Mce Inc Documentation :

SpeechEngine Plugin

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What is it?

A solution to save, use Google Text to Speech api on android device with Unity3D.

What's in the Package?

MceInc.dll: The dll file which contains some a part of Mce Inc Engine .
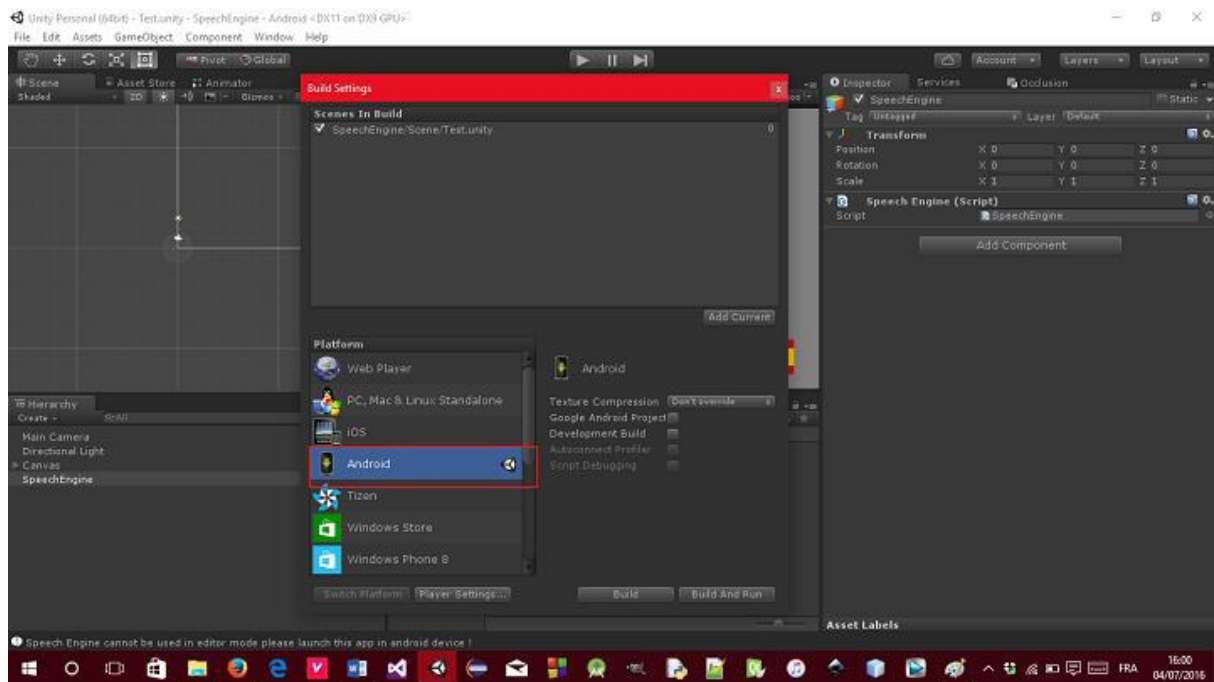**SpeechEngine.cs:** The main script of this package. All functions of this script are statics.
Locale.cs: A script which represents a java.util.locale object.
Test.cs: The test script.

Getting Stated

1 - Configuration

First of all, you must to switch the current platform to Android, because, the engine works only on android device.

2 – Choose a language.

As stated above, all functions of this package are statics, you don't need to place a Game Object in your scene to use the engine.

If you want to change the language of the engine,

Call the function SpeechEngine.SetLanguage(Locale locale);

By default, there is a static instance of all supported language of the speech engine (32) without a specified country.

There is also a reference of all supported languages and (country) of the engine like 'French-Canadian'. So, if you want to specified the country of the language, you can use the third parameter of Locale class constructor like

Locale l = new Locale ("French Canada", "fr", "CA");

To test if a language is supported, you can use the function:

 SpeechEngine.IsSupported(Locale locale);

or display the content of the array "SpeechEngine.AvailableLocales" like on the test script with the dropdown list.

There is 255 instance of Locale class in the array "SpeechEngine.AvailableLocales".

3 - Speak

If you want to speak a message, call the function:
SpeechEngine.Speak(string message);
There is a second version of this function which take a parameter time, this function allows you to makes pause during the speak.
Example:
With the sentence "This {pause} is {pause} a {pause} test", when you call the function SpeechEngine.Speak(string 1);
The engine makes pause during 1 second each time there is '{pause}' in the sentence.

4 – Complement

- **ISI Localization: T**his plugin is compatible with ISI Localization plugin. If you want to use the current language of ISI Localization

as speak language, you can add the following line somewhere in your code:

SpeechEngine.SetLanguage(ISILocalization.CurrentLanguage. ToLocale ());

- **Change the voice:** If you want to modify the voice, you can change the value of the properties:

  "SpeechEngine.PitchValue" and "SpeechEngine.SpeechRateValue".

- **Disable the engine:** If you want to disable the engine, change the value of the properties "SpeechEngine.IsEnabled".

- **Speaking status:** If you want to know if the engine is speaking, use the property "SpeechEngine.IsSpeaking".

- **Engine status:** If the engine not works and you want to know the why, display the value of "SpeechEngine.Status".

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Good luck for your projects.