 `Voice Crosstales.RTVoice.Model.Wrapper.Voice`

Voice for the speech.

## 5.154.4 Property Documentation

5.154.4.1 `System.DateTime Crosstales.RTVoice.Model.Wrapper.Created` `[get]`

Returns the creation time of the RecordInfo.

### Returns

Creation time of the RecordInfo.

5.154.4.2 `float Crosstales.RTVoice.Model.Wrapper.Pitch` `[get]`, `[set]`

Pitch of the speech (values: 0-2).

5.154.4.3 `float Crosstales.RTVoice.Model.Wrapper.Rate` `[get]`, `[set]`

Rate of the speech (values: 0-3).

5.154.4.4 `string Crosstales.RTVoice.Model.Wrapper.Text` `[get]`, `[set]`

Text for the speech.

5.154.4.5 `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/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Model/Wrapper.cs`

## 5.155 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.*

### 5.155.1 Detailed Description

Helper-class for XML.

### 5.155.2 Member Function Documentation

**5.155.2.1** 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

**5.155.2.2** 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

**5.155.2.3** `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

**5.155.2.4** `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.

**5.155.2.5** `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/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://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

### 6.3 Forum

<http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/>

### 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](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](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>

# Index

ACVoiceName  
    Crosstales::RTVoice::AdventureCreator::ACVoiceWrapper, 32

APPLICATION\_PATH  
    Crosstales::Common::Util::BaseConstants, 49

ASSET\_2019\_URL  
    Crosstales::RTVoice::Util::Constants, 87

ASSET\_3P\_ADVENTURE\_CREATOR  
    Crosstales::RTVoice::Util::Constants, 87

ASSET\_3P\_AMPLITUDE  
    Crosstales::RTVoice::Util::Constants, 87

ASSET\_3P\_CINEMA\_DIRECTOR  
    Crosstales::RTVoice::Util::Constants, 87

ASSET\_3P\_DIALOGUE\_SYSTEM  
    Crosstales::RTVoice::Util::Constants, 87

ASSET\_3P\_KLATTERSYNTH  
    Crosstales::RTVoice::Util::Constants, 87

ASSET\_3P\_LIPSYNC  
    Crosstales::RTVoice::Util::Constants, 88

ASSET\_3P\_LOCALIZED\_DIALOGS  
    Crosstales::RTVoice::Util::Constants, 88

ASSET\_3P\_NPC\_CHAT  
    Crosstales::RTVoice::Util::Constants, 88

ASSET\_3P\_PLAYMAKER  
    Crosstales::Common::Util::BaseConstants, 44

ASSET\_3P\_QUEST\_SYSTEM  
    Crosstales::RTVoice::Util::Constants, 88

ASSET\_3P\_SALSA  
    Crosstales::RTVoice::Util::Constants, 88

ASSET\_3P\_SLATE  
    Crosstales::RTVoice::Util::Constants, 88

ASSET\_3P\_URL  
    Crosstales::RTVoice::Util::Constants, 88

ASSET\_API\_URL  
    Crosstales::RTVoice::Util::Constants, 88

ASSET\_AUTHOR\_URL  
    Crosstales::Common::Util::BaseConstants, 44

ASSET\_AUTHOR  
    Crosstales::Common::Util::BaseConstants, 44

ASSET\_BUILD  
    Crosstales::RTVoice::Util::Constants, 88

ASSET\_BWF  
    Crosstales::Common::Util::BaseConstants, 45

ASSET\_CHANGED  
    Crosstales::RTVoice::Util::Constants, 89

ASSET\_CONTACT  
    Crosstales::RTVoice::Util::Constants, 89

ASSET\_CREATED  
    Crosstales::RTVoice::Util::Constants, 89

ASSET\_CT\_URL  
    Crosstales::Common::Util::BaseConstants, 45

ASSET\_DJ  
    Crosstales::Common::Util::BaseConstants, 45

ASSET\_FORUM\_URL  
    Crosstales::RTVoice::Util::Constants, 89

ASSET\_FB  
    Crosstales::Common::Util::BaseConstants, 45

ASSET\_ID  
    Crosstales::RTVoice::EditorUtil::EditorConstants, 101

ASSET\_MANUAL\_URL  
    Crosstales::RTVoice::Util::Constants, 89

ASSET\_NAME  
    Crosstales::RTVoice::Util::Constants, 89

ASSET\_OC  
    Crosstales::Common::Util::BaseConstants, 45

ASSET\_PATH  
    Crosstales::RTVoice::EditorUtil::EditorConfig, 99  
    Crosstales::RTVoice::Util::Config, 81

ASSET\_PRO\_URL  
    Crosstales::RTVoice::Util::Constants, 89

ASSET\_RADIO  
    Crosstales::Common::Util::BaseConstants, 45

ASSET\_RTV  
    Crosstales::Common::Util::BaseConstants, 45

ASSET\_SOCIAL\_DISCORD  
    Crosstales::Common::Util::BaseConstants, 45

ASSET\_SOCIAL\_FACEBOOK  
    Crosstales::Common::Util::BaseConstants, 45

ASSET\_SOCIAL\_LINKEDIN  
    Crosstales::Common::Util::BaseConstants, 46

ASSET\_SOCIAL\_TWITTER  
    Crosstales::Common::Util::BaseConstants, 46

ASSET\_SOCIAL\_YOUTUBE  
    Crosstales::Common::Util::BaseConstants, 46

ASSET\_TPB  
    Crosstales::Common::Util::BaseConstants, 46

ASSET\_TPS  
    Crosstales::Common::Util::BaseConstants, 46

ASSET\_TB  
    Crosstales::Common::Util::BaseConstants, 46

ASSET\_TR  
    Crosstales::Common::Util::BaseConstants, 46

ASSET\_UID  
    Crosstales::RTVoice::EditorUtil::EditorConstants, 101

ASSET\_UPDATE\_CHECK\_URL  
    Crosstales::RTVoice::Util::Constants, 89

- ASSET\_URL
  - Crosstales::RTVoice::EditorUtil::EditorConstants, 101
- ASSET\_VERSION
  - Crosstales::RTVoice::Util::Constants, 89
- ASSET\_VIDEO\_PROMO
  - Crosstales::RTVoice::Util::Constants, 90
- ASSET\_VIDEO\_TUTORIAL
  - Crosstales::RTVoice::Util::Constants, 90
- ASSET\_WEB\_URL
  - Crosstales::RTVoice::Util::Constants, 90
- AUDIOFILE\_AUTOMATIC\_DELETE
  - Crosstales::RTVoice::Util::Config, 81
- AUDIOFILE\_PATH
  - Crosstales::RTVoice::Util::Config, 82
- AUDIOFILE\_PREFIX
  - Crosstales::RTVoice::Util::Constants, 90
- Active
  - Crosstales::RTVoice::Demo::Util::NativeController, 139
- Age
  - Crosstales::RTVoice::Model::Voice, 221
- AllVoices
  - Crosstales::RTVoice::Tool::VoiceInitializer, 225
- AlphaRange
  - Crosstales::Common::Util::RandomColor, 148
- Analyzer
  - Crosstales::Common::Util::SpectrumVisualizer, 197
- AppleVoiceNameToGender
  - Crosstales::RTVoice::Util::Helper, 124
- ApproximateSpeechLength
  - Crosstales::RTVoice::Speaker, 178
- areVoicesReady
  - Crosstales::RTVoice::Speaker, 187
- AudioFileExtension
  - Crosstales::RTVoice::Provider::IVoiceProvider, 130
  - Crosstales::RTVoice::Speaker, 187
- AudioFileType
  - Crosstales::RTVoice::Provider::IVoiceProvider, 130
- AudioSource
  - HutongGames::PlayMaker::Actions::SpeakBase, 173
- AudioSources
  - Crosstales::UI::Util::AudioSourceController, 39
- AutoBreath
  - Crosstales::RTVoice::AWSPolly::VoiceProviderAWS, 228
- AutoClearTags
  - Crosstales::RTVoice::Speaker, 185
- BannerOC
  - Crosstales::RTVoice::EditorUtil::EditorHelper, 102
- BaseVoiceProvider
  - Crosstales::RTVoice::Provider::BaseVoiceProvider, 74
- BeginDrag
  - Crosstales::UI::UIDrag, 214
- BitDepth
  - Crosstales::RTVoice::Util::WavMaster, 246
- BusyCount
  - Crosstales::RTVoice::Speaker, 187
- CMD\_WINDOWS\_PATH
  - Crosstales::Common::Util::BaseConstants, 46
- CTAddRange< K, V >
  - Crosstales::ExtensionMethods, 105
- CTContains
  - Crosstales::ExtensionMethods, 105
- CTContainsAll
  - Crosstales::ExtensionMethods, 105
- CTContainsAny
  - Crosstales::ExtensionMethods, 106
- CTDump
  - Crosstales::ExtensionMethods, 106–108
- CTDump< K, V >
  - Crosstales::ExtensionMethods, 108
- CTDump< T >
  - Crosstales::ExtensionMethods, 108, 109
- CTEquals
  - Crosstales::ExtensionMethods, 109
- CTIsVisibleFrom
  - Crosstales::ExtensionMethods, 109
- CTReplace
  - Crosstales::ExtensionMethods, 110
- CTReverse
  - Crosstales::ExtensionMethods, 110
- CTShuffle< T >
  - Crosstales::ExtensionMethods, 110, 111
- CTToString< T >
  - Crosstales::ExtensionMethods, 111
- CTToTitleCase
  - Crosstales::ExtensionMethods, 111
- CallOnStopSpeech
  - Crosstales::RTVoice::AdventureCreator::ACConnector, 28
- ChangeInterval
  - Crosstales::Common::Util::RandomColor, 148
  - Crosstales::Common::Util::RandomRotator, 150
  - Crosstales::Common::Util::RandomScaler, 151
- Channel
  - Crosstales::Common::Util::FFTAnalyzer, 112
- CleanText
  - Crosstales::RTVoice::Util::Helper, 125
- ClearLineEndings
  - Crosstales::Common::Util::BaseHelper, 61
- ClearSpaces
  - Crosstales::Common::Util::BaseHelper, 62
- ClearTags
  - Crosstales::Common::Util::BaseHelper, 62
- Clips
  - Crosstales::RTVoice::Tool::Paralanguage, 142
- CognitoCredentials
  - Crosstales::RTVoice::AWSPolly::VoiceProviderAWS, 228
- ConnectionLimit
  - Crosstales::Common::Util::CTWebClient, 96
- CreateString

