

## RT-Voice

*Hearing is understanding*



API

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Date: 04.12.2017  
Version: 2.9.2

# 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>11</b>
4.1	Crosstales Namespace Reference . . . . .	11
4.2	Crosstales.RTVoice Namespace Reference . . . . .	11
4.3	Crosstales.RTVoice.AdventureCreator Namespace Reference . . . . .	11
4.4	Crosstales.RTVoice.Demo Namespace Reference . . . . .	12
4.5	Crosstales.RTVoice.Demo.Util Namespace Reference . . . . .	12
4.5.1	Enumeration Type Documentation . . . . .	13
4.5.1.1	Platform . . . . .	13
4.6	Crosstales.RTVoice.EditorExtension Namespace Reference . . . . .	13
4.7	Crosstales.RTVoice.EditorIntegration Namespace Reference . . . . .	14
4.8	Crosstales.RTVoice.EditorTask Namespace Reference . . . . .	14
4.8.1	Enumeration Type Documentation . . . . .	15
4.8.1.1	UpdateStatus . . . . .	15
4.9	Crosstales.RTVoice.EditorUtil Namespace Reference . . . . .	15
4.10	Crosstales.RTVoice.Model Namespace Reference . . . . .	15
4.11	Crosstales.RTVoice.Model.Enum Namespace Reference . . . . .	15

4.11.1	Enumeration Type Documentation	16
4.11.1.1	MaryTTSType	16
4.11.1.2	ProviderType	16
4.11.1.3	SpeakMode	16
4.12	Crosstales.RTVoice.PlayMaker Namespace Reference	16
4.13	Crosstales.RTVoice.Provider Namespace Reference	16
4.14	Crosstales.RTVoice.SALSA Namespace Reference	17
4.15	Crosstales.RTVoice.SLATE Namespace Reference	17
4.16	Crosstales.RTVoice.Tool Namespace Reference	17
4.17	Crosstales.RTVoice.UDEA2 Namespace Reference	17
4.18	Crosstales.RTVoice.Util Namespace Reference	18
4.19	Crosstales.UI Namespace Reference	18
4.20	Crosstales.UI.Util Namespace Reference	18
4.21	HutongGames Namespace Reference	19
4.22	HutongGames.PlayMaker Namespace Reference	19
4.23	HutongGames.PlayMaker.Actions Namespace Reference	19
<b>5</b>	<b>Class Documentation</b>	<b>21</b>
5.1	Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference	21
5.1.1	Detailed Description	22
5.1.2	Member Data Documentation	22
5.1.2.1	CallOnStopSpeech	22
5.1.2.2	Culture	22
5.1.2.3	SimulateSkipSpeech	22
5.1.2.4	Voices	22
5.1.3	Property Documentation	22
5.1.3.1	CurrentCulture	22
5.1.3.2	isCallOnStopSpeech	22
5.1.3.3	isSimulateSkipSpeech	22
5.2	Crosstales.RTVoice.AdventureCreator.ACConnectorEditor Class Reference	23
5.2.1	Detailed Description	23

5.3	<a href="#">Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject Class Reference</a>	23
5.3.1	<a href="#">Detailed Description</a>	23
5.4	<a href="#">Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference</a>	24
5.4.1	<a href="#">Detailed Description</a>	24
5.5	<a href="#">Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher Class Reference</a>	24
5.5.1	<a href="#">Detailed Description</a>	24
5.6	<a href="#">Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference</a>	24
5.6.1	<a href="#">Detailed Description</a>	25
5.6.2	<a href="#">Member Data Documentation</a>	25
5.6.2.1	<a href="#">ACVoiceName</a>	25
5.6.2.2	<a href="#">IgnoreCharacter</a>	26
5.6.2.3	<a href="#">Pitch</a>	26
5.6.2.4	<a href="#">Rate</a>	26
5.6.2.5	<a href="#">RTVoiceNameAndroid</a>	26
5.6.2.6	<a href="#">RTVoiceNameIOS</a>	26
5.6.2.7	<a href="#">RTVoiceNameMac</a>	26
5.6.2.8	<a href="#">RTVoiceNameMaryTTS</a>	26
5.6.2.9	<a href="#">RTVoiceNameWindows</a>	26
5.6.2.10	<a href="#">RTVoiceNameWSA</a>	26
5.6.2.11	<a href="#">Source</a>	26
5.6.2.12	<a href="#">UseSpeechAudioSource</a>	27
5.6.2.13	<a href="#">Volume</a>	27
5.6.3	<a href="#">Property Documentation</a>	27
5.6.3.1	<a href="#">RTVoiceName</a>	27
5.7	<a href="#">Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference</a>	27
5.7.1	<a href="#">Detailed Description</a>	28
5.7.2	<a href="#">Member Function Documentation</a>	28
5.7.2.1	<a href="#">Generate()</a>	28
5.7.3	<a href="#">Member Data Documentation</a>	28
5.7.3.1	<a href="#">FileInsideAssets</a>	28

5.7.3.2	<a href="#">TextFiles</a>	28
5.8	<a href="#">Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference</a>	28
5.8.1	<a href="#">Detailed Description</a>	29
5.9	<a href="#">Crosstales.RTVoice.Demo.Util.AudioVisualizer Class Reference</a>	29
5.9.1	<a href="#">Detailed Description</a>	29
5.10	<a href="#">Crosstales.RTVoice.EditorTask.AutoInitalize Class Reference</a>	30
5.10.1	<a href="#">Detailed Description</a>	30
5.11	<a href="#">Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference</a>	30
5.11.1	<a href="#">Detailed Description</a>	32
5.11.2	<a href="#">Constructor &amp; Destructor Documentation</a>	32
5.11.2.1	<a href="#">BaseVoiceProvider(MonoBehaviour obj)</a>	32
5.11.3	<a href="#">Member Function Documentation</a>	32
5.11.3.1	<a href="#">Generate(Model.Wrapper wrapper)</a>	32
5.11.3.2	<a href="#">Silence()</a>	32
5.11.3.3	<a href="#">Silence(string uid)</a>	32
5.11.3.4	<a href="#">Speak(Model.Wrapper wrapper)</a>	33
5.11.3.5	<a href="#">SpeakNative(Model.Wrapper wrapper)</a>	33
5.11.4	<a href="#">Property Documentation</a>	33
5.11.4.1	<a href="#">AudioFileExtension</a>	33
5.11.4.2	<a href="#">OnErrorInfo</a>	33
5.11.4.3	<a href="#">OnSpeakAudioGenerationComplete</a>	33
5.11.4.4	<a href="#">OnSpeakAudioGenerationStart</a>	34
5.11.4.5	<a href="#">OnSpeakComplete</a>	34
5.11.4.6	<a href="#">OnSpeakCurrentPhoneme</a>	34
5.11.4.7	<a href="#">OnSpeakCurrentViseme</a>	34
5.11.4.8	<a href="#">OnSpeakCurrentWord</a>	34
5.11.4.9	<a href="#">OnSpeakStart</a>	34
5.11.4.10	<a href="#">OnVoicesReady</a>	34
5.11.4.11	<a href="#">Voices</a>	34
5.12	<a href="#">Crosstales.RTVoice.SALSA.Bots Class Reference</a>	35

5.12.1 Detailed Description . . . . .	35
5.13 Crosstales.RTVoice.EditorUtil.BuildPostprocessor Class Reference . . . . .	35
5.13.1 Detailed Description . . . . .	36
5.14 Crosstales.RTVoice.EditorTask.CompileDefines Class Reference . . . . .	36
5.14.1 Detailed Description . . . . .	36
5.15 Crosstales.RTVoice.Util.Config Class Reference . . . . .	36
5.15.1 Detailed Description . . . . .	37
5.15.2 Member Function Documentation . . . . .	37
5.15.2.1 Load() . . . . .	37
5.15.2.2 Reset() . . . . .	37
5.15.2.3 Save() . . . . .	37
5.15.3 Member Data Documentation . . . . .	37
5.15.3.1 ASSET_PATH . . . . .	37
5.15.3.2 AUDIOFILE_AUTOMATIC_DELETE . . . . .	37
5.15.3.3 AUDIOFILE_PATH . . . . .	37
5.15.3.4 DEBUG . . . . .	38
5.15.3.5 ENFORCE_32BIT_WINDOWS . . . . .	38
5.15.3.6 isLoaded . . . . .	38
5.15.3.7 TTS_MACOS . . . . .	38
5.15.3.8 TTS_WINDOWS_BUILD . . . . .	38
5.15.4 Property Documentation . . . . .	38
5.15.4.1 TTS_WINDOWS_EDITOR . . . . .	38
5.15.4.2 TTS_WINDOWS_EDITOR_x86 . . . . .	38
5.16 Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference . . . . .	39
5.16.1 Detailed Description . . . . .	39
5.17 Crosstales.RTVoice.EditorTask.ConfigLoader Class Reference . . . . .	39
5.17.1 Detailed Description . . . . .	39
5.18 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference . . . . .	40
5.18.1 Detailed Description . . . . .	40
5.19 Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference . . . . .	40

5.19.1 Detailed Description . . . . .	41
5.20 Crosstales.RTVoice.Util.Constants Class Reference . . . . .	41
5.20.1 Detailed Description . . . . .	44
5.20.2 Member Data Documentation . . . . .	44
5.20.2.1 ASSET_3P_ADVENTURE_CREATOR . . . . .	44
5.20.2.2 ASSET_3P_CINEMA_DIRECTOR . . . . .	44
5.20.2.3 ASSET_3P_DIALOG_SYSTEM . . . . .	44
5.20.2.4 ASSET_3P_DIALOGUE_ENGINE . . . . .	44
5.20.2.5 ASSET_3P_LIPSYNC . . . . .	44
5.20.2.6 ASSET_3P_LOCALIZED_DIALOGS . . . . .	44
5.20.2.7 ASSET_3P_NPC_CHAT . . . . .	44
5.20.2.8 ASSET_3P_PLAYMAKER . . . . .	45
5.20.2.9 ASSET_3P_QUEST_SYSTEM . . . . .	45
5.20.2.10 ASSET_3P_SALSA . . . . .	45
5.20.2.11 ASSET_3P_SLATE . . . . .	45
5.20.2.12 ASSET_3P_URL . . . . .	45
5.20.2.13 ASSET_3P_USEQUENCER . . . . .	45
5.20.2.14 ASSET_API_URL . . . . .	45
5.20.2.15 ASSET_AUTHOR . . . . .	45
5.20.2.16 ASSET_AUTHOR_URL . . . . .	45
5.20.2.17 ASSET_BUILD . . . . .	46
5.20.2.18 ASSET_CHANGED . . . . .	46
5.20.2.19 ASSET_CONTACT . . . . .	46
5.20.2.20 ASSET_CREATED . . . . .	46
5.20.2.21 ASSET_CT_URL . . . . .	46
5.20.2.22 ASSET_FORUM_URL . . . . .	46
5.20.2.23 ASSET_MANUAL_URL . . . . .	46
5.20.2.24 ASSET_NAME . . . . .	46
5.20.2.25 ASSET_PRO_URL . . . . .	46
5.20.2.26 ASSET_SOCIAL_FACEBOOK . . . . .	47

5.20.2.27 ASSET_SOCIAL_LINKEDIN . . . . .	47
5.20.2.28 ASSET_SOCIAL_TWITTER . . . . .	47
5.20.2.29 ASSET_SOCIAL_XING . . . . .	47
5.20.2.30 ASSET_SOCIAL_YOUTUBE . . . . .	47
5.20.2.31 ASSET_UPDATE_CHECK_URL . . . . .	47
5.20.2.32 ASSET_VERSION . . . . .	47
5.20.2.33 ASSET_VIDEO_PROMO . . . . .	47
5.20.2.34 ASSET_VIDEO_TUTORIAL . . . . .	47
5.20.2.35 ASSET_WEB_URL . . . . .	48
5.20.2.36 DEV_DEBUG . . . . .	48
5.20.2.37 isPro . . . . .	48
5.20.2.38 PATH_DELIMITER_UNIX . . . . .	48
5.20.2.39 PATH_DELIMITER_WINDOWS . . . . .	48
5.20.2.40 RTVOICE_SCENE_OBJECT_NAME . . . . .	48
5.20.2.41 TTS_WINDOWS_SUBPATH . . . . .	48
5.20.2.42 TTS_WINDOWS_x86_SUBPATH . . . . .	48
5.21 Crosstales.RTVoice.Util.CTPlayerPrefs Class Reference . . . . .	48
5.21.1 Detailed Description . . . . .	49
5.21.2 Member Function Documentation . . . . .	49
5.21.2.1 DeleteAll() . . . . .	49
5.21.2.2 DeleteKey(string key) . . . . .	49
5.21.2.3 GetBool(string key) . . . . .	50
5.21.2.4 GetFloat(string key) . . . . .	50
5.21.2.5 GetInt(string key) . . . . .	50
5.21.2.6 GetString(string key) . . . . .	50
5.21.2.7 HasKey(string key) . . . . .	51
5.21.2.8 Save() . . . . .	51
5.21.2.9 SetBool(string key, bool value) . . . . .	51
5.21.2.10 SetFloat(string key, float value) . . . . .	51
5.21.2.11 SetInt(string key, int value) . . . . .	51



5.21.2.12 SetString(string key, string value) . . . . .	52
5.22 Crosstales.RTVoice.Util.CTWebClient Class Reference . . . . .	52
5.22.1 Detailed Description . . . . .	53
5.22.2 Property Documentation . . . . .	53
5.22.2.1 Timeout . . . . .	53
5.23 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference . . . . .	53
5.24 Crosstales.RTVoice.Demo.Dialog Class Reference . . . . .	53
5.24.1 Detailed Description . . . . .	54
5.25 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference . . . . .	54
5.25.1 Detailed Description . . . . .	55
5.25.2 Member Function Documentation . . . . .	55
5.25.2.1 Load() . . . . .	55
5.25.2.2 Reset() . . . . .	55
5.25.2.3 Save() . . . . .	55
5.25.3 Member Data Documentation . . . . .	56
5.25.3.1 HIERARCHY_ICON . . . . .	56
5.25.3.2 isLoading . . . . .	56
5.25.3.3 PREFAB_AUTOLOAD . . . . .	56
5.25.3.4 REMINDER_CHECK . . . . .	56
5.25.3.5 TELEMETRY . . . . .	56
5.25.3.6 UPDATE_CHECK . . . . .	56
5.25.3.7 UPDATE_OPEN_UAS . . . . .	56
5.25.4 Property Documentation . . . . .	56
5.25.4.1 ASSET_PATH . . . . .	56
5.25.4.2 PREFAB_PATH . . . . .	57
5.26 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference . . . . .	57
5.26.1 Detailed Description . . . . .	58
5.26.2 Member Data Documentation . . . . .	58
5.26.2.1 PREFAB_SUBPATH . . . . .	58
5.26.3 Property Documentation . . . . .	58

5.26.3.1	ASSET_UID	58
5.26.3.2	ASSET_URL	58
5.27	Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference	58
5.27.1	Detailed Description	59
5.27.2	Member Function Documentation	60
5.27.2.1	InstantiatePrefab(string prefabName)	60
5.27.2.2	NoVoicesUI()	60
5.27.2.3	SeparatorUI(int space=12)	60
5.27.3	Member Data Documentation	60
5.27.3.1	GO_ID	60
5.27.3.2	MENU_ID	60
5.27.4	Property Documentation	60
5.27.4.1	isRTVoiceInScene	60
5.28	Crosstales.RTVoice.ExtensionMethods Class Reference	61
5.28.1	Detailed Description	61
5.28.2	Member Function Documentation	61
5.28.2.1	CTContains(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	61
5.28.2.2	CTContainsAll(this string str, string searchTerms, char splitChar= ' ')	62
5.28.2.3	CTContainsAny(this string str, string searchTerms, char splitChar= ' ')	62
5.28.2.4	CTDump< T >(this T[] array)	62
5.28.2.5	CTDump< T >(this System.Collections.Generic.List< T > list)	63
5.28.2.6	CTEquals(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	63
5.28.2.7	CTReplace(this string str, string oldString, string newString, System.String↔ Comparison comp=System.StringComparison.OrdinalIgnoreCase)	63
5.28.2.8	CTShuffle< T >(this System.Collections.Generic.IList< T > list)	64
5.28.2.9	CTShuffle< T >(this T[] array)	64
5.28.2.10	CTToString< T >(this T[] array)	64
5.28.2.11	CTToString< T >(this System.Collections.Generic.List< T > list)	64
5.29	Crosstales.RTVoice.Demo.Util.FFTAnalyzer Class Reference	65
5.29.1	Detailed Description	65

5.30	Crosstales.UI.Util.FPSDisplay Class Reference	65
5.30.1	Detailed Description	66
5.31	Crosstales.RTVoice.EditorUtil.GAApi Class Reference	66
5.31.1	Detailed Description	66
5.31.2	Member Function Documentation	66
5.31.2.1	Event(string category, string action, string label="", int value=0)	66
5.32	Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference	67
5.32.1	Detailed Description	67
5.33	Crosstales.RTVoice.Demo.GUIDialog Class Reference	68
5.33.1	Detailed Description	68
5.34	Crosstales.RTVoice.Demo.GUIMain Class Reference	69
5.34.1	Detailed Description	69
5.35	Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference	69
5.35.1	Detailed Description	70
5.36	Crosstales.RTVoice.Demo.GUIScenes Class Reference	71
5.36.1	Detailed Description	71
5.37	Crosstales.RTVoice.Demo.GUISpeech Class Reference	71
5.37.1	Detailed Description	72
5.38	Crosstales.RTVoice.Util.Helper Class Reference	72
5.38.1	Detailed Description	74
5.38.2	Member Function Documentation	74
5.38.2.1	CleanText(string text, bool removeTags=true, bool clearSpaces=true, bool clear↵ LineEndings=true)	74
5.38.2.2	ClearLineEndings(string text)	74
5.38.2.3	ClearSpaces(string text)	75
5.38.2.4	ClearTags(string text)	75
5.38.2.5	FormatBytesToHRF(long bytes)	75
5.38.2.6	HSVToRGB(float h, float s, float v, float a=1f)	76
5.38.2.7	MarkSpokenText(string[] speechTextArray, int wordIndex, bool markAll↵ SpokenWords=false, string markPrefix=""<color=green><b>""", string mark↵ Postfix=""</b></color>""")	76

5.38.2.8	RemoteCertificateValidationCallback(System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)	76
5.38.2.9	SplitStringToLines(string text)	76
5.38.2.10	ValidatePath(string path)	77
5.38.3	Property Documentation	77
5.38.3.1	CurrentProviderType	77
5.38.3.2	hasBuiltInTTS	77
5.38.3.3	isAndroidPlatform	77
5.38.3.4	isAppleBasedPlatform	78
5.38.3.5	isEditor	78
5.38.3.6	isEditorMode	78
5.38.3.7	isInternetAvailable	78
5.38.3.8	isIOSPlatform	78
5.38.3.9	isLinuxPlatform	78
5.38.3.10	isMacOSPlatform	79
5.38.3.11	isWebGLPlatform	79
5.38.3.12	isWebPlatform	79
5.38.3.13	isWebPlayerPlatform	79
5.38.3.14	isWindowsBasedPlatform	79
5.38.3.15	isWindowsPlatform	79
5.38.3.16	isWSAPlatform	80
5.39	Crosstales.RTVoice.Demo.Util.iOSController Class Reference	80
5.39.1	Detailed Description	80
5.40	Crosstales.RTVoice.EditorTask.Launch Class Reference	80
5.40.1	Detailed Description	81
5.41	Crosstales.RTVoice.LiveSpeaker Class Reference	81
5.41.1	Detailed Description	81
5.41.2	Member Function Documentation	81
5.41.2.1	SetState(string state)	81
5.41.2.2	SetVoices(string voices)	82

5.41.2.3	<a href="#">Silence()</a>	82
5.41.2.4	<a href="#">Speak(Model.Wrapper wrapper)</a>	82
5.41.2.5	<a href="#">Speak(string args)</a>	82
5.41.2.6	<a href="#">Speak(string[] args)</a>	82
5.41.2.7	<a href="#">SpeakNative(Model.Wrapper wrapper)</a>	83
5.41.2.8	<a href="#">SpeakNative(string args)</a>	83
5.41.2.9	<a href="#">SpeakNative(string[] args)</a>	83
5.41.2.10	<a href="#">WordSpoken(string word)</a>	83
5.42	<a href="#">Crosstales.RTVoice.Tool.Loudspeaker Class Reference</a>	84
5.42.1	<a href="#">Detailed Description</a>	84
5.42.2	<a href="#">Member Data Documentation</a>	84
5.42.2.1	<a href="#">SilenceSource</a>	84
5.42.2.2	<a href="#">Source</a>	85
5.42.2.3	<a href="#">Synchronized</a>	85
5.42.3	<a href="#">Property Documentation</a>	85
5.42.3.1	<a href="#">isSilenceSource</a>	85
5.42.3.2	<a href="#">isSynchronized</a>	85
5.43	<a href="#">Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference</a>	85
5.43.1	<a href="#">Detailed Description</a>	85
5.44	<a href="#">Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference</a>	86
5.44.1	<a href="#">Detailed Description</a>	86
5.45	<a href="#">Crosstales.RTVoice.Demo.NativeAudio Class Reference</a>	86
5.45.1	<a href="#">Detailed Description</a>	87
5.46	<a href="#">Crosstales.RTVoice.Demo.Util.NativeController Class Reference</a>	87
5.46.1	<a href="#">Detailed Description</a>	87
5.46.2	<a href="#">Member Data Documentation</a>	87
5.46.2.1	<a href="#">Active</a>	87
5.46.2.2	<a href="#">Objects</a>	88
5.47	<a href="#">Crosstales.RTVoice.EditorTask.OCCheck Class Reference</a>	88
5.47.1	<a href="#">Detailed Description</a>	88

5.48	<a href="#">Crosstales.RTVoice.Demo.Util.PlatformController Class Reference</a>	88
5.48.1	<a href="#">Detailed Description</a>	89
5.48.2	<a href="#">Member Data Documentation</a>	89
5.48.2.1	<a href="#">Objects</a>	89
5.48.2.2	<a href="#">Platforms</a>	89
5.49	<a href="#">Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference</a>	89
5.49.1	<a href="#">Detailed Description</a>	90
5.50	<a href="#">Crosstales.RTVoice.Demo.Util.RandomColor Class Reference</a>	90
5.50.1	<a href="#">Detailed Description</a>	90
5.51	<a href="#">Crosstales.RTVoice.Demo.Util.RandomRotator Class Reference</a>	90
5.51.1	<a href="#">Detailed Description</a>	91
5.52	<a href="#">Crosstales.RTVoice.Demo.Util.RandomScaler Class Reference</a>	91
5.52.1	<a href="#">Detailed Description</a>	92
5.53	<a href="#">Crosstales.RTVoice.EditorTask.ReminderCheck Class Reference</a>	92
5.53.1	<a href="#">Detailed Description</a>	92
5.54	<a href="#">Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference</a>	92
5.54.1	<a href="#">Detailed Description</a>	92
5.55	<a href="#">RTVoiceIOSBridge Class Reference</a>	93
5.55.1	<a href="#">Method Documentation</a>	93
5.55.1.1	<a href="#">setVoices()</a>	93
5.55.1.2	<a href="#">speak:text:rate:pitch:volume:(NSString *name,[text] NSString *text,[rate] float rate,[pitch] float pitch,[volume] float volume)</a>	93
5.55.1.3	<a href="#">stop()</a>	93
5.56	<a href="#">RTVoiceIOSBridge() Category Reference</a>	94
5.57	<a href="#">Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference</a>	94
5.57.1	<a href="#">Detailed Description</a>	94
5.58	<a href="#">Crosstales.RTVoice.Demo.Util.ScrollRectHandler Class Reference</a>	94
5.58.1	<a href="#">Detailed Description</a>	95
5.59	<a href="#">Crosstales.RTVoice.Demo.SendMessage Class Reference</a>	95
5.59.1	<a href="#">Detailed Description</a>	96
5.60	<a href="#">Crosstales.RTVoice.Model.Sequence Class Reference</a>	96

5.60.1	Detailed Description	97
5.60.2	Member Data Documentation	97
5.60.2.1	Mode	97
5.60.2.2	Pitch	97
5.60.2.3	Rate	97
5.60.2.4	RTVoiceNameAndroid	97
5.60.2.5	RTVoiceNameIOS	97
5.60.2.6	RTVoiceNameMac	97
5.60.2.7	RTVoiceNameWindows	97
5.60.2.8	RTVoiceNameWSA	97
5.60.2.9	Source	97
5.60.2.10	Text	98
5.60.2.11	Volume	98
5.60.3	Property Documentation	98
5.60.3.1	RTVoiceName	98
5.61	Crosstales.RTVoice.Demo.SequenceCaller Class Reference	98
5.61.1	Detailed Description	99
5.62	Crosstales.RTVoice.Tool.Sequencer Class Reference	99
5.62.1	Detailed Description	100
5.62.2	Member Function Documentation	100
5.62.2.1	PlayAllSequences()	100
5.62.2.2	PlayNextSequence()	100
5.62.2.3	PlaySequence(int index=0)	100
5.62.2.4	StopAllSequences()	100
5.62.3	Member Data Documentation	100
5.62.3.1	Culture	100
5.62.3.2	Delay	100
5.62.3.3	PlayOnStart	101
5.62.3.4	Sequences	101
5.62.4	Property Documentation	101