- Crosstales::Common::Util::BaseHelper, 62
- Created
- Crosstales::RTVoice::Model::Wrapper, 252
- Crosstales, 13
- Crosstales.Common, 13
- Crosstales.Common.EditorTask, 13
- Crosstales.Common.EditorTask.BaseCompileDefines, 41
- Crosstales.Common.EditorTask.BaseSetupResources, 71
- Crosstales.Common.EditorTask.NYCheck, 139
- Crosstales.Common.EditorTask.SetApiLevel, 163
- Crosstales.Common.EditorTask.SetupResources, 164
- Crosstales.Common.EditorUtil, 14
- Crosstales.Common.EditorUtil.BaseEditorHelper, 54
- Crosstales.Common.EditorUtil.BaseGAApi, 57
- Crosstales.Common.Model, 14
- Crosstales.Common.Model.Enum, 14
- Crosstales.Common.Util, 15
- Crosstales.Common.Util.BackgroundController, 41
- Crosstales.Common.Util.BaseConstants, 42
- Crosstales.Common.Util.BaseHelper, 58
- Crosstales.Common.Util.CTPlayerPrefs, 91
- Crosstales.Common.Util.CTWebClient, 95
- Crosstales.Common.Util.FFTAnalyzer, 112
- Crosstales.Common.Util.PlatformController, 145
- Crosstales.Common.Util.RandomColor, 147
- Crosstales.Common.Util.RandomRotator, 149
- Crosstales.Common.Util.RandomScaler, 151
- Crosstales.Common.Util.SerializableDictionary< TKey, TVal >, 161
- Crosstales.Common.Util.SerializeDeSerialize, 162
- Crosstales.Common.Util.SpectrumVisualizer, 197
- Crosstales.Common.Util.SurviveSceneSwitch, 205
- Crosstales.Common.Util.TakeScreenshot, 206
- Crosstales.Common.Util.XmlHelper, 253
- Crosstales.ExtensionMethods, 103
- Crosstales.RTVoice, 15
- Crosstales.RTVoice.AWSPolly, 17
- Crosstales.RTVoice.AWSPolly.Switcher, 205
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWS↔ Editor, 228
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWS↔ GameObject, 229
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWS↔ Menu, 229
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, 226
- Crosstales.RTVoice.AdventureCreator, 16
- Crosstales.RTVoice.AdventureCreator.ACConnector, 27
- Crosstales.RTVoice.AdventureCreator.ACConnector↔ Editor, 29
- Crosstales.RTVoice.AdventureCreator.ACConnector↔ GameObject, 30
- Crosstales.RTVoice.AdventureCreator.ACConnector↔ Menu, 30
- Crosstales.RTVoice.AdventureCreator.ACScene↔ Switcher, 30
- Crosstales.RTVoice.AdventureCreator.ACVoice↔ Wrapper, 31
- Crosstales.RTVoice.Demo, 17
- Crosstales.RTVoice.Demo.Dialog, 96
- Crosstales.RTVoice.Demo.GUIAudioFilter, 117
- Crosstales.RTVoice.Demo.GUIDialog, 118
- Crosstales.RTVoice.Demo.GUIMain, 119
- Crosstales.RTVoice.Demo.GUIMultiAudioFilter, 120
- Crosstales.RTVoice.Demo.GUIScenes, 121
- Crosstales.RTVoice.Demo.GUISpeech, 122
- Crosstales.RTVoice.Demo.NativeAudio, 138
- Crosstales.RTVoice.Demo.PreGeneratedAudio, 147
- Crosstales.RTVoice.Demo.SendMessage, 155
- Crosstales.RTVoice.Demo.SequenceCaller, 157
- Crosstales.RTVoice.Demo.Simple, 166
- Crosstales.RTVoice.Demo.SimpleNative, 167
- Crosstales.RTVoice.Demo.SpeakWrapper, 196
- Crosstales.RTVoice.Demo.Util, 18
- Crosstales.RTVoice.Demo.Util.iOSController, 126
- Crosstales.RTVoice.Demo.Util.MaterialChanger, 137
- Crosstales.RTVoice.Demo.Util.NativeController, 138
- Crosstales.RTVoice.Demo.Util.PlatformController, 146
- Crosstales.RTVoice.EditorExtension, 18
- Crosstales.RTVoice.EditorExtension.AudioFileGenerator↔ Editor, 35
- Crosstales.RTVoice.EditorExtension.ChangeGender↔ Editor, 78
- Crosstales.RTVoice.EditorExtension.Loudspeaker↔ Editor, 136
- Crosstales.RTVoice.EditorExtension.Paralanguage↔ Editor, 144
- Crosstales.RTVoice.EditorExtension.SequencerEditor, 160
- Crosstales.RTVoice.EditorExtension.SpeakerEditor, 193
- Crosstales.RTVoice.EditorExtension.SpeechTextEditor, 203
- Crosstales.RTVoice.EditorExtension.TextFileSpeaker↔ Editor, 212
- Crosstales.RTVoice.EditorExtension.VoiceInitializer↔ Editor, 225
- Crosstales.RTVoice.EditorIntegration, 19
- Crosstales.RTVoice.EditorIntegration.ConfigBase, 82
- Crosstales.RTVoice.EditorIntegration.ConfigPreferences, 83
- Crosstales.RTVoice.EditorIntegration.ConfigWindow, 84
- Crosstales.RTVoice.EditorIntegration.RTVoiceGame↔ Object, 152
- Crosstales.RTVoice.EditorIntegration.RTVoiceMenu, 154
- Crosstales.RTVoice.EditorTask, 19
- Crosstales.RTVoice.EditorTask.AAACConfigLoader, 27
- Crosstales.RTVoice.EditorTask.AutoInitialize, 40
- Crosstales.RTVoice.EditorTask.CompileDefines, 79
- Crosstales.RTVoice.EditorTask.Launch, 132
- Crosstales.RTVoice.EditorTask.ReminderCheck, 152
- Crosstales.RTVoice.EditorTask.SetApiLevel, 164
- Crosstales.RTVoice.EditorTask.SetupResources, 164

- Crosstales.RTVoice.EditorTask.Tracer, 213
- Crosstales.RTVoice.EditorTask.UpdateCheck, 219
- Crosstales.RTVoice.EditorUtil, 20
- Crosstales.RTVoice.EditorUtil.EditorConfig, 97
- Crosstales.RTVoice.EditorUtil.EditorConstants, 100
- Crosstales.RTVoice.EditorUtil.EditorHelper, 101
- Crosstales.RTVoice.EditorUtil.GAApi, 114
- Crosstales.RTVoice.Klattersynth, 20
- Crosstales.RTVoice.Klattersynth.VoiceProvider↔  
Klattersynth, 231
- Crosstales.RTVoice.Klattersynth.VoiceProvider↔  
KlattersynthEditor, 234
- Crosstales.RTVoice.Klattersynth.VoiceProvider↔  
KlattersynthGameObject, 234
- Crosstales.RTVoice.Klattersynth.VoiceProvider↔  
KlattersynthMenu, 235
- Crosstales.RTVoice.LiveSpeaker, 133
- Crosstales.RTVoice.Model, 20
- Crosstales.RTVoice.Model.Enum, 21
- Crosstales.RTVoice.Model.Sequence, 156
- Crosstales.RTVoice.Model.Voice, 219
- Crosstales.RTVoice.Model.VoiceAlias, 222
- Crosstales.RTVoice.Model Wrapper, 249
- Crosstales.RTVoice.PlayMaker, 22
- Crosstales.RTVoice.PlayMaker.AudioFileGenerator↔  
Editor, 36
- Crosstales.RTVoice.PlayMaker.BaseRTVEditor, 71
- Crosstales.RTVoice.PlayMaker.GetCulturesEditor, 115
- Crosstales.RTVoice.PlayMaker.GetVoicesEditor, 117
- Crosstales.RTVoice.PlayMaker.ParalanguageEditor,  
144
- Crosstales.RTVoice.PlayMaker.SilenceEditor, 166
- Crosstales.RTVoice.PlayMaker.SpeakEditor, 174
- Crosstales.RTVoice.PlayMaker.SpeakUIEditor, 195
- Crosstales.RTVoice.PlayMaker.SpeechTextEditor, 203
- Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor,  
213
- Crosstales.RTVoice.Provider, 22
- Crosstales.RTVoice.Provider.BaseCustomVoice↔  
Provider, 49
- Crosstales.RTVoice.Provider.BaseVoiceProvider, 72
- Crosstales.RTVoice.Provider.IVoiceProvider, 127
- Crosstales.RTVoice.Provider.VoiceProviderMary, 235
- Crosstales.RTVoice.SALSA.Bots, 76
- Crosstales.RTVoice.SALSA.Speak, 171
- Crosstales.RTVoice.SALSA.Speak2D, 171
- Crosstales.RTVoice.SALSA.SpeakSimple, 193
- Crosstales.RTVoice.SALSA, 22
- Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor,  
239
- Crosstales.RTVoice.SAPI.VoiceProviderSAPIGame↔  
Object, 240
- Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu, 241
- Crosstales.RTVoice.SAPI.VoiceProviderSAPI, 237
- Crosstales.RTVoice.SAPI, 23
- Crosstales.RTVoice.SLATE.CutSceneStart, 96
- Crosstales.RTVoice.SLATE, 23
- Crosstales.RTVoice.Speaker, 174
- Crosstales.RTVoice.Tool, 23
- Crosstales.RTVoice.Tool.AudioFileGenerator, 33
- Crosstales.RTVoice.Tool.ChangeGender, 77
- Crosstales.RTVoice.Tool.Loudspeaker, 135
- Crosstales.RTVoice.Tool.Paralanguage, 140
- Crosstales.RTVoice.Tool.Sequencer, 158
- Crosstales.RTVoice.Tool.SpeechText, 198
- Crosstales.RTVoice.Tool.TextFileSpeaker, 208
- Crosstales.RTVoice.Tool.VoiceInitializer, 224
- Crosstales.RTVoice.Util, 23
- Crosstales.RTVoice.Util.Config, 79
- Crosstales.RTVoice.Util.Constants, 85
- Crosstales.RTVoice.Util.Helper, 123
- Crosstales.RTVoice.Util.WavMaster, 246
- Crosstales.RTVoice.VoiceProviderExample, 230
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL↔  
Editor, 244
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL↔  
GameObject, 245
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL↔  
Menu, 245
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL, 241
- Crosstales.RTVoice.WebGL, 24
- Crosstales.UI.Social, 168
- Crosstales.UI.StaticManager, 204
- Crosstales.UI.UIDrag, 214
- Crosstales.UI.UIFocus, 215
- Crosstales.UI.UIHint, 216
- Crosstales.UI.UIResize, 217
- Crosstales.UI.UIWindowManager, 218
- Crosstales.UI.Util, 25
- Crosstales.UI.Util.AudioFilterController, 36
- Crosstales.UI.Util.AudioSourceController, 38
- Crosstales.UI.Util.FPSDisplay, 113
- Crosstales.UI.Util.ScrollRectHandler, 155
- Crosstales.UI.WindowManager, 248
- Crosstales.UI, 24
- Crosstales::Common::EditorUtil::BaseEditorHelper
  - getBuildNameFromBuildTarget, 55
  - getBuildTargetForBuildName, 56
  - getCLIArgument, 56
  - isValidBuildTarget, 56
  - ReadOnlyTextField, 56
  - RefreshAssetDatabase, 57
  - RestartUnity, 57
  - SeparatorUI, 57
- Crosstales::Common::EditorUtil::BaseGAApi  
Event, 58
- Crosstales::Common::Model::Enum  
Platform, 14  
SampleRate, 14
- Crosstales::Common::Util::BackgroundController  
Objects, 41
- Crosstales::Common::Util::BaseConstants  
APPLICATION\_PATH, 49  
ASSET\_3P\_PLAYMAKER, 44  
ASSET\_AUTHOR\_URL, 44  
ASSET\_AUTHOR, 44