5.62.4.1	<a href="#">CurrentCulture</a>	101
5.62.4.2	<a href="#">CurrentSequence</a>	101
5.63	<a href="#">Crosstales.RTVoice.EditorExtension.SequencerEditor Class Reference</a>	101
5.63.1	<a href="#">Detailed Description</a>	102
5.64	<a href="#">Crosstales.RTVoice.EditorTask.SetApiLevel Class Reference</a>	102
5.64.1	<a href="#">Detailed Description</a>	102
5.65	<a href="#">Crosstales.RTVoice.EditorTask.SetupResources Class Reference</a>	102
5.65.1	<a href="#">Detailed Description</a>	102
5.66	<a href="#">HutongGames.PlayMaker.Actions.Silence Class Reference</a>	102
5.66.1	<a href="#">Detailed Description</a>	103
5.67	<a href="#">Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference</a>	103
5.67.1	<a href="#">Detailed Description</a>	103
5.68	<a href="#">Crosstales.RTVoice.Demo.Simple Class Reference</a>	104
5.68.1	<a href="#">Detailed Description</a>	104
5.69	<a href="#">Crosstales.RTVoice.Demo.SimpleNative Class Reference</a>	105
5.69.1	<a href="#">Detailed Description</a>	105
5.70	<a href="#">Crosstales.UI.Social Class Reference</a>	106
5.70.1	<a href="#">Detailed Description</a>	106
5.71	<a href="#">HutongGames.PlayMaker.Actions.Speak Class Reference</a>	106
5.71.1	<a href="#">Detailed Description</a>	107
5.71.2	<a href="#">Member Data Documentation</a>	107
5.71.2.1	<a href="#">Culture</a>	107
5.71.2.2	<a href="#">RTVoiceNameAndroid</a>	107
5.71.2.3	<a href="#">RTVoiceNameIOS</a>	107
5.71.2.4	<a href="#">RTVoiceNameMac</a>	107
5.71.2.5	<a href="#">RTVoiceNameMaryTTS</a>	108
5.71.2.6	<a href="#">RTVoiceNameWindows</a>	108
5.71.2.7	<a href="#">RTVoiceNameWSA</a>	108
5.71.2.8	<a href="#">Text</a>	108
5.72	<a href="#">Crosstales.RTVoice.SALSA.Speak Class Reference</a>	108



5.73	Crosstales.RTVoice.SALSA.Speak2D Class Reference	109
5.74	HutongGames.PlayMaker.Actions.SpeakBase Class Reference	109
5.74.1	Detailed Description	110
5.74.2	Member Data Documentation	110
5.74.2.1	AudioSource	110
5.74.2.2	Mode	110
5.74.2.3	Pitch	110
5.74.2.4	Rate	110
5.74.2.5	Volume	111
5.75	Crosstales.RTVoice.PlayMaker.SpeakEditor Class Reference	111
5.75.1	Detailed Description	111
5.76	Crosstales.RTVoice.Speaker Class Reference	111
5.76.1	Detailed Description	114
5.76.2	Member Function Documentation	114
5.76.2.1	ApproximateSpeechLength(string text, float rate=1f, float wordsPerMinute=175f, float timeFactor=0.9f)	114
5.76.2.2	Generate(Model.Wrapper wrapper)	115
5.76.2.3	Generate(string text, string outputFile, Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f)	115
5.76.2.4	isVoiceForCultureAvailable(string culture)	115
5.76.2.5	isVoiceForNameAvailable(string name)	116
5.76.2.6	Silence()	116
5.76.2.7	Silence(string uid)	116
5.76.2.8	Speak(string text, AudioSource source=null, Model.Voice voice=null, bool speakImmediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="")	116
5.76.2.9	Speak(Model.Wrapper wrapper)	117
5.76.2.10	SpeakMarkedWordsWithUID(Model.Wrapper wrapper)	117
5.76.2.11	SpeakMarkedWordsWithUID(string uid, string text, AudioSource source, Model.Voice voice=null, float rate=1f, float pitch=1f)	117
5.76.2.12	SpeakNative(string text, Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f)	118
5.76.2.13	SpeakNative(Model.Wrapper wrapper)	118

5.76.2.14	<a href="#">SpeakNativeWithUID(Model.Wrapper wrapper)</a>	118
5.76.2.15	<a href="#">SpeakWithUID(Model.Wrapper wrapper)</a>	118
5.76.2.16	<a href="#">VoiceForCulture(string culture, int index=0, string fallbackCulture="")</a>	119
5.76.2.17	<a href="#">VoiceForName(string name)</a>	119
5.76.2.18	<a href="#">VoicesForCulture(string culture)</a>	119
5.76.3	<a href="#">Member Data Documentation</a>	119
5.76.3.1	<a href="#">AutoClearTags</a>	119
5.76.3.2	<a href="#">DontDestroy</a>	120
5.76.3.3	<a href="#">MaryTTSType</a>	120
5.76.3.4	<a href="#">MaryTTSPassword</a>	120
5.76.3.5	<a href="#">MaryTTSPort</a>	120
5.76.3.6	<a href="#">MaryTTSType</a>	120
5.76.3.7	<a href="#">MaryTTSUrl</a>	120
5.76.3.8	<a href="#">MaryTTSUser</a>	120
5.76.3.9	<a href="#">SilenceOnDisable</a>	120
5.76.3.10	<a href="#">SilenceOnFocustLost</a>	120
5.76.4	<a href="#">Property Documentation</a>	121
5.76.4.1	<a href="#">AudioFileExtension</a>	121
5.76.4.2	<a href="#">Cultures</a>	121
5.76.4.3	<a href="#">isAutoClearTags</a>	121
5.76.4.4	<a href="#">isMaryMode</a>	121
5.76.4.5	<a href="#">isSilenceOnDisable</a>	121
5.76.4.6	<a href="#">isSilenceOnFocustLost</a>	121
5.76.4.7	<a href="#">isSpeaking</a>	121
5.76.4.8	<a href="#">isTTSAvailable</a>	122
5.76.4.9	<a href="#">MaryPassword</a>	122
5.76.4.10	<a href="#">MaryPort</a>	122
5.76.4.11	<a href="#">MaryType</a>	122
5.76.4.12	<a href="#">MaryUrl</a>	122
5.76.4.13	<a href="#">MaryUser</a>	122

5.76.4.14 OnErrorInfo . . . . .	122
5.76.4.15 OnProviderChange . . . . .	122
5.76.4.16 OnSpeakAudioGenerationComplete . . . . .	122
5.76.4.17 OnSpeakAudioGenerationStart . . . . .	123
5.76.4.18 OnSpeakComplete . . . . .	123
5.76.4.19 OnSpeakCurrentPhoneme . . . . .	123
5.76.4.20 OnSpeakCurrentViseme . . . . .	123
5.76.4.21 OnSpeakCurrentWord . . . . .	123
5.76.4.22 OnSpeakStart . . . . .	123
5.76.4.23 OnVoicesReady . . . . .	123
5.76.4.24 Voices . . . . .	123
5.77 Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference . . . . .	124
5.77.1 Detailed Description . . . . .	124
5.78 Crosstales.RTVoice.SALSA.SpeakSimple Class Reference . . . . .	124
5.79 HutongGames.PlayMaker.Actions.SpeakUI Class Reference . . . . .	125
5.79.1 Detailed Description . . . . .	125
5.79.2 Member Data Documentation . . . . .	126
5.79.2.1 Culture . . . . .	126
5.79.2.2 RTVoiceName . . . . .	126
5.79.2.3 Text . . . . .	126
5.80 Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference . . . . .	126
5.80.1 Detailed Description . . . . .	126
5.81 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference . . . . .	127
5.81.1 Detailed Description . . . . .	127
5.82 Crosstales.RTVoice.Tool.SpeechText Class Reference . . . . .	127
5.82.1 Detailed Description . . . . .	129
5.82.2 Member Function Documentation . . . . .	129
5.82.2.1 Silence() . . . . .	129
5.82.2.2 Speak() . . . . .	129
5.82.3 Member Data Documentation . . . . .	129

5.82.3.1	Culture	129
5.82.3.2	Delay	129
5.82.3.3	FileInsideAssets	129
5.82.3.4	FileName	130
5.82.3.5	FilePath	130
5.82.3.6	GenerateAudioFile	130
5.82.3.7	Mode	130
5.82.3.8	Pitch	130
5.82.3.9	PlayOnStart	130
5.82.3.10	Rate	130
5.82.3.11	RTVoiceNameAndroid	130
5.82.3.12	RTVoiceNameIOS	130
5.82.3.13	RTVoiceNameMac	130
5.82.3.14	RTVoiceNameMaryTTS	131
5.82.3.15	RTVoiceNameWindows	131
5.82.3.16	RTVoiceNameWSA	131
5.82.3.17	Source	131
5.82.3.18	Text	131
5.82.3.19	Volume	131
5.82.4	Property Documentation	131
5.82.4.1	CurrentCulture	131
5.82.4.2	CurrentPitch	131
5.82.4.3	CurrentRate	131
5.82.4.4	CurrentText	131
5.82.4.5	CurrentVolume	132
5.82.4.6	RTVoiceName	132
5.83	Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference	132
5.83.1	Detailed Description	132
5.84	Crosstales.UI.StaticManager Class Reference	133
5.84.1	Detailed Description	133

5.85	Crosstales.RTVoice.EditorTask.Telemetry Class Reference	133
5.85.1	Detailed Description	133
5.86	Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference	134
5.86.1	Detailed Description	135
5.86.2	Member Function Documentation	135
5.86.2.1	Silence()	135
5.86.2.2	Speak()	135
5.86.2.3	SpeakText(int index=-1)	135
5.86.3	Member Data Documentation	136
5.86.3.1	Culture	136
5.86.3.2	Delay	136
5.86.3.3	Mode	136
5.86.3.4	Pitch	136
5.86.3.5	PlayOnStart	136
5.86.3.6	Rate	136
5.86.3.7	RTVoiceNameAndroid	136
5.86.3.8	RTVoiceNameIOS	136
5.86.3.9	RTVoiceNameMac	136
5.86.3.10	RTVoiceNameMaryTTS	137
5.86.3.11	RTVoiceNameWindows	137
5.86.3.12	RTVoiceNameWSA	137
5.86.3.13	Source	137
5.86.3.14	TextFiles	137
5.86.3.15	Volume	137
5.86.4	Property Documentation	137
5.86.4.1	CurrentCulture	137
5.86.4.2	CurrentPitch	137
5.86.4.3	CurrentRate	137
5.86.4.4	CurrentVolume	137
5.86.4.5	RTVoiceName	138

5.87	<a href="#">Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference</a>	138
5.87.1	<a href="#">Detailed Description</a>	138
5.88	<a href="#">Crosstales.RTVoice.UDEA2.UDEAConnector Class Reference</a>	138
5.88.1	<a href="#">Detailed Description</a>	139
5.88.2	<a href="#">Member Data Documentation</a>	139
5.88.2.1	<a href="#">Culture</a>	139
5.88.2.2	<a href="#">Voices</a>	139
5.89	<a href="#">Crosstales.RTVoice.UDEA2.UDEAConnectorEditor Class Reference</a>	139
5.89.1	<a href="#">Detailed Description</a>	140
5.90	<a href="#">Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper Class Reference</a>	140
5.90.1	<a href="#">Detailed Description</a>	141
5.90.2	<a href="#">Member Data Documentation</a>	141
5.90.2.1	<a href="#">IgnoreCharacter</a>	141
5.90.2.2	<a href="#">Pitch</a>	141
5.90.2.3	<a href="#">Rate</a>	141
5.90.2.4	<a href="#">RTVoiceNameAndroid</a>	141
5.90.2.5	<a href="#">RTVoiceNameIOS</a>	141
5.90.2.6	<a href="#">RTVoiceNameMac</a>	141
5.90.2.7	<a href="#">RTVoiceNameMaryTTS</a>	141
5.90.2.8	<a href="#">RTVoiceNameWindows</a>	141
5.90.2.9	<a href="#">RTVoiceNameWSA</a>	142
5.90.2.10	<a href="#">Source</a>	142
5.90.2.11	<a href="#">UDEAVoiceName</a>	142
5.90.2.12	<a href="#">Volume</a>	142
5.90.3	<a href="#">Property Documentation</a>	142
5.90.3.1	<a href="#">RTVoiceName</a>	142
5.91	<a href="#">Crosstales.UI.UIDrag Class Reference</a>	142
5.91.1	<a href="#">Detailed Description</a>	143
5.92	<a href="#">Crosstales.UI.UIFocus Class Reference</a>	143
5.92.1	<a href="#">Detailed Description</a>	143

5.93	<a href="#">Crosstales.UI.UIWindowManager Class Reference</a>	144
5.93.1	<a href="#">Detailed Description</a>	144
5.93.2	<a href="#">Member Data Documentation</a>	144
5.93.2.1	<a href="#">Windows</a>	144
5.94	<a href="#">Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference</a>	144
5.94.1	<a href="#">Detailed Description</a>	145
5.94.2	<a href="#">Member Data Documentation</a>	145
5.94.2.1	<a href="#">Status</a>	145
5.95	<a href="#">Crosstales.RTVoice.Model.Voice Class Reference</a>	145
5.95.1	<a href="#">Detailed Description</a>	146
5.95.2	<a href="#">Constructor &amp; Destructor Documentation</a>	146
5.95.2.1	<a href="#">Voice(string name, string description, string gender, string age, string culture)</a>	146
5.95.2.2	<a href="#">Voice(string name, string description, string culture)</a>	146
5.95.3	<a href="#">Member Data Documentation</a>	146
5.95.3.1	<a href="#">Age</a>	146
5.95.3.2	<a href="#">Culture</a>	146
5.95.3.3	<a href="#">Description</a>	146
5.95.3.4	<a href="#">Gender</a>	147
5.95.3.5	<a href="#">Name</a>	147
5.96	<a href="#">Crosstales.RTVoice.Tool.VoiceInitializer Class Reference</a>	147
5.96.1	<a href="#">Detailed Description</a>	147
5.96.2	<a href="#">Member Data Documentation</a>	148
5.96.2.1	<a href="#">AllVoices</a>	148
5.96.2.2	<a href="#">DestroyWhenFinished</a>	148
5.96.2.3	<a href="#">Provider</a>	148
5.96.2.4	<a href="#">VoiceNames</a>	148
5.97	<a href="#">Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor Class Reference</a>	148
5.97.1	<a href="#">Detailed Description</a>	148
5.98	<a href="#">Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference</a>	149
5.98.1	<a href="#">Detailed Description</a>	149

5.98.2	Constructor & Destructor Documentation . . . . .	149
5.98.2.1	VoiceProviderAndroid(MonoBehaviour obj) . . . . .	149
5.98.3	Member Function Documentation . . . . .	150
5.98.3.1	Generate(Model.Wrapper wrapper) . . . . .	150
5.98.3.2	Silence() . . . . .	150
5.98.3.3	Speak(Model.Wrapper wrapper) . . . . .	150
5.98.3.4	SpeakNative(Model.Wrapper wrapper) . . . . .	150
5.99	Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference . . . . .	151
5.99.1	Detailed Description . . . . .	151
5.99.2	Constructor & Destructor Documentation . . . . .	151
5.99.2.1	VoiceProviderIOS(MonoBehaviour obj) . . . . .	151
5.99.3	Member Function Documentation . . . . .	152
5.99.3.1	Generate(Model.Wrapper wrapper) . . . . .	152
5.99.3.2	SetState(string state) . . . . .	152
5.99.3.3	SetVoices(string voicesText) . . . . .	152
5.99.3.4	Silence() . . . . .	152
5.99.3.5	Speak(Model.Wrapper wrapper) . . . . .	152
5.99.3.6	SpeakNative(Model.Wrapper wrapper) . . . . .	153
5.99.3.7	WordSpoken() . . . . .	153
5.100	Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference . . . . .	153
5.100.1	Detailed Description . . . . .	154
5.100.2	Constructor & Destructor Documentation . . . . .	154
5.100.2.1	VoiceProviderMacOS(MonoBehaviour obj) . . . . .	154
5.100.3	Member Function Documentation . . . . .	154
5.100.3.1	Generate(Model.Wrapper wrapper) . . . . .	154
5.100.3.2	Speak(Model.Wrapper wrapper) . . . . .	154
5.100.3.3	SpeakNative(Model.Wrapper wrapper) . . . . .	155
5.101	Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference . . . . .	155
5.101.1	Detailed Description . . . . .	156
5.101.2	Constructor & Destructor Documentation . . . . .	156



5.101.2.1 VoiceProviderMary(MonoBehaviour obj, string url, int port, string user, string password, Model.Enum.MaryTTSType type) . . . . .	156
5.101.3 Member Function Documentation . . . . .	156
5.101.3.1 Generate(Model.Wrapper wrapper) . . . . .	156
5.101.3.2 Silence() . . . . .	156
5.101.3.3 Speak(Model.Wrapper wrapper) . . . . .	156
5.101.3.4 SpeakNative(Model.Wrapper wrapper) . . . . .	157
5.102Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference . . . . .	157
5.102.1 Detailed Description . . . . .	158
5.102.2 Constructor & Destructor Documentation . . . . .	158
5.102.2.1 VoiceProviderWindows(MonoBehaviour obj) . . . . .	158
5.102.3 Member Function Documentation . . . . .	158
5.102.3.1 Generate(Model.Wrapper wrapper) . . . . .	158
5.102.3.2 Speak(Model.Wrapper wrapper) . . . . .	158
5.102.3.3 SpeakNative(Model.Wrapper wrapper) . . . . .	159
5.103Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference . . . . .	159
5.103.1 Constructor & Destructor Documentation . . . . .	159
5.103.1.1 VoiceProviderWSA(MonoBehaviour obj) . . . . .	159
5.103.2 Member Function Documentation . . . . .	160
5.103.2.1 Generate(Model.Wrapper wrapper) . . . . .	160
5.103.2.2 Silence() . . . . .	160
5.103.2.3 Speak(Model.Wrapper wrapper) . . . . .	160
5.103.2.4 SpeakNative(Model.Wrapper wrapper) . . . . .	160
5.104Crosstales.UI.WindowManager Class Reference . . . . .	161
5.104.1 Detailed Description . . . . .	161
5.104.2 Member Data Documentation . . . . .	161
5.104.2.1 Dependency . . . . .	161
5.104.2.2 Speed . . . . .	162
5.105Crosstales.RTVoice.Model.Wrapper Class Reference . . . . .	162
5.105.1 Detailed Description . . . . .	163
5.105.2 Constructor & Destructor Documentation . . . . .	163

5.105.2.1 Wrapper(string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="") . . .	163
5.105.2.2 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="") . . . . .	163
5.105.3 Member Data Documentation . . . . .	163
5.105.3.1 OutputFile . . . . .	163
5.105.3.2 Source . . . . .	164
5.105.3.3 SpeakImmediately . . . . .	164
5.105.3.4 Uid . . . . .	164
5.105.3.5 Voice . . . . .	164
5.105.4 Property Documentation . . . . .	164
5.105.4.1 Created . . . . .	164
5.105.4.2 Pitch . . . . .	164
5.105.4.3 Rate . . . . .	164
5.105.4.4 Text . . . . .	164
5.105.4.5 Volume . . . . .	164
<b>6 More information</b>	<b>165</b>
6.1 Homepage . . . . .	165
6.2 AssetStore . . . . .	165
6.3 Forum . . . . .	165
6.4 Documentation . . . . .	165
6.5 Demos . . . . .	165
6.5.1 WebGL . . . . .	165
6.5.2 Windows . . . . .	165
6.5.3 macOS . . . . .	166
6.5.4 Android . . . . .	166
6.6 Videos . . . . .	166
6.6.1 Promotion . . . . .	166
6.6.2 Tutorial . . . . .	166
<b>Index</b>	<b>167</b>



# Chapter 1

## Namespace Index

### 1.1 Packages

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

<a href="#">Crosstales</a>	11
<a href="#">Crosstales.RTVoice</a>	11
<a href="#">Crosstales.RTVoice.AdventureCreator</a>	11
<a href="#">Crosstales.RTVoice.Demo</a>	12
<a href="#">Crosstales.RTVoice.Demo.Util</a>	12
<a href="#">Crosstales.RTVoice.EditorExtension</a>	13
<a href="#">Crosstales.RTVoice.EditorIntegration</a>	14
<a href="#">Crosstales.RTVoice.EditorTask</a>	14
<a href="#">Crosstales.RTVoice.EditorUtil</a>	15
<a href="#">Crosstales.RTVoice.Model</a>	15
<a href="#">Crosstales.RTVoice.Model.Enum</a>	15
<a href="#">Crosstales.RTVoice.PlayMaker</a>	16
<a href="#">Crosstales.RTVoice.Provider</a>	16
<a href="#">Crosstales.RTVoice.SALSA</a>	17
<a href="#">Crosstales.RTVoice.SLATE</a>	17
<a href="#">Crosstales.RTVoice.Tool</a>	17
<a href="#">Crosstales.RTVoice.UDEA2</a>	17
<a href="#">Crosstales.RTVoice.Util</a>	18
<a href="#">Crosstales.UI</a>	18
<a href="#">Crosstales.UI.Util</a>	18
<a href="#">HutongGames</a>	19
<a href="#">HutongGames.PlayMaker</a>	19
<a href="#">HutongGames.PlayMaker.Actions</a>	19



## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

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

Crosstales.RTVoice.AdventureCreator.ACConnectorMenu . . . . .	24
Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper . . . . .	24
Crosstales.RTVoice.EditorTask.AutoInitalize . . . . .	30
<AVSpeechSynthesizerDelegate>	
RTVoiceIOSBridge() . . . . .	94
Crosstales.RTVoice.Provider.BaseVoiceProvider . . . . .	30
Crosstales.RTVoice.Provider.VoiceProviderAndroid . . . . .	149
Crosstales.RTVoice.Provider.VoiceProviderIOS . . . . .	151
Crosstales.RTVoice.Provider.VoiceProviderMacOS . . . . .	153
Crosstales.RTVoice.Provider.VoiceProviderMary . . . . .	155
Crosstales.RTVoice.Provider.VoiceProviderWindows . . . . .	157
Crosstales.RTVoice.Provider.VoiceProviderWSA . . . . .	159
Crosstales.RTVoice.EditorUtil.BuildPostprocessor . . . . .	35
Crosstales.RTVoice.EditorTask.CompileDefines . . . . .	36
Crosstales.RTVoice.Util.Config . . . . .	36
Crosstales.RTVoice.EditorTask.ConfigLoader . . . . .	39
Crosstales.RTVoice.Util.Constants . . . . .	41
Crosstales.RTVoice.Util.CTPlayerPrefs . . . . .	48
CustomActionEditor	
Crosstales.RTVoice.PlayMaker.SilenceEditor . . . . .	103
Crosstales.RTVoice.PlayMaker.SpeakEditor . . . . .	111
Crosstales.RTVoice.PlayMaker.SpeakUIEditor . . . . .	126
Editor	
Crosstales.RTVoice.AdventureCreator.ACConnectorEditor . . . . .	23
Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor . . . . .	28
Crosstales.RTVoice.EditorExtension.LoudspeakerEditor . . . . .	85
Crosstales.RTVoice.EditorExtension.SequencerEditor . . . . .	101
Crosstales.RTVoice.EditorExtension.SpeakerEditor . . . . .	124
Crosstales.RTVoice.EditorExtension.SpeechTextEditor . . . . .	132
Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor . . . . .	138
Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor . . . . .	148
Crosstales.RTVoice.UDEA2.UDEAConnectorEditor . . . . .	139
Crosstales.RTVoice.EditorUtil.EditorConfig . . . . .	54
Crosstales.RTVoice.EditorUtil.EditorConstants . . . . .	57
Crosstales.RTVoice.EditorUtil.EditorHelper . . . . .	58

EditorWindow	
Crosstales.RTVoice.EditorIntegration.ConfigBase	39
Crosstales.RTVoice.EditorIntegration.ConfigPreferences	40
Crosstales.RTVoice.EditorIntegration.ConfigWindow	40
Crosstales.RTVoice.ExtensionMethods	61
FsmStateAction	
HutongGames.PlayMaker.Actions.Silence	102
HutongGames.PlayMaker.Actions.SpeakBase	109
HutongGames.PlayMaker.Actions.Speak	106
HutongGames.PlayMaker.Actions.SpeakUI	125
Crosstales.RTVoice.EditorUtil.GAApi	66
Crosstales.RTVoice.Util.Helper	72
Crosstales.RTVoice.EditorTask.Launch	80
MonoBehaviour	
Crosstales.RTVoice.AdventureCreator.ACConnector	21
Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject	23
Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher	24
Crosstales.RTVoice.Demo.Dialog	53
Crosstales.RTVoice.Demo.GUIAudioFilter	67
Crosstales.RTVoice.Demo.GUIDialog	68
Crosstales.RTVoice.Demo.GUIMain	69
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	69
Crosstales.RTVoice.Demo.GUIScenes	71
Crosstales.RTVoice.Demo.GUISpeech	71
Crosstales.RTVoice.Demo.NativeAudio	86
Crosstales.RTVoice.Demo.PreGeneratedAudio	89
Crosstales.RTVoice.Demo.SendMessage	95
Crosstales.RTVoice.Demo.SequenceCaller	98
Crosstales.RTVoice.Demo.Simple	104
Crosstales.RTVoice.Demo.SimpleNative	105
Crosstales.RTVoice.Demo.SpeakWrapper	127
Crosstales.RTVoice.Demo.Util.AudioVisualizer	29
Crosstales.RTVoice.Demo.Util.FFTAnalyzer	65
Crosstales.RTVoice.Demo.Util.iOSController	80
Crosstales.RTVoice.Demo.Util.MaterialChanger	86
Crosstales.RTVoice.Demo.Util.NativeController	87
Crosstales.RTVoice.Demo.Util.PlatformController	88
Crosstales.RTVoice.Demo.Util.RandomColor	90
Crosstales.RTVoice.Demo.Util.RandomRotator	90
Crosstales.RTVoice.Demo.Util.RandomScaler	91
Crosstales.RTVoice.Demo.Util.ScrollRectHandler	94
Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject	92
Crosstales.RTVoice.LiveSpeaker	81
Crosstales.RTVoice.SALSA.Bots	35
Crosstales.RTVoice.SALSA.Speak	108
Crosstales.RTVoice.SALSA.Speak2D	109
Crosstales.RTVoice.SALSA.SpeakSimple	124
Crosstales.RTVoice.SLATE.CutSceneStart	53
Crosstales.RTVoice.Speaker	111
Crosstales.RTVoice.Tool.AudioFileGenerator	27
Crosstales.RTVoice.Tool.Loudspeaker	84
Crosstales.RTVoice.Tool.Sequencer	99
Crosstales.RTVoice.Tool.SpeechText	127
Crosstales.RTVoice.Tool.TextFileSpeaker	134
Crosstales.RTVoice.Tool.VoiceInitializer	147
Crosstales.RTVoice.UDEA2.UDEAConnector	138
Crosstales.UI.Social	106
Crosstales.UI.StaticManager	133