- ASSET\_BWF, 45
- ASSET\_CT\_URL, 45
- ASSET\_DJ, 45
- ASSET\_FB, 45
- ASSET\_OC, 45
- ASSET\_RADIO, 45
- ASSET\_RTV, 45
- ASSET\_SOCIAL\_DISCORD, 45
- ASSET\_SOCIAL\_FACEBOOK, 45
- ASSET\_SOCIAL\_LINKEDIN, 46
- ASSET\_SOCIAL\_TWITTER, 46
- ASSET\_SOCIAL\_YOUTUBE, 46
- ASSET\_TPB, 46
- ASSET\_TPS, 46
- ASSET\_TB, 46
- ASSET\_TR, 46
- CMD\_WINDOWS\_PATH, 46
- DEV\_DEBUG, 46
- FACTOR\_GB, 47
- FACTOR\_KB, 47
- FACTOR\_MB, 47
- FLOAT\_32768, 47
- FORMAT\_NO\_DECIMAL\_PLACES, 47
- FORMAT\_PERCENT, 47
- FORMAT\_TWO\_DECIMAL\_PLACES, 47
- PATH\_DELIMITER\_UNIX, 47
- PATH\_DELIMITER\_WINDOWS, 47
- PREFIX\_FILE, 49
- PROCESS\_KILL\_TIME, 47
- SHOW\_BWF\_BANNER, 48
- SHOW\_DJ\_BANNER, 48
- SHOW\_FB\_BANNER, 48
- SHOW\_OC\_BANNER, 48
- SHOW\_RADIO\_BANNER, 48
- SHOW\_RTV\_BANNER, 48
- SHOW\_TB\_BANNER, 48
- SHOW\_TPB\_BANNER, 48
- SHOW\_TPS\_BANNER, 48
- SHOW\_TR\_BANNER, 48
- Crosstales::Common::Util::BaseHelper
  - ClearLineEndings, 61
  - ClearSpaces, 62
  - ClearTags, 62
  - CreateString, 62
  - CurrentPlatform, 66
  - FileCopy, 62
  - FormatBytesToHRF, 63
  - FormatSecondsToHourMinSec, 63
  - GetDirectories, 63
  - GetFiles, 63
  - HSVToRGB, 64
  - hasActiveClip, 64
  - isAndroidPlatform, 66
  - isAppleBasedPlatform, 66
  - isEditor, 66
  - isEditorMode, 67
  - isIL2CPP, 67
  - isIOSBasedPlatform, 67
  - isIOSPlatform, 67
  - isInternetAvailable, 67
  - isLinuxEditor, 67
  - isLinuxPlatform, 68
  - isMacOSEditor, 68
  - isMacOSPlatform, 68
  - isPS4Platform, 68
  - isStandalonePlatform, 68
  - isTvOSPlatform, 68
  - isValidURL, 64
  - isWSABasedPlatform, 69
  - isWSAPlatform, 70
  - isWebGLPlatform, 69
  - isWebPlatform, 69
  - isWindowsBasedPlatform, 69
  - isWindowsEditor, 69
  - isWindowsPlatform, 69
  - isXboxOnePlatform, 70
  - RemoteCertificateValidationCallback, 64
  - SplitStringToLines, 65
  - ValidURLFromFilePath, 66
  - ValidateFile, 65
  - ValidatePath, 65
- Crosstales::Common::Util::CTPlayerPrefs
  - DeleteAll, 92
  - DeleteKey, 92
  - GetBool, 92
  - GetDate, 92
  - GetFloat, 92
  - GetInt, 93
  - GetString, 93
  - HasKey, 93
  - Save, 93
  - SetBool, 94
  - SetDate, 94
  - SetFloat, 94
  - SetInt, 94
  - SetString, 94
- Crosstales::Common::Util::CTWebClient
  - ConnectionLimit, 96
  - Timeout, 96
- Crosstales::Common::Util::FFTAnalyzer
  - Channel, 112
  - Samples, 112
- Crosstales::Common::Util::PlatformController
  - Objects, 145
  - Platforms, 145
- Crosstales::Common::Util::RandomColor
  - AlphaRange, 148
  - ChangeInterval, 148
  - GrayScale, 148
  - HueRange, 148
  - Material, 148
  - SaturationRange, 149
  - UseInterval, 149
  - ValueRange, 149
- Crosstales::Common::Util::RandomRotator
  - ChangeInterval, 150

- SpeedMax, 150
- SpeedMin, 150
- UseInterval, 150
- Crosstales::Common::Util::RandomScaler
  - ChangeInterval, 151
  - ScaleMax, 151
  - ScaleMin, 151
  - Uniform, 152
  - UseInterval, 152
- Crosstales::Common::Util::SerializeDeSerialize
  - DeserializeFromByteArray< T >, 162
  - DeserializeFromFile< T >, 162
  - SerializeToByteArray< T >, 162
  - SerializeToFile< T >, 163
- Crosstales::Common::Util::SpectrumVisualizer
  - Analyzer, 197
  - Gain, 197
  - LeftToRight, 197
  - VisualPrefab, 198
  - Width, 198
- Crosstales::Common::Util::SurviveSceneSwitch
  - Survivors, 205
- Crosstales::Common::Util::TakeScreenshot
  - Prefix, 207
  - Scale, 207
  - Update, 207
- Crosstales::Common::Util::XmlHelper
  - DeserializeFromFile< T >, 253
  - DeserializeFromResource< T >, 253
  - DeserializeFromString< T >, 254
  - SerializeToFile< T >, 254
  - SerializeToString< T >, 254
- Crosstales::ExtensionMethods
  - CTAddRange< K, V >, 105
  - CTContains, 105
  - CTContainsAll, 105
  - CTContainsAny, 106
  - CTDump, 106–108
  - CTDump< K, V >, 108
  - CTDump< T >, 108, 109
  - CTEquals, 109
  - CTIsVisibleFrom, 109
  - CTReplace, 110
  - CTReverse, 110
  - CTShuffle< T >, 110, 111
  - CTToString< T >, 111
  - CTToTitleCase, 111
- Crosstales::RTVoice::AWSPolly
  - Endpoint, 17
- Crosstales::RTVoice::AWSPolly::VoiceProviderAWS
  - AutoBreath, 228
  - CognitoCredentials, 228
  - Endpoint, 228
  - Generate, 227
  - Load, 227
  - Speak, 227
  - SpeakNative, 227
- Crosstales::RTVoice::AdventureCreator::ACConnector
  - CallOnStopSpeech, 28
  - Culture, 28
  - CurrentCulture, 29
  - isCallOnStopSpeech, 29
  - isSimulateSkipSpeech, 29
  - SimulateSkipSpeech, 28
  - Voices, 28
- Crosstales::RTVoice::AdventureCreator::ACVoice↔
  - Wrapper
    - ACVoiceName, 32
    - IgnoreCharacter, 32
    - Mode, 32
    - Pitch, 32
    - Rate, 32
    - Source, 32
    - UseSpeechAudioSource, 32
    - Voices, 32
    - Volume, 32
- Crosstales::RTVoice::Demo::Util::NativeController
  - Active, 139
  - Objects, 139
- Crosstales::RTVoice::EditorTask
  - UpdateStatus, 20
- Crosstales::RTVoice::EditorUtil::EditorConfig
  - ASSET\_PATH, 99
  - HIERARCHY\_ICON, 98
  - isLoading, 98
  - Load, 98
  - PREFAB\_AUTOLOAD, 99
  - PREFAB\_PATH, 99
  - REMINDER\_CHECK, 99
  - Reset, 98
  - Save, 98
  - TRACER, 99
  - UPDATE\_CHECK, 99
- Crosstales::RTVoice::EditorUtil::EditorConstants
  - ASSET\_ID, 101
  - ASSET\_UID, 101
  - ASSET\_URL, 101
  - PREFAB\_SUBPATH, 100
- Crosstales::RTVoice::EditorUtil::EditorHelper
  - BannerOC, 102
  - GO\_ID, 103
  - InstantiatePrefab, 102
  - isRTVoiceInScene, 103
  - MENU\_ID, 103
  - NoVoicesUI, 103
- Crosstales::RTVoice::EditorUtil::GAApi
  - Event, 114
- Crosstales::RTVoice::Klattersynth::VoiceProvider↔
  - Klattersynth
    - Generate, 232
    - Load, 233
    - SampleRate, 233
    - Speak, 233
    - SpeakNative, 233
    - Speeches, 233
- Crosstales::RTVoice::LiveSpeaker