Crosstales.UI.UIDrag . . . . .	142
Crosstales.UI.UIFocus . . . . .	143
Crosstales.UI.UIWindowManager . . . . .	144
Crosstales.UI.Util.FPSDisplay . . . . .	65
Crosstales.UI.WindowManager . . . . .	161
NSObject	
RTVoiceIOSBridge . . . . .	93
Crosstales.RTVoice.EditorTask.OCCheck . . . . .	88
Crosstales.RTVoice.EditorTask.ReminderCheck . . . . .	92
Crosstales.RTVoice.EditorIntegration.RTVoiceMenu . . . . .	94
Crosstales.RTVoice.Model.Sequence . . . . .	96
Crosstales.RTVoice.EditorTask.SetApiLevel . . . . .	102
Crosstales.RTVoice.EditorTask.SetupResources . . . . .	102
Crosstales.RTVoice.EditorTask.Telemetry . . . . .	133
Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper . . . . .	140
Crosstales.RTVoice.EditorTask.UpdateCheck . . . . .	144
Crosstales.RTVoice.Model.Voice . . . . .	145
WebClient	
Crosstales.RTVoice.Util.CTWebClient . . . . .	52
Crosstales.RTVoice.Model.Wrapper . . . . .	162





## Chapter 3

# Class Index

### 3.1 Class List

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

<a href="#">Crosstales.RTVoice.AdventureCreator.ACConnector</a>	21
Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed. . . . .	
<a href="#">Crosstales.RTVoice.AdventureCreator.ACConnectorEditor</a>	23
Custom editor for the 'ACConnector'-class. . . . .	
<a href="#">Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject</a>	23
Editor component for for adding the prefabs from 'Adventure Creator' in the "Hierarchy"-menu. . . . .	
<a href="#">Crosstales.RTVoice.AdventureCreator.ACConnectorMenu</a>	24
Editor component for for adding the prefabs from 'Adventure Creator' in the "Tools"-menu. . . . .	
<a href="#">Crosstales.RTVoice.AdventureCreator.ACSwitcher</a>	24
Allows to switch scenes with Adventure Creator. . . . .	
<a href="#">Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper</a>	24
Wrapper for an AC-character to an RT-Voice. . . . .	
<a href="#">Crosstales.RTVoice.Tool.AudioFileGenerator</a>	27
Process files with configured speeches. . . . .	
<a href="#">Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor</a>	28
Custom editor for the 'SpeechText'-class. . . . .	
<a href="#">Crosstales.RTVoice.Demo.Util.AudioVisualizer</a>	29
Simple audio visualizer. . . . .	
<a href="#">Crosstales.RTVoice.EditorTask.AutoInitialize</a>	30
Automatically adds the necessary RTVoice-prefabs to the current scene. . . . .	
<a href="#">Crosstales.RTVoice.Provider.BaseVoiceProvider</a>	30
Base class for voice providers. . . . .	
<a href="#">Crosstales.RTVoice.SALSA.Bots</a>	35
This is class for conversations between two SALSA-Bots. . . . .	
<a href="#">Crosstales.RTVoice.EditorUtil.BuildPostprocessor</a>	35
BuildPostprocessor for Windows. Adds the TTS-wrapper to the build. . . . .	
<a href="#">Crosstales.RTVoice.EditorTask.CompileDefines</a>	36
Adds the given define symbols to PlayerSettings define symbols. . . . .	
<a href="#">Crosstales.RTVoice.Util.Config</a>	36
Configuration for the asset. . . . .	
<a href="#">Crosstales.RTVoice.EditorIntegration.ConfigBase</a>	39
Base class for editor windows. . . . .	
<a href="#">Crosstales.RTVoice.EditorTask.ConfigLoader</a>	39
Loads the configuration at startup. . . . .	
<a href="#">Crosstales.RTVoice.EditorIntegration.ConfigPreferences</a>	40
Unity "Preferences" extension. . . . .	

<a href="#">Crosstales.RTVoice.EditorIntegration.ConfigWindow</a>	
Editor window extension. . . . .	40
<a href="#">Crosstales.RTVoice.Util.Constants</a>	
Collected constants of very general utility for the asset. . . . .	41
<a href="#">Crosstales.RTVoice.Util.CTPlayerPrefs</a>	
Wrapper for the PlayerPrefs. . . . .	48
<a href="#">Crosstales.RTVoice.Util.CTWebClient</a>	
Specialised WebClient. . . . .	52
<a href="#">Crosstales.RTVoice.SLATE.CutSceneStart</a>	53
<a href="#">Crosstales.RTVoice.Demo.Dialog</a>	
Simple dialog system with TTS voices. . . . .	53
<a href="#">Crosstales.RTVoice.EditorUtil.EditorConfig</a>	
Editor configuration for the asset. . . . .	54
<a href="#">Crosstales.RTVoice.EditorUtil.EditorConstants</a>	
Collected constants of very general utility for the asset. . . . .	57
<a href="#">Crosstales.RTVoice.EditorUtil.EditorHelper</a>	
Editor helper class. . . . .	58
<a href="#">Crosstales.RTVoice.ExtensionMethods</a>	
Various extension methods. . . . .	61
<a href="#">Crosstales.RTVoice.Demo.Util.FFTAnalyzer</a>	
FFT analyzer for an audio channel. . . . .	65
<a href="#">Crosstales.UI.Util.FPSDisplay</a>	
Simple FPS-Counter. . . . .	65
<a href="#">Crosstales.RTVoice.EditorUtil.GAApi</a>	
GA-wrapper API. . . . .	66
<a href="#">Crosstales.RTVoice.Demo.GUIAudioFilter</a>	
Simple GUI for audio filters. . . . .	67
<a href="#">Crosstales.RTVoice.Demo.GUIDialog</a>	
Simple GUI for runtime dialogs with all available OS voices. . . . .	68
<a href="#">Crosstales.RTVoice.Demo.GUIMain</a>	
Main GUI component for all demo scenes. . . . .	69
<a href="#">Crosstales.RTVoice.Demo.GUIMultiAudioFilter</a>	
Simple GUI for audio filters on multiple objects. . . . .	69
<a href="#">Crosstales.RTVoice.Demo.GUIScenes</a>	
Main GUI scene manager for all demo scenes. . . . .	71
<a href="#">Crosstales.RTVoice.Demo.GUISpeech</a>	
Simple GUI for runtime TTS with all available OS voices. . . . .	71
<a href="#">Crosstales.RTVoice.Util.Helper</a>	
Various helper functions. . . . .	72
<a href="#">Crosstales.RTVoice.Demo.Util.iOSController</a>	
Enables MaryTTS on iOS for specific scenes. . . . .	80
<a href="#">Crosstales.RTVoice.EditorTask.Launch</a>	
Show the configuration window on the first launch. . . . .	80
<a href="#">Crosstales.RTVoice.LiveSpeaker</a>	
Wrapper of the main component from <a href="#">RTVoice</a> for MonoBehaviour-access (like "SendMessage").	81
<a href="#">Crosstales.RTVoice.Tool.Loudspeaker</a>	
Loudspeaker for an AudioSource. . . . .	84
<a href="#">Crosstales.RTVoice.EditorExtension.LoudspeakerEditor</a>	
Custom editor for the 'Loudspeaker'-class. . . . .	85
<a href="#">Crosstales.RTVoice.Demo.Util.MaterialChanger</a>	
Changes the material of a render while an AudioSource is playing. . . . .	86
<a href="#">Crosstales.RTVoice.Demo.NativeAudio</a>	
Simple example with native audio for exact timing. . . . .	86
<a href="#">Crosstales.RTVoice.Demo.Util.NativeController</a>	
Enables or disable game objects for native mode. . . . .	87
<a href="#">Crosstales.RTVoice.EditorTask.OCCheck</a>	
Checks if 'Online Check' is installed. . . . .	88

<a href="#">Crosstales.RTVoice.Demo.Util.PlatformController</a>	
Enables or disable game objects for a given platform. . . . .	88
<a href="#">Crosstales.RTVoice.Demo.PreGeneratedAudio</a>	
Simple example with pre-generated audio for exact timing. . . . .	89
<a href="#">Crosstales.RTVoice.Demo.Util.RandomColor</a>	
Random color changer. . . . .	90
<a href="#">Crosstales.RTVoice.Demo.Util.RandomRotator</a>	
Random rotation changer. . . . .	90
<a href="#">Crosstales.RTVoice.Demo.Util.RandomScaler</a>	
Random scale changer. . . . .	91
<a href="#">Crosstales.RTVoice.EditorTask.ReminderCheck</a>	
Reminds the customer to create an UAS review. . . . .	92
<a href="#">Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject</a>	
Editor component for the "Hierarchy"-menu. . . . .	92
<a href="#">RTVoiceIOSBridge</a>	93
<a href="#">RTVoiceIOSBridge()</a>	94
<a href="#">Crosstales.RTVoice.EditorIntegration.RTVoiceMenu</a>	
Editor component for the "Tools"-menu. . . . .	94
<a href="#">Crosstales.RTVoice.Demo.Util.ScrollRectHandler</a>	
Changes the sensitivity of ScrollRects under various platforms. . . . .	94
<a href="#">Crosstales.RTVoice.Demo.SendMessage</a>	
Simple "SendMessage" example. . . . .	95
<a href="#">Crosstales.RTVoice.Model.Sequence</a>	
Model for a sequence. . . . .	96
<a href="#">Crosstales.RTVoice.Demo.SequenceCaller</a>	
Simple Sequence caller example. . . . .	98
<a href="#">Crosstales.RTVoice.Tool.Sequencer</a>	
Simple sequencer for dialogues. . . . .	99
<a href="#">Crosstales.RTVoice.EditorExtension.SequencerEditor</a>	
Custom editor for the 'Sequencer'-class. . . . .	101
<a href="#">Crosstales.RTVoice.EditorTask.SetApiLevel</a>	
Sets the required API levels. . . . .	102
<a href="#">Crosstales.RTVoice.EditorTask.SetupResources</a>	
Moves all needed resources to 'Editor Default Resources'. . . . .	102
<a href="#">HutongGames.PlayMaker.Actions.Silence</a>	
Silence-action for <a href="#">PlayMaker</a> . . . . .	102
<a href="#">Crosstales.RTVoice.PlayMaker.SilenceEditor</a>	
Custom editor for the Silence-action. . . . .	103
<a href="#">Crosstales.RTVoice.Demo.Simple</a>	
Simple TTS example. . . . .	104
<a href="#">Crosstales.RTVoice.Demo.SimpleNative</a>	
Simple native TTS example. . . . .	105
<a href="#">Crosstales.UI.Social</a>	
Crosstales social media links. . . . .	106
<a href="#">HutongGames.PlayMaker.Actions.Speak</a>	
Speak-action for <a href="#">PlayMaker</a> . . . . .	106
<a href="#">Crosstales.RTVoice.SALSA.Speak</a>	108
<a href="#">Crosstales.RTVoice.SALSA.Speak2D</a>	109
<a href="#">HutongGames.PlayMaker.Actions.SpeakBase</a>	
Base for Speak-actions in <a href="#">PlayMaker</a> . . . . .	109
<a href="#">Crosstales.RTVoice.PlayMaker.SpeakEditor</a>	
Custom editor for the Speak-action. . . . .	111
<a href="#">Crosstales.RTVoice.Speaker</a>	
Main component of <a href="#">RTVoice</a> . . . . .	111
<a href="#">Crosstales.RTVoice.EditorExtension.SpeakerEditor</a>	
Custom editor for the 'Speaker'-class. . . . .	124
<a href="#">Crosstales.RTVoice.SALSA.SpeakSimple</a>	124

<a href="#">HutongGames.PlayMaker.Actions.SpeakUI</a>	
Speak-action for UI-components in <a href="#">PlayMaker</a> .	125
<a href="#">Crosstales.RTVoice.PlayMaker.SpeakUIEditor</a>	
Custom editor for the <a href="#">SpeakUI</a> -action.	126
<a href="#">Crosstales.RTVoice.Demo.SpeakWrapper</a>	
Wrapper for the dynamic speakers.	127
<a href="#">Crosstales.RTVoice.Tool.SpeechText</a>	
Allows to speak and store generated audio.	127
<a href="#">Crosstales.RTVoice.EditorExtension.SpeechTextEditor</a>	
Custom editor for the 'SpeechText'-class.	132
<a href="#">Crosstales.UI.StaticManager</a>	
Static Button Manager.	133
<a href="#">Crosstales.RTVoice.EditorTask.Telemetry</a>	
Gather some telemetry data for the asset.	133
<a href="#">Crosstales.RTVoice.Tool.TextFileSpeaker</a>	
Allows to speak text files.	134
<a href="#">Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor</a>	
Custom editor for the 'TextFileSpeaker'-class.	138
<a href="#">Crosstales.RTVoice.UDEA2.UDEAConnector</a>	
Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.	138
<a href="#">Crosstales.RTVoice.UDEA2.UDEAConnectorEditor</a>	
Custom editor for the 'UDEAConnector'-class.	139
<a href="#">Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper</a>	
Wrapper for an UDEA-character to an RT-Voice.	140
<a href="#">Crosstales.UI.UIDrag</a>	
Allow to Drag the Windows arround.	142
<a href="#">Crosstales.UI.UIFocus</a>	
Change the Focus on from a Window.	143
<a href="#">Crosstales.UI.UIWindowManager</a>	
Change the state of all Window panels.	144
<a href="#">Crosstales.RTVoice.EditorTask.UpdateCheck</a>	
Checks for updates of the asset.	144
<a href="#">Crosstales.RTVoice.Model.Voice</a>	
Model for a voice.	145
<a href="#">Crosstales.RTVoice.Tool.VoiceInitializer</a>	
Allows to initialize voices (useful on Android).	147
<a href="#">Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor</a>	
Custom editor for the 'VoiceInitializer'-class.	148
<a href="#">Crosstales.RTVoice.Provider.VoiceProviderAndroid</a>	
Android voice provider.	149
<a href="#">Crosstales.RTVoice.Provider.VoiceProviderIOS</a>	
iOS voice provider.	151
<a href="#">Crosstales.RTVoice.Provider.VoiceProviderMacOS</a>	
MacOS voice provider.	153
<a href="#">Crosstales.RTVoice.Provider.VoiceProviderMary</a>	
MaryTTS voice provider.	155
<a href="#">Crosstales.RTVoice.Provider.VoiceProviderWindows</a>	
Windows voice provider.	157
<a href="#">Crosstales.RTVoice.Provider.VoiceProviderWSA</a>	
Windows voice provider.	159
<a href="#">Crosstales.UI.WindowManager</a>	
Manager for a Window.	161
<a href="#">Crosstales.RTVoice.Model.Wrapper</a>	
Wrapper for "Speak"-function calls.	162