- Silence, 133
- Speak, 133, 134
- SpeakNative, 134
- Crosstales::RTVoice::Model::Enum
  - ESpeakModifiers, 21
  - Gender, 21
  - MaryTTSType, 21
  - ProviderType, 21
  - SpeakMode, 21
- Crosstales::RTVoice::Model::Sequence
  - Mode, 157
  - Pitch, 157
  - Rate, 157
  - Source, 157
  - Text, 157
  - Voices, 157
  - Volume, 157
- Crosstales::RTVoice::Model::Voice
  - Age, 221
  - Culture, 221
  - Description, 221
  - Gender, 221
  - Identifier, 221
  - Name, 221
  - SimplifiedCulture, 221
  - Vendor, 221
  - Version, 221
  - Voice, 220
- Crosstales::RTVoice::Model::VoiceAlias
  - Culture, 222
  - Gender, 222
  - Voice, 223
  - VoiceName, 223
  - VoiceNameAndroid, 223
  - VoiceNameCustom, 223
  - VoiceNameIOS, 223
  - VoiceNameLinux, 223
  - VoiceNameMac, 223
  - VoiceNameMaryTTS, 223
  - VoiceNameWSA, 223
  - VoiceNameWindows, 223
- Crosstales::RTVoice::Model::Wrapper
  - Created, 252
  - ForceSSML, 251
  - OutputFile, 251
  - Pitch, 252
  - Rate, 252
  - Source, 251
  - SpeakImmediately, 251
  - Text, 252
  - Uid, 252
  - Voice, 252
  - Volume, 252
  - Wrapper, 250, 251
- Crosstales::RTVoice::Provider::BaseCustomVoiceProvider
  - Generate, 51
  - Load, 51
  - OnErrorInfo, 53
  - OnSpeakAudioGenerationComplete, 53
  - OnSpeakAudioGenerationStart, 53
  - OnSpeakComplete, 53
  - OnSpeakCurrentPhoneme, 53
  - OnSpeakCurrentViseme, 53
  - OnSpeakCurrentWord, 53
  - OnSpeakStart, 53
  - OnVoicesReady, 53
  - Silence, 51, 52
  - Speak, 52
  - SpeakNative, 52
- Crosstales::RTVoice::Provider::BaseVoiceProvider
  - BaseVoiceProvider, 74
  - Generate, 74
  - OnErrorInfo, 75
  - OnSpeakAudioGenerationComplete, 75
  - OnSpeakAudioGenerationStart, 75
  - OnSpeakComplete, 76
  - OnSpeakCurrentPhoneme, 76
  - OnSpeakCurrentViseme, 76
  - OnSpeakCurrentWord, 76
  - OnSpeakStart, 76
  - OnVoicesReady, 76
  - Silence, 74
  - Speak, 75
  - SpeakNative, 75
- Crosstales::RTVoice::Provider::IVoiceProvider
  - AudioFileExtension, 130
  - AudioFileType, 130
  - Cultures, 130
  - DefaultVoiceName, 130
  - Generate, 128
  - hasCoRoutines, 130
  - isIL2CPPSupported, 130
  - isOnlineService, 131
  - isPlatformSupported, 131
  - isSSMLSupported, 131
  - isSpeakNativeSupported, 131
  - isSpeakSupported, 131
  - isWorkingInEditor, 131
  - isWorkingInPlaymode, 132
  - MaxTextLength, 132
  - Silence, 129
  - Speak, 129
  - SpeakNative, 129
  - Voices, 132
- Crosstales::RTVoice::Provider::VoiceProviderMary
  - Generate, 236
  - Speak, 237
  - SpeakNative, 237
  - VoiceProviderMary, 236
- Crosstales::RTVoice::SAPI::VoiceProviderSAPI
  - Generate, 238
  - Load, 239
  - Silence, 239
  - Speak, 239
  - SpeakNative, 239



- Crosstales::RTVoice::Speaker
  - ApproximateSpeechLength, 178
  - areVoicesReady, 187
  - AudioFileExtension, 187
  - AutoClearTags, 185
  - BusyCount, 187
  - Cultures, 187
  - CustomMode, 185
  - CustomProvider, 185
  - CustomVoiceProvider, 187
  - DefaultVoiceName, 187
  - DeleteAudioFiles, 179
  - DontDestroy, 185
  - ESpeakMod, 188
  - ESpeakMode, 186
  - ESpeakModifier, 186
  - enforcedStandaloneTTS, 188
  - Generate, 179
  - hasCoRoutines, 188
  - isAutoClearTags, 188
  - isBusy, 188
  - isCustomMode, 188
  - isESpeakMode, 188
  - isIL2CPPSupported, 188
  - isMaryMode, 189
  - isOnlineService, 189
  - isPlatformSupported, 189
  - isSSMLSupported, 190
  - isSilenceOnDisable, 189
  - isSilenceOnFocustLost, 189
  - isSpeakNativeSupported, 189
  - isSpeakSupported, 190
  - isSpeaking, 189
  - isTTSAvailable, 190
  - isVoiceForCultureAvailable, 180
  - isVoiceForGenderAvailable, 180
  - isVoiceForNameAvailable, 180
  - isWSANative, 190
  - isWorkingInEditor, 190
  - isWorkingInPlaymode, 190
  - MaryPassword, 191
  - MaryPort, 191
  - MaryTTSMMode, 186
  - MaryTTSPassword, 186
  - MaryTTSPort, 186
  - MaryTTSType, 186
  - MaryTTSUrl, 186
  - MaryTTSUser, 186
  - MaryType, 191
  - MaryUrl, 191
  - MaryUser, 191
  - MaxTextLength, 191
  - OnErrorInfo, 191
  - OnProviderChange, 191
  - OnSpeakAudioGenerationComplete, 191
  - OnSpeakAudioGenerationStart, 192
  - OnSpeakComplete, 192
  - OnSpeakCurrentPhoneme, 192
  - OnSpeakCurrentViseme, 192
  - OnSpeakCurrentWord, 192
  - OnSpeakStart, 192
  - OnVoicesReady, 192
  - Pause, 180
  - ReloadProvider, 181
  - Reset, 181
  - Silence, 181
  - SilenceOnDisable, 186
  - SilenceOnFocustLost, 186
  - Speak, 181, 182
  - SpeakMarkedWordsWithUID, 182
  - SpeakNative, 182, 183
  - SpeakNativeWithUID, 183
  - SpeakWithUID, 183
  - SpeechCount, 192
  - UnPause, 183
  - VoiceForCulture, 184
  - VoiceForGender, 184
  - VoiceForName, 184
  - Voices, 192
  - VoicesForCulture, 185
  - VoicesForGender, 185
  - WSANative, 187
- Crosstales::RTVoice::Tool::AudioFileGenerator
  - FileInsideAssets, 34
  - Generate, 34
  - GenerateOnStart, 34
  - OnAudioFileGeneratorComplete, 34
  - OnAudioFileGeneratorStart, 34
  - TextFiles, 34
- Crosstales::RTVoice::Tool::ChangeGender
  - ESpeakOnly, 78
  - NewGender, 78
  - RefreshOnVoicesReady, 78
- Crosstales::RTVoice::Tool::Loudspeaker
  - isSilenceSource, 136
  - isSynchronized, 136
  - SilenceSource, 136
  - Source, 136
  - Synchronized, 136
- Crosstales::RTVoice::Tool::Paralanguage
  - Clips, 142
  - CurrentPitch, 143
  - CurrentRate, 143
  - CurrentText, 143
  - CurrentVolume, 143
  - Delay, 142
  - Mode, 142
  - OnParalanguageComplete, 143
  - OnParalanguageStart, 143
  - Pitch, 142
  - PlayOnStart, 142
  - Rate, 142
  - Silence, 142
  - Speak, 142
  - Text, 142
  - Voices, 142

- Volume, 143
- Crosstales::RTVoice::Tool::Sequencer
  - CurrentSequence, 160
  - Delay, 159
  - PlayAllSequences, 159
  - PlayNextSequence, 159
  - PlayOnStart, 160
  - PlaySequence, 159
  - Sequences, 160
  - StopAllSequences, 159
- Crosstales::RTVoice::Tool::SpeechText
  - CurrentPitch, 201
  - CurrentRate, 201
  - CurrentText, 201
  - CurrentVolume, 201
  - Delay, 200
  - FileInsideAssets, 200
  - FileName, 200
  - GenerateAudioFile, 200
  - Mode, 200
  - OnSpeechTextComplete, 201
  - OnSpeechTextStart, 201
  - Pitch, 200
  - PlayOnStart, 200
  - Rate, 200
  - Silence, 200
  - Source, 201
  - Speak, 200
  - Text, 201
  - Voices, 201
  - Volume, 201
- Crosstales::RTVoice::Tool::TextFileSpeaker
  - CurrentPitch, 212
  - CurrentRate, 212
  - CurrentVolume, 212
  - Delay, 211
  - Mode, 211
  - Next, 209
  - Pitch, 211
  - PlayAllOnStart, 211
  - PlayOnStart, 211
  - Previous, 210
  - Rate, 211
  - Reload, 210
  - Silence, 210
  - Source, 211
  - Speak, 210
  - SpeakAll, 210
  - SpeakRandom, 211
  - SpeakText, 210
  - StopAll, 211
  - TextFiles, 211
  - Voices, 212
  - Volume, 212
- Crosstales::RTVoice::Tool::VoiceInitializer
  - AllVoices, 225
  - DestroyWhenFinished, 225
  - Provider, 225
  - VoiceNames, 225
- Crosstales::RTVoice::Util::Config
  - ASSET\_PATH, 81
  - AUDIOFILE\_AUTOMATIC\_DELETE, 81
  - AUDIOFILE\_PATH, 82
  - DEBUG, 81
  - ENFORCE\_32BIT\_WINDOWS, 81
  - ENFORCE\_STANDALONE\_TTS, 81
  - ENSURE\_NAME, 81
  - isLoading, 81
  - Load, 80
  - Reset, 80
  - Save, 80
  - TTS\_LINUX\_DATA, 81
  - TTS\_LINUX, 81
  - TTS\_MACOS, 82
  - TTS\_WINDOWS\_BUILD, 82
  - TTS\_WINDOWS\_EDITOR\_x86, 82
  - TTS\_WINDOWS\_EDITOR, 82
- Crosstales::RTVoice::Util::Constants
  - ASSET\_2019\_URL, 87
  - ASSET\_3P\_ADVENTURE\_CREATOR, 87
  - ASSET\_3P\_AMPLITUDE, 87
  - ASSET\_3P\_CINEMA\_DIRECTOR, 87
  - ASSET\_3P\_DIALOGUE\_SYSTEM, 87
  - ASSET\_3P\_KLATTERSYNTH, 87
  - ASSET\_3P\_LIPSYNC, 88
  - ASSET\_3P\_LOCALIZED\_DIALOGS, 88
  - ASSET\_3P\_NPC\_CHAT, 88
  - ASSET\_3P\_QUEST\_SYSTEM, 88
  - ASSET\_3P\_SALSA, 88
  - ASSET\_3P\_SLATE, 88
  - ASSET\_3P\_URL, 88
  - ASSET\_API\_URL, 88
  - ASSET\_BUILD, 88
  - ASSET\_CHANGED, 89
  - ASSET\_CONTACT, 89
  - ASSET\_CREATED, 89
  - ASSET\_FORUM\_URL, 89
  - ASSET\_MANUAL\_URL, 89
  - ASSET\_NAME, 89
  - ASSET\_PRO\_URL, 89
  - ASSET\_UPDATE\_CHECK\_URL, 89
  - ASSET\_VERSION, 89
  - ASSET\_VIDEO\_PROMO, 90
  - ASSET\_VIDEO\_TUTORIAL, 90
  - ASSET\_WEB\_URL, 90
  - AUDIOFILE\_PREFIX, 90
  - ESPEAK\_FEMALE\_MODIFIER, 90
  - RTVOICE\_SCENE\_OBJECT\_NAME, 90
  - SPEAK\_CALL\_SPEED, 90
  - TTS\_WINDOWS\_SUBPATH, 90
  - TTS\_WINDOWS\_x86\_SUBPATH, 90
- Crosstales::RTVoice::Util::Helper
  - AppleVoiceNameToGender, 124
  - CleanText, 125
  - CurrentProviderType, 126
  - hasBuiltInTTS, 126

- MarkSpokenText, 125
- StringToGender, 125
- WSAVoiceNameToGender, 126
- Crosstales::RTVoice::Util::WavMaster
  - BitDepth, 246
  - FromAudioClip, 246
  - ToAudioClip, 247
- Crosstales::RTVoice::VoiceProviderExample
  - Generate, 230
  - Load, 231
  - Speak, 231
  - SpeakNative, 231
- Crosstales::RTVoice::WebGL::VoiceProviderWebGL
  - Generate, 242
  - Load, 242
  - Silence, 242
  - Speak, 242
  - SpeakNative, 244
- Crosstales::UI::StaticManager
  - OpenCrosstales, 204
  - Quit, 204
- Crosstales::UI::UIDrag
  - BeginDrag, 214
  - Start, 214
- Crosstales::UI::UIFocus
  - ManagerName, 215
  - Start, 215
- Crosstales::UI::UIHint
  - Delay, 216
  - Disable, 216
  - FadeAtStart, 216
  - FadeTime, 217
  - Group, 217
- Crosstales::UI::UIResize
  - MaxSize, 218
  - MinSize, 218
- Crosstales::UI::UIWindowManager
  - Start, 218
  - Windows, 219
- Crosstales::UI::Util::AudioFilterController
  - FindAllAudioFilters, 37
  - FindAllAudioFiltersOnStart, 38
  - ResetAudioFilters, 37
- Crosstales::UI::Util::AudioSourceController
  - AudioSources, 39
  - FindAllAudioSources, 39
  - FindAllAudioSourcesOnStart, 39
  - Loop, 39
  - Mute, 40
  - Pitch, 40
  - ResetAllAudioSources, 39
  - ResetAudioSourcesOnStart, 40
  - StereoPan, 40
  - Volume, 40
- Crosstales::UI::Util::FPSDisplay
  - FPS, 113
- Crosstales::UI::WindowManager
  - Dependencies, 249
  - OpenPanel, 248
  - Speed, 249
  - SwitchPanel, 248
  - Update, 248
- Culture
  - Crosstales::RTVoice::AdventureCreator::AC↔Connector, 28
  - Crosstales::RTVoice::Model::Voice, 221
  - Crosstales::RTVoice::Model::VoiceAlias, 222
  - HutongGames::PlayMaker::Actions::GetVoices, 116
  - HutongGames::PlayMaker::Actions::Speak, 170
  - HutongGames::PlayMaker::Actions::SpeakUI, 195
- Cultures
  - Crosstales::RTVoice::Provider::IVoiceProvider, 130
  - Crosstales::RTVoice::Speaker, 187
  - HutongGames::PlayMaker::Actions::GetCultures, 115
- CurrentCulture
  - Crosstales::RTVoice::AdventureCreator::AC↔Connector, 29
- CurrentPitch
  - Crosstales::RTVoice::Tool::Paralanguage, 143
  - Crosstales::RTVoice::Tool::SpeechText, 201
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 212
- CurrentPlatform
  - Crosstales::Common::Util::BaseHelper, 66
- CurrentProviderType
  - Crosstales::RTVoice::Util::Helper, 126
- CurrentRate
  - Crosstales::RTVoice::Tool::Paralanguage, 143
  - Crosstales::RTVoice::Tool::SpeechText, 201
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 212
- CurrentSequence
  - Crosstales::RTVoice::Tool::Sequencer, 160
- CurrentText
  - Crosstales::RTVoice::Tool::Paralanguage, 143
  - Crosstales::RTVoice::Tool::SpeechText, 201
- CurrentVolume
  - Crosstales::RTVoice::Tool::Paralanguage, 143
  - Crosstales::RTVoice::Tool::SpeechText, 201
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 212
- CustomMode
  - Crosstales::RTVoice::Speaker, 185
- CustomProvider
  - Crosstales::RTVoice::Speaker, 185
- CustomVoiceProvider
  - Crosstales::RTVoice::Speaker, 187
- DEBUG
  - Crosstales::RTVoice::Util::Config, 81
- DEV\_DEBUG
  - Crosstales::Common::Util::BaseConstants, 46
- DefaultVoiceName
  - Crosstales::RTVoice::Provider::IVoiceProvider, 130
  - Crosstales::RTVoice::Speaker, 187
- Delay
  - Crosstales::RTVoice::Tool::Paralanguage, 142
  - Crosstales::RTVoice::Tool::Sequencer, 159

- Crosstales::RTVoice::Tool::SpeechText, 200
- Crosstales::RTVoice::Tool::TextFileSpeaker, 211
- Crosstales::UI::UIHint, 216
- DeleteAll
  - Crosstales::Common::Util::CTPlayerPrefs, 92
- DeleteAudioFiles
  - Crosstales::RTVoice::Speaker, 179
- DeleteKey
  - Crosstales::Common::Util::CTPlayerPrefs, 92
- Dependencies
  - Crosstales::UI::WindowManager, 249
- Description
  - Crosstales::RTVoice::Model::Voice, 221
- DeserializeFromByteArray< T >
  - Crosstales::Common::Util::SerializeDeSerialize, 162
- DeserializeFromFile< T >
  - Crosstales::Common::Util::SerializeDeSerialize, 162
  - Crosstales::Common::Util::XmlHelper, 253
- DeserializeFromResource< T >
  - Crosstales::Common::Util::XmlHelper, 253
- DeserializeFromString< T >
  - Crosstales::Common::Util::XmlHelper, 254
- DestroyWhenFinished
  - Crosstales::RTVoice::Tool::VoiceInitializer, 225
- Disable
  - Crosstales::UI::UIHint, 216
- DontDestroy
  - Crosstales::RTVoice::Speaker, 185
- ENFORCE\_32BIT\_WINDOWS
  - Crosstales::RTVoice::Util::Config, 81
- ENFORCE\_STANDALONE\_TTS
  - Crosstales::RTVoice::Util::Config, 81
- ENSURE\_NAME
  - Crosstales::RTVoice::Util::Config, 81
- ESPEAK\_FEMALE\_MODIFIER
  - Crosstales::RTVoice::Util::Constants, 90
- ESpeakMod
  - Crosstales::RTVoice::Speaker, 188
- ESpeakMode
  - Crosstales::RTVoice::Speaker, 186
- ESpeakModifier
  - Crosstales::RTVoice::Speaker, 186
- ESpeakModifiers
  - Crosstales::RTVoice::Model::Enum, 21
- ESpeakOnly
  - Crosstales::RTVoice::Tool::ChangeGender, 78
- Endpoint
  - Crosstales::RTVoice::AWSPolly, 17
  - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔WS, 228
- enforcedStandaloneTTS
  - Crosstales::RTVoice::Speaker, 188
- Event
  - Crosstales::Common::EditorUtil::BaseGAApi, 58
  - Crosstales::RTVoice::EditorUtil::GAApi, 114
- FACTOR\_GB
  - Crosstales::Common::Util::BaseConstants, 47
- FACTOR\_KB
  - Crosstales::Common::Util::BaseConstants, 47
- FACTOR\_MB
  - Crosstales::Common::Util::BaseConstants, 47
- FLOAT\_32768
  - Crosstales::Common::Util::BaseConstants, 47
- FORMAT\_NO\_DECIMAL\_PLACES
  - Crosstales::Common::Util::BaseConstants, 47
- FORMAT\_PERCENT
  - Crosstales::Common::Util::BaseConstants, 47
- FORMAT\_TWO\_DECIMAL\_PLACES
  - Crosstales::Common::Util::BaseConstants, 47
- FPS
  - Crosstales::UI::Util::FPSDisplay, 113
- FadeAtStart
  - Crosstales::UI::UIHint, 216
- FadeTime
  - Crosstales::UI::UIHint, 217
- FileCopy
  - Crosstales::Common::Util::BaseHelper, 62
- FileInsideAssets
  - Crosstales::RTVoice::Tool::AudioFileGenerator, 34
  - Crosstales::RTVoice::Tool::SpeechText, 200
- FileName
  - Crosstales::RTVoice::Tool::SpeechText, 200
- FindAllAudioFilters
  - Crosstales::UI::Util::AudioFilterController, 37
- FindAllAudioFiltersOnStart
  - Crosstales::UI::Util::AudioFilterController, 38
- FindAllAudioSources
  - Crosstales::UI::Util::AudioSourceController, 39
- FindAllAudioSourcesOnStart
  - Crosstales::UI::Util::AudioSourceController, 39
- ForceSSML
  - Crosstales::RTVoice::Model::Wrapper, 251
- FormatBytesToHRF
  - Crosstales::Common::Util::BaseHelper, 63
- FormatSecondsToHourMinSec
  - Crosstales::Common::Util::BaseHelper, 63
- FromAudioClip
  - Crosstales::RTVoice::Util::WavMaster, 246
- GO\_ID
  - Crosstales::RTVoice::EditorUtil::EditorHelper, 103
- Gain
  - Crosstales::Common::Util::SpectrumVisualizer, 197
- Gender
  - Crosstales::RTVoice::Model::Enum, 21
  - Crosstales::RTVoice::Model::Voice, 221
  - Crosstales::RTVoice::Model::VoiceAlias, 222
  - HutongGames::PlayMaker::Actions::GetVoices, 116
- Generate
  - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔WS, 227

- Crosstales::RTVoice::Klattersynth::VoiceProvider↔
  - Klattersynth, 232
- Crosstales::RTVoice::Provider::BaseCustom↔
  - VoiceProvider, 51
- Crosstales::RTVoice::Provider::BaseVoice↔
  - Provider, 74
- Crosstales::RTVoice::Provider::IVoiceProvider, 128
- Crosstales::RTVoice::Provider::VoiceProviderMary, 236
- Crosstales::RTVoice::SAPI::VoiceProviderSAPI, 238
- Crosstales::RTVoice::Speaker, 179
- Crosstales::RTVoice::Tool::AudioFileGenerator, 34
- Crosstales::RTVoice::VoiceProviderExample, 230
- Crosstales::RTVoice::WebGL::VoiceProvider↔
  - WebGL, 242
- GenerateAudioFile
  - Crosstales::RTVoice::Tool::SpeechText, 200
- GenerateOnStart
  - Crosstales::RTVoice::Tool::AudioFileGenerator, 34
- GetBool
  - Crosstales::Common::Util::CTPlayerPrefs, 92
- getBuildNameFromBuildTarget
  - Crosstales::Common::EditorUtil::BaseEditor↔
    - Helper, 55
- getBuildTargetForBuildName
  - Crosstales::Common::EditorUtil::BaseEditor↔
    - Helper, 56
- getCLIArgument
  - Crosstales::Common::EditorUtil::BaseEditor↔
    - Helper, 56
- GetDate
  - Crosstales::Common::Util::CTPlayerPrefs, 92
- GetDirectories
  - Crosstales::Common::Util::BaseHelper, 63
- GetFiles
  - Crosstales::Common::Util::BaseHelper, 63
- GetFloat
  - Crosstales::Common::Util::CTPlayerPrefs, 92
- GetInt
  - Crosstales::Common::Util::CTPlayerPrefs, 93
- GetString
  - Crosstales::Common::Util::CTPlayerPrefs, 93
- GrayScale
  - Crosstales::Common::Util::RandomColor, 148
- Group
  - Crosstales::UI::UIHint, 217
- HIERARCHY\_ICON
  - Crosstales::RTVoice::EditorUtil::EditorConfig, 98
- HSVToRGB
  - Crosstales::Common::Util::BaseHelper, 64
- hasActiveClip
  - Crosstales::Common::Util::BaseHelper, 64
- hasBuiltInTTS
  - Crosstales::RTVoice::Util::Helper, 126
- hasCoRoutines
  - Crosstales::RTVoice::Provider::IVoiceProvider, 130
  - Crosstales::RTVoice::Speaker, 188
- HasKey
  - Crosstales::Common::Util::CTPlayerPrefs, 93
- HueRange
  - Crosstales::Common::Util::RandomColor, 148
- HutongGames, 25
- HutongGames.PlayMaker, 25
- HutongGames.PlayMaker.Actions, 25
- HutongGames.PlayMaker.Actions.AudioFileGenerator, 35
- HutongGames.PlayMaker.Actions.BaseRTVAction, 70
- HutongGames.PlayMaker.Actions.GetCultures, 114
- HutongGames.PlayMaker.Actions.GetVoices, 116
- HutongGames.PlayMaker.Actions.Paralanguage, 140
- HutongGames.PlayMaker.Actions.Silence, 165
- HutongGames.PlayMaker.Actions.Speak, 169
- HutongGames.PlayMaker.Actions.SpeakBase, 172
- HutongGames.PlayMaker.Actions.SpeakUI, 194
- HutongGames.PlayMaker.Actions.SpeechText, 202
- HutongGames.PlayMaker.Actions.TextFileSpeaker, 207
- HutongGames::PlayMaker::Actions::AudioFileGenerator
  - Obj, 35
- HutongGames::PlayMaker::Actions::GetCultures
  - Cultures, 115
- HutongGames::PlayMaker::Actions::GetVoices
  - Culture, 116
  - Gender, 116
  - Voices, 117
- HutongGames::PlayMaker::Actions::Paralanguage
  - Obj, 140
- HutongGames::PlayMaker::Actions::Speak
  - Culture, 170
  - RTVoiceNameAndroid, 170
  - RTVoiceNameCustom, 170
  - RTVoiceNameIOS, 170
  - RTVoiceNameMac, 170
  - RTVoiceNameMaryTTS, 170
  - RTVoiceNameWSA, 170
  - RTVoiceNameWindows, 170
  - Text, 170
- HutongGames::PlayMaker::Actions::SpeakBase
  - AudioSource, 173
  - Mode, 173
  - Pitch, 173
  - Rate, 173
  - Volume, 173
- HutongGames::PlayMaker::Actions::SpeakUI
  - Culture, 195
  - RTVoiceName, 195
  - Text, 195
- HutongGames::PlayMaker::Actions::SpeechText
  - Obj, 202
- HutongGames::PlayMaker::Actions::TextFileSpeaker
  - Obj, 208
- Identifier
  - Crosstales::RTVoice::Model::Voice, 221
- IgnoreCharacter
  - Crosstales::RTVoice::AdventureCreator::AC↔
    - VoiceWrapper, 32

- InstantiatePrefab
  - Crosstales::RTVoice::EditorUtil::EditorHelper, 102
- isAndroidPlatform
  - Crosstales::Common::Util::BaseHelper, 66
- isAppleBasedPlatform
  - Crosstales::Common::Util::BaseHelper, 66
- isAutoClearTags
  - Crosstales::RTVoice::Speaker, 188
- isBusy
  - Crosstales::RTVoice::Speaker, 188
- isCallOnStopSpeech
  - Crosstales::RTVoice::AdventureCreator::AC↔Connector, 29
- isCustomMode
  - Crosstales::RTVoice::Speaker, 188
- isESpeakMode
  - Crosstales::RTVoice::Speaker, 188
- isEditor
  - Crosstales::Common::Util::BaseHelper, 66
- isEditorMode
  - Crosstales::Common::Util::BaseHelper, 67
- isIL2CPPSupported
  - Crosstales::RTVoice::Provider::IVoiceProvider, 130
  - Crosstales::RTVoice::Speaker, 188
- isIL2CPP
  - Crosstales::Common::Util::BaseHelper, 67
- isIOSBasedPlatform
  - Crosstales::Common::Util::BaseHelper, 67
- isIOSPlatform
  - Crosstales::Common::Util::BaseHelper, 67
- isInternetAvailable
  - Crosstales::Common::Util::BaseHelper, 67
- isLinuxEditor
  - Crosstales::Common::Util::BaseHelper, 67
- isLinuxPlatform
  - Crosstales::Common::Util::BaseHelper, 68
- isLoaded
  - Crosstales::RTVoice::EditorUtil::EditorConfig, 98
  - Crosstales::RTVoice::Util::Config, 81
- isMacOSEditor
  - Crosstales::Common::Util::BaseHelper, 68
- isMacOSPlatform
  - Crosstales::Common::Util::BaseHelper, 68
- isMaryMode
  - Crosstales::RTVoice::Speaker, 189
- isOnlineService
  - Crosstales::RTVoice::Provider::IVoiceProvider, 131
  - Crosstales::RTVoice::Speaker, 189
- isPS4Platform
  - Crosstales::Common::Util::BaseHelper, 68
- isPlatformSupported
  - Crosstales::RTVoice::Provider::IVoiceProvider, 131
  - Crosstales::RTVoice::Speaker, 189
- isRTVoiceInScene
  - Crosstales::RTVoice::EditorUtil::EditorHelper, 103
- isSSMLSupported
  - Crosstales::RTVoice::Provider::IVoiceProvider, 131
  - Crosstales::RTVoice::Speaker, 190
- isSilenceOnDisable
  - Crosstales::RTVoice::Speaker, 189
- isSilenceOnFocusLost
  - Crosstales::RTVoice::Speaker, 189
- isSilenceSource
  - Crosstales::RTVoice::Tool::Loudspeaker, 136
- isSimulateSkipSpeech
  - Crosstales::RTVoice::AdventureCreator::AC↔Connector, 29
- isSpeakNativeSupported
  - Crosstales::RTVoice::Provider::IVoiceProvider, 131
  - Crosstales::RTVoice::Speaker, 189
- isSpeakSupported
  - Crosstales::RTVoice::Provider::IVoiceProvider, 131
  - Crosstales::RTVoice::Speaker, 190
- isSpeaking
  - Crosstales::RTVoice::Speaker, 189
- isStandalonePlatform
  - Crosstales::Common::Util::BaseHelper, 68
- isSynchronized
  - Crosstales::RTVoice::Tool::Loudspeaker, 136
- isTTSAvailable
  - Crosstales::RTVoice::Speaker, 190
- isTvOSPlatform
  - Crosstales::Common::Util::BaseHelper, 68
- isValidBuildTarget
  - Crosstales::Common::EditorUtil::BaseEditor↔Helper, 56
- isValidURL
  - Crosstales::Common::Util::BaseHelper, 64
- isVoiceForCultureAvailable
  - Crosstales::RTVoice::Speaker, 180
- isVoiceForGenderAvailable
  - Crosstales::RTVoice::Speaker, 180
- isVoiceForNameAvailable
  - Crosstales::RTVoice::Speaker, 180
- isWSABasedPlatform
  - Crosstales::Common::Util::BaseHelper, 69
- isWSANative
  - Crosstales::RTVoice::Speaker, 190
- isWSAPlatform
  - Crosstales::Common::Util::BaseHelper, 70
- isWebGLPlatform
  - Crosstales::Common::Util::BaseHelper, 69
- isWebPlatform
  - Crosstales::Common::Util::BaseHelper, 69
- isWindowsBasedPlatform
  - Crosstales::Common::Util::BaseHelper, 69
- isWindowsEditor
  - Crosstales::Common::Util::BaseHelper, 69
- isWindowsPlatform
  - Crosstales::Common::Util::BaseHelper, 69
- isWorkingInEditor
  - Crosstales::RTVoice::Provider::IVoiceProvider, 131
  - Crosstales::RTVoice::Speaker, 190
- isWorkingInPlaymode
  - Crosstales::RTVoice::Provider::IVoiceProvider, 132
  - Crosstales::RTVoice::Speaker, 190

- isXboxOnePlatform
  - Crosstales::Common::Util::BaseHelper, 70
- LeftToRight
  - Crosstales::Common::Util::SpectrumVisualizer, 197
- Load
  - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔WS, 227
  - Crosstales::RTVoice::EditorUtil::EditorConfig, 98
  - Crosstales::RTVoice::Klattersynth::VoiceProvider↔Klattersynth, 233
  - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 51
  - Crosstales::RTVoice::SAPI::VoiceProviderSAPI, 239
  - Crosstales::RTVoice::Util::Config, 80
  - Crosstales::RTVoice::VoiceProviderExample, 231
  - Crosstales::RTVoice::WebGL::VoiceProvider↔WebGL, 242
- Loop
  - Crosstales::UI::Util::AudioSourceController, 39
- MENU\_ID
  - Crosstales::RTVoice::EditorUtil::EditorHelper, 103
- ManagerName
  - Crosstales::UI::UIFocus, 215
- MarkSpokenText
  - Crosstales::RTVoice::Util::Helper, 125
- MaryPassword
  - Crosstales::RTVoice::Speaker, 191
- MaryPort
  - Crosstales::RTVoice::Speaker, 191
- MaryTTSMode
  - Crosstales::RTVoice::Speaker, 186
- MaryTTSPassword
  - Crosstales::RTVoice::Speaker, 186
- MaryTTSPort
  - Crosstales::RTVoice::Speaker, 186
- MaryTTSType
  - Crosstales::RTVoice::Model::Enum, 21
  - Crosstales::RTVoice::Speaker, 186
- MaryTTSUrl
  - Crosstales::RTVoice::Speaker, 186
- MaryTTSUser
  - Crosstales::RTVoice::Speaker, 186
- MaryType
  - Crosstales::RTVoice::Speaker, 191
- MaryUrl
  - Crosstales::RTVoice::Speaker, 191
- MaryUser
  - Crosstales::RTVoice::Speaker, 191
- Material
  - Crosstales::Common::Util::RandomColor, 148
- MaxSize
  - Crosstales::UI::UIResize, 218
- MaxTextLength
  - Crosstales::RTVoice::Provider::IVoiceProvider, 132
  - Crosstales::RTVoice::Speaker, 191