## Chapter 4

# Namespace Documentation

### 4.1 Crosstales Namespace Reference

#### Namespaces

### 4.2 Crosstales.RTVoice Namespace Reference

#### Namespaces

#### Classes

- class [ExtensionMethods](#)  
*Various extension methods.*
- class [LiveSpeaker](#)  
*Wrapper of the main component from [RTVoice](#) for MonoBehaviour-access (like "SendMessage").*
- class [Speaker](#)  
*Main component of [RTVoice](#).*

### 4.3 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.*

## 4.4 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.*

## 4.5 Crosstales.RTVoice.Demo.Util Namespace Reference

### Classes

- class [AudioVisualizer](#)  
*Simple audio visualizer.*
- class [FFTAlyzer](#)  
*FFT analyzer for an audio channel.*
- 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.*
- class [RandomColor](#)  
*Random color changer.*
- class [RandomRotator](#)  
*Random rotation changer.*
- class [RandomScaler](#)  
*Random scale changer.*
- class [ScrollRectHandler](#)  
*Changes the sensitivity of ScrollRects under various platforms.*

## Enumerations

- enum [Platform](#) {  
**OSX, Windows, IOS, Android,**  
**WSA, MaryTTS, Web, Unsupported** }  
*All available platforms.*

### 4.5.1 Enumeration Type Documentation

#### 4.5.1.1 enum Crosstales.RTVoice.Demo.Util.Platform [strong]

All available platforms.

## 4.6 Crosstales.RTVoice.EditorExtension Namespace Reference

### Classes

- class [AudioFileGeneratorEditor](#)  
*Custom editor for the 'SpeechText'-class.*
- class [LoudspeakerEditor](#)  
*Custom editor for the 'Loudspeaker'-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 [VoiceInitalizerEditor](#)  
*Custom editor for the 'VoiceInitalizer'-class.*



## 4.7 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.*

## 4.8 Crosstales.RTVoice.EditorTask Namespace Reference

### Classes

- class [AutoInitialize](#)  
*Automatically adds the necessary RTVoice-prefabs to the current scene.*
- class [CompileDefines](#)  
*Adds the given define symbols to PlayerSettings define symbols.*
- class [ConfigLoader](#)  
*Loads the configuration at startup.*
- class [Launch](#)  
*Show the configuration window on the first launch.*
- class [OCCheck](#)  
*Checks if 'Online Check' is installed.*
- class [ReminderCheck](#)  
*Reminds the customer to create an UAS review.*
- class [SetApiLevel](#)  
*Sets the required API levels.*
- class [SetupResources](#)  
*Moves all needed resources to 'Editor Default Resources'.*
- class [Telemetry](#)  
*Gather some telemetry 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** }  
*All possible update stati.*

### 4.8.1 Enumeration Type Documentation

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

All possible update stati.

## 4.9 Crosstales.RTVoice.EditorUtil Namespace Reference

### Classes

- class [BuildPostprocessor](#)  
*BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.*
- 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.*

## 4.10 Crosstales.RTVoice.Model Namespace Reference

### Namespaces

### Classes

- class [Sequence](#)  
*Model for a sequence.*
- class [Voice](#)  
*Model for a voice.*
- class [Wrapper](#)  
*Wrapper for "Speak"-function calls.*

## 4.11 Crosstales.RTVoice.Model.Enum Namespace Reference

### Enumerations

- enum [MaryTTSType](#) { **RAWMARYXML**, **EMOTIONML**, **SSML** }  
*The different MaryTTS input types.*
- enum [ProviderType](#) { **Windows**, **macOS**, **Android**, **iOS**, **WSA**, **MaryTTS** }  
*Available provider types.*
- enum [SpeakMode](#) { **Speak**, **SpeakNative** }  
*Available Speak-modes.*

### 4.11.1 Enumeration Type Documentation

#### 4.11.1.1 enum `Crosstales.RTVoice.Model.Enum.MaryTTSType` `[strong]`

The different MaryTTS input types.

#### 4.11.1.2 enum `Crosstales.RTVoice.Model.Enum.ProviderType` `[strong]`

Available provider types.

#### 4.11.1.3 enum `Crosstales.RTVoice.Model.Enum.SpeakMode` `[strong]`

Available Speak-modes.

## 4.12 Crosstales.RTVoice.PlayMaker Namespace Reference

### Classes

- class [SilenceEditor](#)  
*Custom editor for the Silence-action.*
- class [SpeakEditor](#)  
*Custom editor for the Speak-action.*
- class [SpeakUIEditor](#)  
*Custom editor for the SpeakUI-action.*

## 4.13 Crosstales.RTVoice.Provider Namespace Reference

### Classes

- class [BaseVoiceProvider](#)  
*Base class for voice providers.*
- class [VoiceProviderAndroid](#)  
*Android voice provider.*
- class [VoiceProviderIOS](#)  
*iOS voice provider.*
- class [VoiceProviderMacOS](#)  
*MacOS voice provider.*
- class [VoiceProviderMary](#)  
*MaryTTS voice provider.*
- class [VoiceProviderWindows](#)  
*Windows voice provider.*
- class [VoiceProviderWSA](#)

## 4.14 Crosstales.RTVoice.SALSA Namespace Reference

### Classes

- class [Bots](#)  
*This is class for conversations between two SALSA-Bots.*
- class [Speak](#)
- class [Speak2D](#)
- class [SpeakSimple](#)

## 4.15 Crosstales.RTVoice.SLATE Namespace Reference

### Classes

- class [CutSceneStart](#)

## 4.16 Crosstales.RTVoice.Tool Namespace Reference

### Classes

- class [AudioFileGenerator](#)  
*Process files with configured speeches.*
- class [Loudspeaker](#)  
*Loudspeaker for an AudioSource.*
- 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).*

## 4.17 Crosstales.RTVoice.UDEA2 Namespace Reference

### Classes

- class [UDEAConnector](#)  
*Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.*
- class [UDEAConnectorEditor](#)  
*Custom editor for the 'UDEAConnector'-class.*
- class [UDEAVoiceWrapper](#)  
*Wrapper for an UDEA-character to an RT-Voice.*

## 4.18 Crosstales.RTVoice.Util Namespace Reference

### Classes

- class [Config](#)  
*Configuration for the asset.*
- class [Constants](#)  
*Collected constants of very general utility for the asset.*
- class [CTPlayerPrefs](#)  
*Wrapper for the PlayerPrefs.*
- class [CTWebClient](#)  
*Specialised WebClient.*
- class [Helper](#)  
*Various helper functions.*

## 4.19 Crosstales.UI Namespace Reference

### Namespaces

### Classes

- class [Social](#)  
*[Crosstales](#) social media links.*
- class [StaticManager](#)  
*Static Button Manager.*
- class [UIDrag](#)  
*Allow to Drag the Windows around.*
- class [UIFocus](#)  
*Change the Focus on from a Window.*
- class [UIWindowManager](#)  
*Change the state of all Window panels.*
- class [WindowManager](#)  
*Manager for a Window.*

## 4.20 Crosstales.UI.Util Namespace Reference

### Classes

- class [FPSDisplay](#)  
*Simple FPS-Counter.*

## 4.21 HutongGames Namespace Reference

### Namespaces

## 4.22 HutongGames.PlayMaker Namespace Reference

### Namespaces

## 4.23 HutongGames.PlayMaker.Actions Namespace Reference

### Classes

- 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](#).*



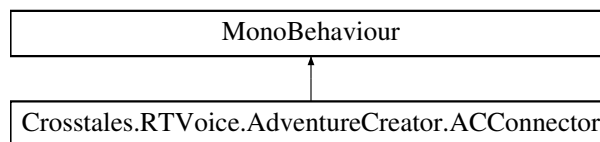
## Chapter 5

# Class Documentation

### 5.1 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 **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()

#### Public Attributes

- [ACVoiceWrapper\[\] Voices](#)  
*Voices for the AC-characters (optional).*
- string [Culture](#)  
*Fallback culture for all sequences (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).*



### 5.1.1 Detailed Description

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

### 5.1.2 Member Data Documentation

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

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

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

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

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

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

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

Voices for the AC-characters (optional).

### 5.1.3 Property Documentation

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

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

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

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

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

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

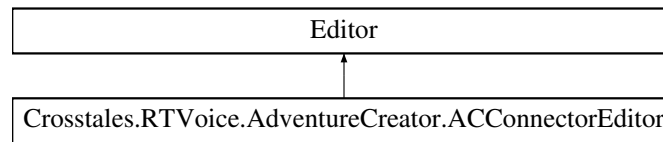
The documentation for this class was generated from the following file:

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

## 5.2 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** ()

#### 5.2.1 Detailed Description

Custom editor for the '[ACConnector](#)'-class.

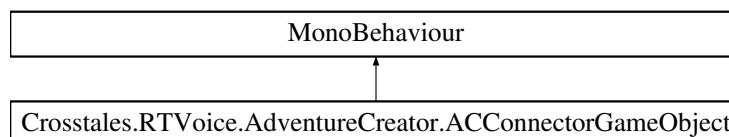
The documentation for this class was generated from the following file:

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

## 5.3 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:



#### 5.3.1 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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Editor/ACConnectorGameObject.cs

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

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

### 5.4.1 Detailed Description

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

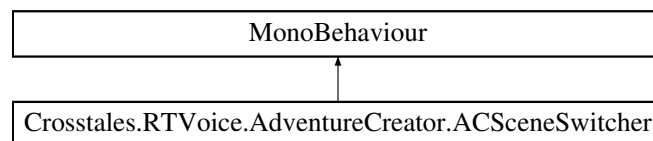
The documentation for this class was generated from the following file:

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

## 5.5 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** ()

### 5.5.1 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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACSwitcher.cs

## 5.6 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.*
- string **RTVoiceNameWindows** = string.Empty  
*"Name of the RT-Voice under Windows.*
- string **RTVoiceNameMac** = string.Empty  
*Name of the RT-Voice under macOS.*
- string **RTVoiceNameAndroid** = string.Empty  
*Name of the RT-Voice under Android.*
- string **RTVoiceNameIOS** = string.Empty  
*Name of the RT-Voice under iOS.*
- string **RTVoiceNameWSA** = string.Empty  
*Name of the RT-Voice under WSA.*
- string **RTVoiceNameMaryTTS** = string.Empty  
*Name of the RT-Voice under MaryTTS.*
- 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 **initalized** = false

## Properties

- string **RTVoiceName** [get]  
*Returns the name of the RT-Voice for the current platform.*

### 5.6.1 Detailed Description

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

### 5.6.2 Member Data Documentation

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

Name of the AC-character on-screen.

5.6.2.2 `bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.IgnoreCharacter = false`

Ignore this character (default: false).

5.6.2.3 `float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Pitch = 1f`

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

5.6.2.4 `float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Rate = 1f`

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

5.6.2.5 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

5.6.2.6 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameIOS = string.Empty`

Name of the RT-Voice under iOS.

5.6.2.7 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameMac = string.Empty`

Name of the RT-Voice under macOS.

5.6.2.8 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameMaryTTS = string.Empty`

Name of the RT-Voice under MaryTTS.

5.6.2.9 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameWindows = string.Empty`

Name of the RT-Voice under Windows.

5.6.2.10 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.6.2.11 `AudioSource Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Source`

Origin AudioSource (optional).

5.6.2.12 `bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.UseSpeechAudioSource = true`

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

5.6.2.13 `float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Volume = 1f`

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

### 5.6.3 Property Documentation

5.6.3.1 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceName` `[get]`

Returns the name of the RT-Voice for the current platform.

#### Returns

The name of the RT-Voice for the current platform.

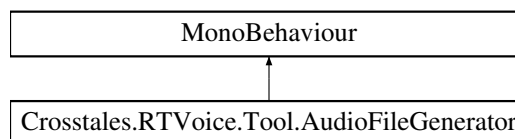
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACVoiceWrapper.cs`

## 5.7 Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference

Process files with configured speeches.

Inheritance diagram for `Crosstales.RTVoice.Tool.AudioFileGenerator`:



### Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **Generate** ()

*Generate the audio files from the text files.*

## 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'.*

## 5.7.1 Detailed Description

Process files with configured speeches.

## 5.7.2 Member Function Documentation

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

Generate the audio files from the text files.