- MinSize
  - Crosstales::UI::UIResize, 218
- Mode
  - Crosstales::RTVoice::AdventureCreator::AC↵  
VoiceWrapper, 32
  - Crosstales::RTVoice::Model::Sequence, 157
  - Crosstales::RTVoice::Tool::Paralanguage, 142
  - Crosstales::RTVoice::Tool::SpeechText, 200
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 211
  - HutongGames::PlayMaker::Actions::SpeakBase, 173
- Mute
  - Crosstales::UI::Util::AudioSourceController, 40
- Name
  - Crosstales::RTVoice::Model::Voice, 221
- NewGender
  - Crosstales::RTVoice::Tool::ChangeGender, 78
- Next
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 209
- NoVoicesUI
  - Crosstales::RTVoice::EditorUtil::EditorHelper, 103
- Obj
  - HutongGames::PlayMaker::Actions::AudioFile↵  
Generator, 35
  - HutongGames::PlayMaker::Actions::Paralanguage, 140
  - HutongGames::PlayMaker::Actions::SpeechText, 202
  - HutongGames::PlayMaker::Actions::TextFile↵  
Speaker, 208
- Objects
  - Crosstales::Common::Util::BackgroundController, 41
  - Crosstales::Common::Util::PlatformController, 145
  - Crosstales::RTVoice::Demo::Util::NativeController, 139
- OnAudioFileGeneratorComplete
  - Crosstales::RTVoice::Tool::AudioFileGenerator, 34
- OnAudioFileGeneratorStart
  - Crosstales::RTVoice::Tool::AudioFileGenerator, 34
- OnErrorInfo
  - Crosstales::RTVoice::Provider::BaseCustom↵  
VoiceProvider, 53
  - Crosstales::RTVoice::Provider::BaseVoice↵  
Provider, 75
  - Crosstales::RTVoice::Speaker, 191
- OnParalanguageComplete
  - Crosstales::RTVoice::Tool::Paralanguage, 143
- OnParalanguageStart
  - Crosstales::RTVoice::Tool::Paralanguage, 143
- OnProviderChange
  - Crosstales::RTVoice::Speaker, 191
- OnSpeakAudioGenerationComplete
  - Crosstales::RTVoice::Provider::BaseCustom↵  
VoiceProvider, 53
  - Crosstales::RTVoice::Provider::BaseVoice↵  
Provider, 75

- Crosstales::RTVoice::Speaker, 191
- OnSpeakAudioGenerationStart
  - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 53
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 75
  - Crosstales::RTVoice::Speaker, 192
- OnSpeakComplete
  - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 53
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 76
  - Crosstales::RTVoice::Speaker, 192
- OnSpeakCurrentPhoneme
  - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 53
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 76
  - Crosstales::RTVoice::Speaker, 192
- OnSpeakCurrentViseme
  - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 53
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 76
  - Crosstales::RTVoice::Speaker, 192
- OnSpeakCurrentWord
  - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 53
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 76
  - Crosstales::RTVoice::Speaker, 192
- OnSpeakStart
  - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 53
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 76
  - Crosstales::RTVoice::Speaker, 192
- OnSpeechTextComplete
  - Crosstales::RTVoice::Tool::SpeechText, 201
- OnSpeechTextStart
  - Crosstales::RTVoice::Tool::SpeechText, 201
- OnVoicesReady
  - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 53
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 76
  - Crosstales::RTVoice::Speaker, 192
- OpenCrosstales
  - Crosstales::UI::StaticManager, 204
- OpenPanel
  - Crosstales::UI::WindowManager, 248
- OutputFile
  - Crosstales::RTVoice::Model::Wrapper, 251
- PATH\_DELIMITER\_UNIX
  - Crosstales::Common::Util::BaseConstants, 47
- PATH\_DELIMITER\_WINDOWS
  - Crosstales::Common::Util::BaseConstants, 47
- PREFAB\_AUTOLOAD
  - Crosstales::RTVoice::EditorUtil::EditorConfig, 99
- PREFAB\_PATH
  - Crosstales::RTVoice::EditorUtil::EditorConfig, 99
- PREFAB\_SUBPATH
  - Crosstales::RTVoice::EditorUtil::EditorConstants, 100
- PREFIX\_FILE
  - Crosstales::Common::Util::BaseConstants, 49
- PROCESS\_KILL\_TIME
  - Crosstales::Common::Util::BaseConstants, 47
- Pause
  - Crosstales::RTVoice::Speaker, 180
- Pitch
  - Crosstales::RTVoice::AdventureCreator::AC↔VoiceWrapper, 32
  - Crosstales::RTVoice::Model::Sequence, 157
  - Crosstales::RTVoice::Model::Wrapper, 252
  - Crosstales::RTVoice::Tool::Paralanguage, 142
  - Crosstales::RTVoice::Tool::SpeechText, 200
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 211
  - Crosstales::UI::Util::AudioSourceController, 40
  - HutongGames::PlayMaker::Actions::SpeakBase, 173
- Platform
  - Crosstales::Common::Model::Enum, 14
- Platforms
  - Crosstales::Common::Util::PlatformController, 145
- PlayAllOnStart
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 211
- PlayAllSequences
  - Crosstales::RTVoice::Tool::Sequencer, 159
- PlayNextSequence
  - Crosstales::RTVoice::Tool::Sequencer, 159
- PlayOnStart
  - Crosstales::RTVoice::Tool::Paralanguage, 142
  - Crosstales::RTVoice::Tool::Sequencer, 160
  - Crosstales::RTVoice::Tool::SpeechText, 200
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 211
- PlaySequence
  - Crosstales::RTVoice::Tool::Sequencer, 159
- Prefix
  - Crosstales::Common::Util::TakeScreenshot, 207
- Previous
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 210
- Provider
  - Crosstales::RTVoice::Tool::VoiceInitializer, 225
- ProviderType
  - Crosstales::RTVoice::Model::Enum, 21
- Quit
  - Crosstales::UI::StaticManager, 204
- REMINDER\_CHECK
  - Crosstales::RTVoice::EditorUtil::EditorConfig, 99
- RTVOICE\_SCENE\_OBJECT\_NAME
  - Crosstales::RTVoice::Util::Constants, 90
- RTVoiceIOSBridge, 153
  - setVoices, 153
  - speak:text:rate:pitch:volume:, 153



- stop, 153
- RTVoiceIOSBridge(), 154
- RTVoiceName
  - HutongGames::PlayMaker::Actions::SpeakUI, 195
- RTVoiceNameAndroid
  - HutongGames::PlayMaker::Actions::Speak, 170
- RTVoiceNameCustom
  - HutongGames::PlayMaker::Actions::Speak, 170
- RTVoiceNameIOS
  - HutongGames::PlayMaker::Actions::Speak, 170
- RTVoiceNameMac
  - HutongGames::PlayMaker::Actions::Speak, 170
- RTVoiceNameMaryTTS
  - HutongGames::PlayMaker::Actions::Speak, 170
- RTVoiceNameWSA
  - HutongGames::PlayMaker::Actions::Speak, 170
- RTVoiceNameWindows
  - HutongGames::PlayMaker::Actions::Speak, 170
- Rate
  - Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, 32
  - Crosstales::RTVoice::Model::Sequence, 157
  - Crosstales::RTVoice::Model::Wrapper, 252
  - Crosstales::RTVoice::Tool::Paralanguage, 142
  - Crosstales::RTVoice::Tool::SpeechText, 200
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 211
  - HutongGames::PlayMaker::Actions::SpeakBase, 173
- ReadOnlyTextField
  - Crosstales::Common::EditorUtil::BaseEditor↔  
Helper, 56
- RefreshAssetDatabase
  - Crosstales::Common::EditorUtil::BaseEditor↔  
Helper, 57
- RefreshOnVoicesReady
  - Crosstales::RTVoice::Tool::ChangeGender, 78
- Reload
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 210
- ReloadProvider
  - Crosstales::RTVoice::Speaker, 181
- RemoteCertificateValidationCallback
  - Crosstales::Common::Util::BaseHelper, 64
- Reset
  - Crosstales::RTVoice::EditorUtil::EditorConfig, 98
  - Crosstales::RTVoice::Speaker, 181
  - Crosstales::RTVoice::Util::Config, 80
- ResetAllAudioSources
  - Crosstales::UI::Util::AudioSourceController, 39
- ResetAudioFilters
  - Crosstales::UI::Util::AudioFilterController, 37
- ResetAudioSourcesOnStart
  - Crosstales::UI::Util::AudioSourceController, 40
- RestartUnity
  - Crosstales::Common::EditorUtil::BaseEditor↔  
Helper, 57
- SHOW\_BWF\_BANNER
  - Crosstales::Common::Util::BaseConstants, 48
- SHOW\_DJ\_BANNER
  - Crosstales::Common::Util::BaseConstants, 48
- SHOW\_FB\_BANNER
  - Crosstales::Common::Util::BaseConstants, 48
- SHOW\_OC\_BANNER
  - Crosstales::Common::Util::BaseConstants, 48
- SHOW\_RADIO\_BANNER
  - Crosstales::Common::Util::BaseConstants, 48
- SHOW\_RTV\_BANNER
  - Crosstales::Common::Util::BaseConstants, 48
- SHOW\_TB\_BANNER
  - Crosstales::Common::Util::BaseConstants, 48
- SHOW\_TPB\_BANNER
  - Crosstales::Common::Util::BaseConstants, 48
- SHOW\_TPS\_BANNER
  - Crosstales::Common::Util::BaseConstants, 48
- SHOW\_TR\_BANNER
  - Crosstales::Common::Util::BaseConstants, 48
- SPEAK\_CALL\_SPEED
  - Crosstales::RTVoice::Util::Constants, 90
- SampleRate
  - Crosstales::Common::Model::Enum, 14
  - Crosstales::RTVoice::Klattersynth::VoiceProvider↔  
Klattersynth, 233
- Samples
  - Crosstales::Common::Util::FFTAnalyzer, 112
- SaturationRange
  - Crosstales::Common::Util::RandomColor, 149
- Save
  - Crosstales::Common::Util::CTPlayerPrefs, 93
  - Crosstales::RTVoice::EditorUtil::EditorConfig, 98
  - Crosstales::RTVoice::Util::Config, 80
- Scale
  - Crosstales::Common::Util::TakeScreenshot, 207
- ScaleMax
  - Crosstales::Common::Util::RandomScaler, 151
- ScaleMin
  - Crosstales::Common::Util::RandomScaler, 151
- SeparatorUI
  - Crosstales::Common::EditorUtil::BaseEditor↔  
Helper, 57
- Sequences
  - Crosstales::RTVoice::Tool::Sequencer, 160
- SerializeToByteArray< T >
  - Crosstales::Common::Util::SerializeDeSerialize, 162
- SerializeToFile< T >
  - Crosstales::Common::Util::SerializeDeSerialize, 163
  - Crosstales::Common::Util::XmlHelper, 254
- SerializeToString< T >
  - Crosstales::Common::Util::XmlHelper, 254
- SetBool
  - Crosstales::Common::Util::CTPlayerPrefs, 94
- SetDate
  - Crosstales::Common::Util::CTPlayerPrefs, 94
- SetFloat
  - Crosstales::Common::Util::CTPlayerPrefs, 94
- SetInt