## 5.7.3 Member Data Documentation

### 5.7.3.1 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'.

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

Text files to generate.

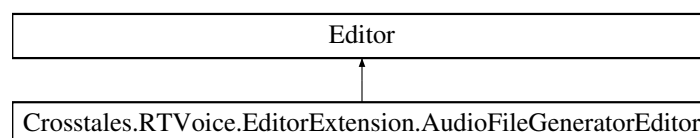
The documentation for this class was generated from the following file:

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

## 5.8 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** ()

### 5.8.1 Detailed Description

Custom editor for the 'SpeechText'-class.

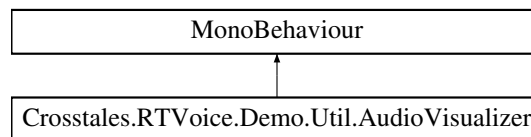
The documentation for this class was generated from the following file:

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

## 5.9 Crosstales.RTVoice.Demo.Util.AudioVisualizer Class Reference

[Simple](#) audio visualizer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.AudioVisualizer:



## Public Member Functions

- void **Start** ()
- void **Update** ()

## Public Attributes

- [FFTAnalyzer](#) **Analyzer**
- GameObject **VisualPrefab**
- float **Width** = 0.075f
- float **Gain** = 70f
- bool **LeftToRight** = true

### 5.9.1 Detailed Description

[Simple](#) audio visualizer.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/AudioVisualizer.cs



## 5.10 Crosstales.RTVoice.EditorTask.AutoInitialize Class Reference

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

### 5.10.1 Detailed Description

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

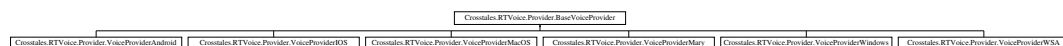
The documentation for this class was generated from the following file:

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

## 5.11 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.*
- 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)
- 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.*

## Static Protected Member Functions

- static void **fileCopy** (string inputFile, string outputFile, bool move=false)
- 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.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

- abstract string [AudioFileExtension](#) [get]  
*Returns the extension of the generated audio files.*
- abstract System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]  
*Get all available voices from the current TTS-provider and fills it into a given list.*
- 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.*

### 5.11.1 Detailed Description

Base class for voice providers.

### 5.11.2 Constructor & Destructor Documentation

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

Constructor for a VoiceProvider.

Parameters

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

### 5.11.3 Member Function Documentation

#### 5.11.3.1 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.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

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

Silence all active TTS-providers.

Reimplemented in [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

#### 5.11.3.3 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
------------	--------------------

5.11.3.4 **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.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.11.3.5 **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.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), and [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#).

## 5.11.4 Property Documentation

5.11.4.1 **abstract string Crosstales.RTVoice.Provider.BaseVoiceProvider.AudioFileExtension** [get]

Returns the extension of the generated audio files.

#### Returns

Extension of the generated audio files.

5.11.4.2 **ErrorInfo Crosstales.RTVoice.Provider.BaseVoiceProvider.OnErrorInfo** [static], [add], [remove]

An event triggered whenever an error occurs.

5.11.4.3 **SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationComplete** [static], [add], [remove]

An event triggered whenever a speak audio generation is completed.

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

An event triggered whenever a speak audio generation is started.

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

An event triggered whenever a speak is completed.

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

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

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

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

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

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

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

An event triggered whenever a speak is started.

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

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

**5.11.4.11 abstract System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Provider.BaseVoiceProvider.Voices**  
[get]

Get all available voices from the current TTS-provider and fills it into a given list.

#### Returns

All available voices from the current TTS-provider as list.

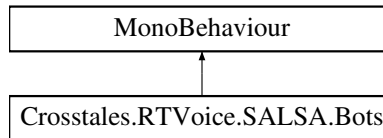
The documentation for this class was generated from the following file:

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

## 5.12 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 **OnDestroy** ()
- void **Update** ()

### Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- string[] **ConverstationsA**
- string[] **ConverstationsB**

### 5.12.1 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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/SALSA/Scripts/Bots.cs

## 5.13 Crosstales.RTVoice.EditorUtil.BuildPostprocessor Class Reference

[BuildPostprocessor](#) for Windows. Adds the TTS-wrapper to the build.

### Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

### 5.13.1 Detailed Description

[BuildPostprocessor](#) for Windows. Adds the TTS-wrapper to the build.

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

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

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

Adds the given define symbols to PlayerSettings define symbols.

### 5.14.1 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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/Task/CompileDefines.cs

## 5.15 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](#) = "/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 string [AUDIOFILE\\_PATH](#) = Constants.DEFAULT\_AUDIOFILE\_PATH  
*Don't destroy the objects during scene switches.*
- 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 string [TTS\\_WINDOWS\\_BUILD](#) = Constants.DEFAULT\_TTS\_WINDOWS\_BUILD  
*Location of the TTS-wrapper under Windows (stand-alone).*
- static string [TTS\\_MACOS](#) = Constants.DEFAULT\_TTS\_MACOS  
*Location of the TTS-system under MacOS.*
- static bool [isLoading](#) = false  
*Is the configuration loaded?*

## Properties

- 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).*

### 5.15.1 Detailed Description

Configuration for the asset.

### 5.15.2 Member Function Documentation

**5.15.2.1** static void Crosstales.RTVoice.Util.Config.Load ( ) [static]

Loads all changable variables.

**5.15.2.2** static void Crosstales.RTVoice.Util.Config.Reset ( ) [static]

Resets all changable variables to their default value.

**5.15.2.3** static void Crosstales.RTVoice.Util.Config.Save ( ) [static]

Saves all changable variables.

### 5.15.3 Member Data Documentation

**5.15.3.1** string Crosstales.RTVoice.Util.Config.ASSET\_PATH = "/crosstales/RTVoice/" [static]

Path to the asset inside the Unity project.

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

Automatically delete the generated audio files.

**5.15.3.3** string Crosstales.RTVoice.Util.Config.AUDIOFILE\_PATH = Constants.DEFAULT\_AUDIOFILE\_PATH [static]

Don't destroy the objects during scene switches.

Path to the generated audio files.



5.15.3.4 `bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT_DEBUG` `[static]`

Enable or disable debug logging for the asset.

5.15.3.5 `bool Crosstales.RTVoice.Util.Config.ENFORCE_32BIT_WINDOWS = Constants.DEFAULT_ENFORCE_32BIT_WINDOWS`  
`[static]`

Enforce 32bit versions of voices under Windows.

5.15.3.6 `bool Crosstales.RTVoice.Util.Config.isLoaded = false` `[static]`

Is the configuration loaded?

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

Location of the TTS-system under MacOS.

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

Location of the TTS-wrapper under Windows (stand-alone).

## 5.15.4 Property Documentation

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

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

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

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

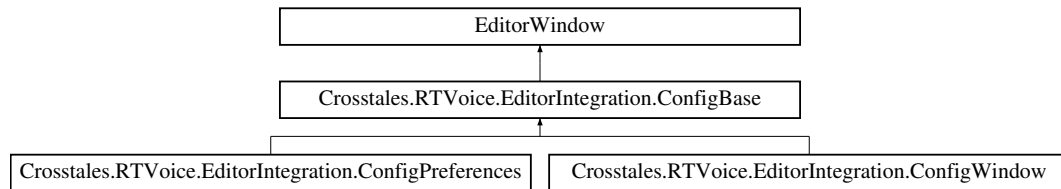
The documentation for this class was generated from the following file:

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

## 5.16 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** ()

### Static Protected Attributes

- static string **updateText** = UpdateCheck.TEXT\_NOT\_CHECKED

### 5.16.1 Detailed Description

Base class for editor windows.

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

- D:/slauberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↵ Editor/Integration/ConfigBase.cs

## 5.17 Crosstales.RTVoice.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

### 5.17.1 Detailed Description

Loads the configuration at startup.

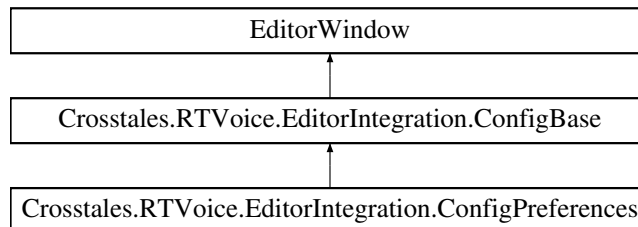
The documentation for this class was generated from the following file:

- D:/slauberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↵ Editor/Task/ConfigLoader.cs

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

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:



### Additional Inherited Members

#### 5.18.1 Detailed Description

Unity "Preferences" extension.

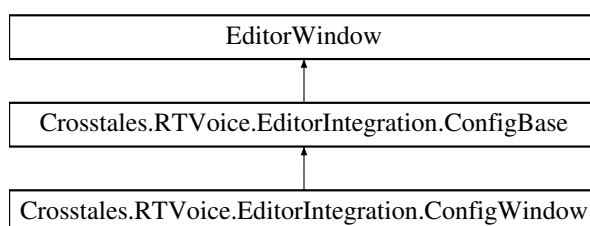
The documentation for this class was generated from the following file:

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

## 5.19 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

### 5.19.1 Detailed Description

Editor window extension.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↵  
Editor/Integration/ConfigWindow.cs

## 5.20 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

### Public Attributes

- const string **ASSET\_NAME** = "RTVoice PRO"  
*Name of the asset.*
- const string **ASSET\_VERSION** = "2.9.2b1"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 291  
*Build number of the asset.*
- 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://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011IN↵  
GT&pubref=" + ASSET\_NAME  
*URL of the crosstales assets in UAS.*
- const string **ASSET\_PRO\_URL** = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011ING↵  
T&pubref=" + ASSET\_NAME  
*URL of the PRO asset in UAS.*
- const string **ASSET\_3P\_URL** = "https://www.assetstore.unity3d.com/#!/list/42209-rt-voice-friends?aid=1011I↵  
NGT&pubref=" + ASSET\_NAME  
*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://goo.gl/6w4Fy0"
- URL of the asset API.*
- const string **ASSET\_FORUM\_URL** = "http://goo.gl/Z6MZMI"
- 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=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"
- URL of the promotion video of the asset (Youtube).*
- const string **ASSET\_VIDEO\_TUTORIAL** = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"
- URL of the tutorial video of the asset (Youtube).*
- 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\_SOCIAL\_XING** = "https://www.xing.com/companies/crosstales"
- URL of the crosstales XING-profile.*
- const string **ASSET\_3P\_PLAYMAKER** = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011l↵GT&pubref=" + ASSET\_NAME
- URL of the 3rd party asset "PlayMaker".*
- const string **ASSET\_3P\_ADVENTURE\_CREATOR** = "https://www.assetstore.unity3d.com/#!/content/11896?aid=1011l↵NGT&pubref=" + ASSET\_NAME
- URL of the 3rd party asset "Adventure Creator".*
- const string **ASSET\_3P\_CINEMA\_DIRECTOR** = "https://www.assetstore.unity3d.com/#!/content/19779?aid=1011l↵NGT&pubref=" + ASSET\_NAME
- URL of the 3rd party asset "Cinema Director".*
- const string **ASSET\_3P\_DIALOG\_SYSTEM** = "https://www.assetstore.unity3d.com/#!/content/11672?aid=1011l↵NGT&pubref=" + ASSET\_NAME
- URL of the 3rd party asset "Dialogue System".*
- const string **ASSET\_3P\_LOCALIZED\_DIALOGS** = "https://www.assetstore.unity3d.com/#!/content/5020?aid=1011l↵NGT&pubref=" + ASSET\_NAME
- URL of the 3rd party asset "Localized Dialogs".*
- const string **ASSET\_3P\_LIPSYNC** = "https://www.assetstore.unity3d.com/#!/content/32117?aid=1011l↵NGT&pubref=" + ASSET\_NAME
- URL of the 3rd party asset "LipSync Pro".*
- const string **ASSET\_3P\_NPC\_CHAT** = "https://www.assetstore.unity3d.com/#!/content/9723?aid=1011l↵NGT&pubref=" + ASSET\_NAME
- URL of the 3rd party asset "NPC Chat".*
- const string **ASSET\_3P\_QUEST\_SYSTEM** = "https://www.assetstore.unity3d.com/#!/content/63460?aid=1011l↵NGT&pubref=" + ASSET\_NAME
- URL of the 3rd party asset "Quest System Pro".*

- const string **ASSET\_3P\_SALSA** = "https://www.assetstore.unity3d.com/#!/content/16944?aid=1011ING&T&pubref=" + ASSET\_NAME  
*URL of the 3rd party asset "SALSA".*
- const string **ASSET\_3P\_SLATE** = "https://www.assetstore.unity3d.com/#!/content/56558?aid=1011ING&T&pubref=" + ASSET\_NAME  
*URL of the 3rd party asset "SLATE".*
- const string **ASSET\_3P\_DIALOGUE\_ENGINE** = "https://www.assetstore.unity3d.com/#!/content/42467?aid=1011ING&T&pubref=" + ASSET\_NAME  
*URL of the 3rd party asset "THE Dialogue Engine".*
- const string **ASSET\_3P\_USEQUENCER** = "https://www.assetstore.unity3d.com/#!/content/3666?aid=1011ING&T&pubref=" + ASSET\_NAME  
*URL of the 3rd party asset "uSequencer".*
- const string **PATH\_DELIMITER\_WINDOWS** = @"\"  
*Path delimiter for Windows.*
- const string **PATH\_DELIMITER\_UNIX** = "/"  
*Path delimiter for Unix.*
- 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\_DELETE"
- const string **KEY\_ENFORCE\_32BIT\_WINDOWS** = KEY\_PREFIX + "ENFORCE\_32BIT\_WINDOWS"
- const bool **DEFAULT\_DEBUG** = false
- const bool **DEFAULT\_AUDIOFILE\_AUTOMATIC\_DELETE** = true
- const bool **DEFAULT\_ENFORCE\_32BIT\_WINDOWS** = false
- const string **DEFAULT\_TTS\_WINDOWS\_BUILD** = @"/RTVoiceTTSWrapper.exe"
- const string **DEFAULT\_TTS\_MACOS** = "say"
- const int **DEFAULT\_TTS\_KILL\_TIME** = 7000
- const string **RTVOICE\_SCENE\_OBJECT\_NAME** = "RTVoice"  
*RTVoice prefab scene name.*