- Crosstales::Common::Util::CTPlayerPrefs, 94
- SetString
  - Crosstales::Common::Util::CTPlayerPrefs, 94
- setVoices
  - RTVoiceIOSBridge, 153
- Silence
  - Crosstales::RTVoice::LiveSpeaker, 133
  - Crosstales::RTVoice::Provider::BaseCustom↔  
VoiceProvider, 51, 52
  - Crosstales::RTVoice::Provider::BaseVoice↔  
Provider, 74
  - Crosstales::RTVoice::Provider::IVoiceProvider, 129
  - Crosstales::RTVoice::SAPI::VoiceProviderSAPI,  
239
  - Crosstales::RTVoice::Speaker, 181
  - Crosstales::RTVoice::Tool::Paralanguage, 142
  - Crosstales::RTVoice::Tool::SpeechText, 200
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 210
  - Crosstales::RTVoice::WebGL::VoiceProvider↔  
WebGL, 242
- SilenceOnDisable
  - Crosstales::RTVoice::Speaker, 186
- SilenceOnFocustLost
  - Crosstales::RTVoice::Speaker, 186
- SilenceSource
  - Crosstales::RTVoice::Tool::Loudspeaker, 136
- SimplifiedCulture
  - Crosstales::RTVoice::Model::Voice, 221
- SimulateSkipSpeech
  - Crosstales::RTVoice::AdventureCreator::AC↔  
Connector, 28
- Source
  - Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, 32
  - Crosstales::RTVoice::Model::Sequence, 157
  - Crosstales::RTVoice::Model::Wrapper, 251
  - Crosstales::RTVoice::Tool::Loudspeaker, 136
  - Crosstales::RTVoice::Tool::SpeechText, 201
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 211
- Speak
  - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔  
WS, 227
  - Crosstales::RTVoice::Klattersynth::VoiceProvider↔  
Klattersynth, 233
  - Crosstales::RTVoice::LiveSpeaker, 133, 134
  - Crosstales::RTVoice::Provider::BaseCustom↔  
VoiceProvider, 52
  - Crosstales::RTVoice::Provider::BaseVoice↔  
Provider, 75
  - Crosstales::RTVoice::Provider::IVoiceProvider, 129
  - Crosstales::RTVoice::Provider::VoiceProviderMary,  
237
  - Crosstales::RTVoice::SAPI::VoiceProviderSAPI,  
239
  - Crosstales::RTVoice::Speaker, 181, 182
  - Crosstales::RTVoice::Tool::Paralanguage, 142
  - Crosstales::RTVoice::Tool::SpeechText, 200
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 210
  - Crosstales::RTVoice::VoiceProviderExample, 231
  - Crosstales::RTVoice::WebGL::VoiceProvider↔  
WebGL, 242
- SpeakNativeWithUID
  - Crosstales::RTVoice::Speaker, 183
- SpeakRandom
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 211
- SpeakText
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 210
- SpeakWithUID
  - Crosstales::RTVoice::Speaker, 183
- SpeechCount
  - Crosstales::RTVoice::Speaker, 192
- Speeches
  - Crosstales::RTVoice::Klattersynth::VoiceProvider↔  
Klattersynth, 233
- Speed
  - Crosstales::UI::WindowManager, 249
- SpeedMax
  - Crosstales::Common::Util::RandomRotator, 150
- SpeedMin
  - Crosstales::Common::Util::RandomRotator, 150
- SplitStringToLines
  - Crosstales::Common::Util::BaseHelper, 65
- Start
  - Crosstales::UI::UIDrag, 214
  - Crosstales::UI::UIFocus, 215
  - Crosstales::UI::UIWindowManager, 218
- StereoPan

- Crosstales::UI::Util::AudioSourceController, 40
- stop
  - RTVoiceIOSBridge, 153
- StopAll
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 211
- StopAllSequences
  - Crosstales::RTVoice::Tool::Sequencer, 159
- StringToGender
  - Crosstales::RTVoice::Util::Helper, 125
- Survivors
  - Crosstales::Common::Util::SurviveSceneSwitch, 205
- SwitchPanel
  - Crosstales::UI::WindowManager, 248
- Synchronized
  - Crosstales::RTVoice::Tool::Loudspeaker, 136
- TRACER
  - Crosstales::RTVoice::EditorUtil::EditorConfig, 99
- TTS\_LINUX\_DATA
  - Crosstales::RTVoice::Util::Config, 81
- TTS\_LINUX
  - Crosstales::RTVoice::Util::Config, 81
- TTS\_MACOS
  - Crosstales::RTVoice::Util::Config, 82
- TTS\_WINDOWS\_BUILD
  - Crosstales::RTVoice::Util::Config, 82
- TTS\_WINDOWS\_EDITOR\_x86
  - Crosstales::RTVoice::Util::Config, 82
- TTS\_WINDOWS\_EDITOR
  - Crosstales::RTVoice::Util::Config, 82
- TTS\_WINDOWS\_SUBPATH
  - Crosstales::RTVoice::Util::Constants, 90
- TTS\_WINDOWS\_x86\_SUBPATH
  - Crosstales::RTVoice::Util::Constants, 90
- Text
  - Crosstales::RTVoice::Model::Sequence, 157
  - Crosstales::RTVoice::Model::Wrapper, 252
  - Crosstales::RTVoice::Tool::Paralanguage, 142
  - Crosstales::RTVoice::Tool::SpeechText, 201
  - HutongGames::PlayMaker::Actions::Speak, 170
  - HutongGames::PlayMaker::Actions::SpeakUI, 195
- TextFiles
  - Crosstales::RTVoice::Tool::AudioFileGenerator, 34
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 211
- Timeout
  - Crosstales::Common::Util::CTWebClient, 96
- ToAudioClip
  - Crosstales::RTVoice::Util::WavMaster, 247
- UPDATE\_CHECK
  - Crosstales::RTVoice::EditorUtil::EditorConfig, 99
- Uid
  - Crosstales::RTVoice::Model::Wrapper, 252
- UnPause
  - Crosstales::RTVoice::Speaker, 183
- Uniform
  - Crosstales::Common::Util::RandomScaler, 152
- Update
  - Crosstales::Common::Util::TakeScreenshot, 207
  - Crosstales::UI::WindowManager, 248
- UpdateStatus
  - Crosstales::RTVoice::EditorTask, 20
- UseInterval
  - Crosstales::Common::Util::RandomColor, 149
  - Crosstales::Common::Util::RandomRotator, 150
  - Crosstales::Common::Util::RandomScaler, 152
- UseSpeechAudioSource
  - Crosstales::RTVoice::AdventureCreator::AC↔VoiceWrapper, 32
- ValidURLFromFilePath
  - Crosstales::Common::Util::BaseHelper, 66
- ValidateFile
  - Crosstales::Common::Util::BaseHelper, 65
- ValidatePath
  - Crosstales::Common::Util::BaseHelper, 65
- ValueRange
  - Crosstales::Common::Util::RandomColor, 149
- Vendor
  - Crosstales::RTVoice::Model::Voice, 221
- Version
  - Crosstales::RTVoice::Model::Voice, 221
- VisualPrefab
  - Crosstales::Common::Util::SpectrumVisualizer, 198
- Voice
  - Crosstales::RTVoice::Model::Voice, 220
  - Crosstales::RTVoice::Model::VoiceAlias, 223
  - Crosstales::RTVoice::Model::Wrapper, 252
- VoiceForCulture
  - Crosstales::RTVoice::Speaker, 184
- VoiceForGender
  - Crosstales::RTVoice::Speaker, 184
- VoiceForName
  - Crosstales::RTVoice::Speaker, 184
- VoiceName
  - Crosstales::RTVoice::Model::VoiceAlias, 223
- VoiceNameAndroid
  - Crosstales::RTVoice::Model::VoiceAlias, 223
- VoiceNameCustom
  - Crosstales::RTVoice::Model::VoiceAlias, 223
- VoiceNameIOS
  - Crosstales::RTVoice::Model::VoiceAlias, 223
- VoiceNameLinux
  - Crosstales::RTVoice::Model::VoiceAlias, 223
- VoiceNameMac
  - Crosstales::RTVoice::Model::VoiceAlias, 223
- VoiceNameMaryTTS
  - Crosstales::RTVoice::Model::VoiceAlias, 223
- VoiceNameWSA
  - Crosstales::RTVoice::Model::VoiceAlias, 223
- VoiceNameWindows
  - Crosstales::RTVoice::Model::VoiceAlias, 223
- VoiceNames
  - Crosstales::RTVoice::Tool::VoiceInitializer, 225
- VoiceProviderMary

Crosstales::RTVoice::Provider::VoiceProviderMary,  
236

Voices

- Crosstales::RTVoice::AdventureCreator::AC↔  
Connector, 28
- Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, 32
- Crosstales::RTVoice::Model::Sequence, 157
- Crosstales::RTVoice::Provider::IVoiceProvider, 132
- Crosstales::RTVoice::Speaker, 192
- Crosstales::RTVoice::Tool::Paralanguage, 142
- Crosstales::RTVoice::Tool::SpeechText, 201
- Crosstales::RTVoice::Tool::TextFileSpeaker, 212
- HutongGames::PlayMaker::Actions::GetVoices,  
117

VoicesForCulture

- Crosstales::RTVoice::Speaker, 185

VoicesForGender

- Crosstales::RTVoice::Speaker, 185

Volume

- Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, 32
- Crosstales::RTVoice::Model::Sequence, 157
- Crosstales::RTVoice::Model::Wrapper, 252
- Crosstales::RTVoice::Tool::Paralanguage, 143
- Crosstales::RTVoice::Tool::SpeechText, 201
- Crosstales::RTVoice::Tool::TextFileSpeaker, 212
- Crosstales::UI::Util::AudioSourceController, 40
- HutongGames::PlayMaker::Actions::SpeakBase,  
173

WSANative

- Crosstales::RTVoice::Speaker, 187

WSAVoiceNameToGender

- Crosstales::RTVoice::Util::Helper, 126

Width

- Crosstales::Common::Util::SpectrumVisualizer,  
198

Windows

- Crosstales::UI::UIWindowManager, 219

Wrapper

- Crosstales::RTVoice::Model::Wrapper, 250, 251