## Static Public Attributes

- static readonly bool **isPro** = true  
*Is PRO-version?*
- 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(2017, 11, 28)  
*Change date of the asset (YYYY, MM, DD).*
- static readonly string **DEFAULT\_AUDIOFILE\_PATH** = Application.temporaryCachePath
- static bool **DEV\_DEBUG** = false  
*Development debug logging for the asset.*
- static string **TTS\_WINDOWS\_SUBPATH** = "Plugins/Windows/RTVoiceTTSWrapper.exe"  
*Sub-path to the TTS-wrapper under Windows (Editor).*
- static string **TTS\_WINDOWS\_x86\_SUBPATH** = "Plugins/Windows/RTVoiceTTSWrapper\_x86.exe"  
*Sub-path to the TTS-wrapper (32bit) under Windows (Editor).*
- 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://"

## Properties

- static string **PREFIX\_FILE** [get]

### 5.20.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.20.2 Member Data Documentation

5.20.2.1 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://www.assetstore.unity3d.com/#!/content/11896?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.2 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR = "https://www.assetstore.unity3d.com/#!/content/19779?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.3 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOG_SYSTEM = "https://www.assetstore.unity3d.com/#!/content/11672?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.4 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_ENGINE = "https://www.assetstore.unity3d.com/#!/content/42467?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.5 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://www.assetstore.unity3d.com/#!/content/32117?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.6 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://www.assetstore.unity3d.com/#!/content/5020?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.7 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://www.assetstore.unity3d.com/#!/content/9723?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.8 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "PlayMaker".

5.20.2.9 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://www.assetstore.unity3d.com/#!/content/63460?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.20.2.10 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://www.assetstore.unity3d.com/#!/content/16944?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "SALSA".

5.20.2.11 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://www.assetstore.unity3d.com/#!/content/56558?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "SLATE".

5.20.2.12 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://www.assetstore.unity3d.com/#!/list/42209-rt-voice-friends?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party assets in UAS.

5.20.2.13 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_USEQUENCER = "https://www.assetstore.unity3d.com/#!/content/3666?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "uSequencer".

5.20.2.14 `const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "http://goo.gl/6w4Fy0"`

URL of the asset API.

5.20.2.15 `const string Crosstales.RTVoice.Util.Constants.ASSET_AUTHOR = "crosstales LLC"`

Author of the asset.

5.20.2.16 `const string Crosstales.RTVoice.Util.Constants.ASSET_AUTHOR_URL = "https://www.crosstales.com"`

URL of the asset author.



5.20.2.17 `const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 291`

Build number of the asset.

5.20.2.18 `readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.DateTime(2017, 11, 28) [static]`

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

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

Contact to the owner of the asset.

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

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

5.20.2.21 `const string Crosstales.RTVoice.Util.Constants.ASSET_CT_URL = "https://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the crosstales assets in UAS.

5.20.2.22 `const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://goo.gl/Z6MZMI"`

URL of the asset forum.

5.20.2.23 `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.

5.20.2.24 `const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RTVoice PRO"`

Name of the asset.

5.20.2.25 `const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

5.20.2.26 `const string Crosstales.RTVoice.Util.Constants.ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"`

URL of the crosstales Facebook-profile.

5.20.2.27 `const string Crosstales.RTVoice.Util.Constants.ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"`

URL of the crosstales LinkedIn-profile.

5.20.2.28 `const string Crosstales.RTVoice.Util.Constants.ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"`

URL of the crosstales Twitter-profile.

5.20.2.29 `const string Crosstales.RTVoice.Util.Constants.ASSET_SOCIAL_XING = "https://www.xing.com/companies/crosstales"`

URL of the crosstales XING-profile.

5.20.2.30 `const string Crosstales.RTVoice.Util.Constants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"`

URL of the crosstales Youtube-profile.

5.20.2.31 `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

5.20.2.32 `const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2.9.2b1"`

Version of the asset.

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

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

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

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

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

URL of the asset in crosstales.

5.20.2.36 `bool Crosstales.RTVoice.Util.Constants.DEV_DEBUG = false` `[static]`

Development debug logging for the asset.

5.20.2.37 `readonly bool Crosstales.RTVoice.Util.Constants.isPro = true` `[static]`

Is PRO-version?

5.20.2.38 `const string Crosstales.RTVoice.Util.Constants.PATH_DELIMITER_UNIX = "/"`

Path delimiter for Unix.

5.20.2.39 `const string Crosstales.RTVoice.Util.Constants.PATH_DELIMITER_WINDOWS = @"\`

Path delimiter for Windows.

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

[RTVoice](#) prefab scene name.

5.20.2.41 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_SUBPATH = "Plugins/Windows/RTVoiceTTSTWrapper.exe"`  
`[static]`

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

5.20.2.42 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "Plugins/Windows/RTVoiceTTSTWrapper↵  
_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/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↵  
Scripts/Util/Constants.cs`

## 5.21 Crosstales.RTVoice.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 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.*

### 5.21.1 Detailed Description

Wrapper for the PlayerPrefs.

### 5.21.2 Member Function Documentation

#### 5.21.2.1 static void Crosstales.RTVoice.Util.CTPlayerPrefs.DeleteAll ( ) [static]

Deletes all keys.

#### 5.21.2.2 static void Crosstales.RTVoice.Util.CTPlayerPrefs.DeleteKey ( string key ) [static]

Delete the key.

##### Parameters

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

### 5.21.2.3 static bool Crosstales.RTVoice.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.

### 5.21.2.4 static float Crosstales.RTVoice.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.

### 5.21.2.5 static int Crosstales.RTVoice.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.

### 5.21.2.6 static string Crosstales.RTVoice.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.

**5.21.2.7** `static bool Crosstales.RTVoice.Util.CTPlayerPrefs.HasKey ( string key )` `[static]`

Exists the key?

**Parameters**

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

**Returns**

Value for the key.

**5.21.2.8** `static void Crosstales.RTVoice.Util.CTPlayerPrefs.Save ( )` `[static]`

Saves all modifications.

**5.21.2.9** `static void Crosstales.RTVoice.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.

**5.21.2.10** `static void Crosstales.RTVoice.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.

**5.21.2.11** `static void Crosstales.RTVoice.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.

5.21.2.12 `static void Crosstales.RTVoice.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.

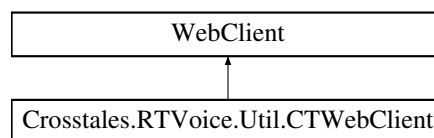
The documentation for this class was generated from the following file:

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

## 5.22 Crosstales.RTVoice.Util.CTWebClient Class Reference

Specialised WebClient.

Inheritance diagram for Crosstales.RTVoice.Util.CTWebClient:



### Public Member Functions

- **CTWebClient** (int timeout)

### Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

### Properties

- int **Timeout** [get, set]  
*Timeout in milliseconds*

### 5.22.1 Detailed Description

Specialised WebClient.

### 5.22.2 Property Documentation

#### 5.22.2.1 `int Crosstales.RTVoice.Util.CTWebClient.Timeout` `[get]`, `[set]`

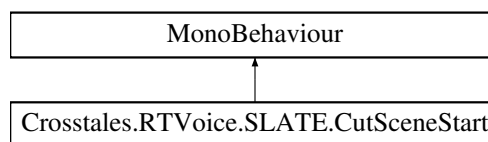
Timeout in milliseconds

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

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

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

Inheritance diagram for Crosstales.RTVoice.SLATE.CutSceneStart:



### Public Member Functions

- `void Start ()`

### Public Attributes

- `Slate.Cutscene Cut`

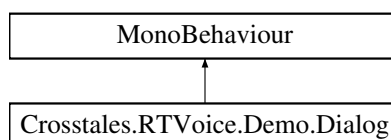
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/SLATE/Scripts/CutSceneStart.cs`

## 5.24 Crosstales.RTVoice.Demo.Dialog Class Reference

Simple dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:





## Public Member Functions

- void **Start** ()
- 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
- AudioSource **AudioPersonA**
- AudioSource **AudioPersonB**
- GameObject **VisualsA**
- GameObject **VisualsB**
- string[] **DialogPersonA**
- string[] **DialogPersonB**
- string **CurrentDialogA** = string.Empty
- string **CurrentDialogB** = string.Empty
- bool **Running** = false

### 5.24.1 Detailed Description

[Simple](#) dialog system with TTS voices.

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

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

## 5.25 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 [UPDATE\\_OPEN\\_UAS](#) = EditorConstants.DEFAULT\_UPDATE\_OPEN\_UAS  
*Open the UAS-site when an update is found.*
- static bool [REMINDER\\_CHECK](#) = EditorConstants.DEFAULT\_REMINDER\_CHECK  
*Enable or disable reminder-checks for the asset.*
- static bool [TELEMETRY](#) = EditorConstants.DEFAULT\_TELEMETRY  
*Enable or disable anonymous telemetry 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.*

### 5.25.1 Detailed Description

Editor configuration for the asset.

### 5.25.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

### 5.25.3 Member Data Documentation

**5.25.3.1** `bool Crosstales.RTVoice.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON`  
[static]

Enable or disable the icon in the hierarchy.

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

Is the configuration loaded?

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

Automatically load and add the prefabs to the scene.

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

Enable or disable reminder-checks for the asset.

**5.25.3.5** `bool Crosstales.RTVoice.EditorUtil.EditorConfig.TELEMTRY = EditorConstants.DEFAULT_TELEMTRY`  
[static]

Enable or disable anonymous telemetry data.

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

Enable or disable update-checks for the asset.

**5.25.3.7** `bool Crosstales.RTVoice.EditorUtil.EditorConfig.UPDATE_OPEN_UAS = EditorConstants.DEFAULT_UPDATE_OPEN_UAS` [static]

Open the UAS-site when an update is found.

### 5.25.4 Property Documentation

**5.25.4.1** `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.

#### 5.25.4.2 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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/Util/EditorConfig.cs

## 5.26 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\_UPDATE\_OPEN\_UAS** = Util.Constants.KEY\_PREFIX + "UPDATE\_OPEN\_UAS"
- const string **KEY\_REMINDER\_CHECK** = Util.Constants.KEY\_PREFIX + "REMINDER\_CHECK"
- const string **KEY\_TELEMETRY** = Util.Constants.KEY\_PREFIX + "TELEMETRY"
- 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\_LAUNCH** = Util.Constants.KEY\_PREFIX + "LAUNCH"
- const string **KEY\_TELEMETRY\_DATE** = Util.Constants.KEY\_PREFIX + "TELEMETRY\_DATE"
- const string **DEFAULT\_ASSET\_PATH** = "/crosstales/RTVoice/"
- const bool **DEFAULT\_UPDATE\_CHECK** = true
- const bool **DEFAULT\_UPDATE\_OPEN\_UAS** = false
- const bool **DEFAULT\_REMINDER\_CHECK** = true
- const bool **DEFAULT\_TELEMETRY** = 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 System.Guid **ASSET\_UID** [get]  
*Returns the UID of the asset.*

### 5.26.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.26.2 Member Data Documentation

5.26.2.1 `string Crosstales.RTVoice.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Prefabs/"` `[static]`

Sub-path to the prefabs.

### 5.26.3 Property Documentation

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

Returns the UID of the asset.

#### Returns

The UID of the asset.

5.26.3.2 `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/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/Util/EditorConstants.cs`

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

Editor helper class.

### Static Public Member Functions

- static void `NoVoicesUI` ()  
*Shows the "no voices found"-UI.*
- static void `SeparatorUI` (int space=12)  
*Shows a separator-UI.*
- static void `InstantiatePrefab` (string prefabName)  
*Instantiates a prefab.*

## 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 **Logo\_CT** [get]
- static Texture2D **Logo\_Unity** [get]
- static Texture2D **Icon\_Save** [get]
- static Texture2D **Icon\_Reset** [get]
- static Texture2D **Icon\_Plus** [get]
- static Texture2D **Icon\_Minus** [get]
- static Texture2D **Icon\_Refresh** [get]
- static Texture2D **Icon\_Speak** [get]
- static Texture2D **Icon\_Silence** [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\_Facebook** [get]
- static Texture2D **Social\_Twitter** [get]
- static Texture2D **Social\_Youtube** [get]
- static Texture2D **Social\_Linkedin** [get]
- static Texture2D **Social\_Xing** [get]
- static Texture2D **Video\_Promo** [get]
- static Texture2D **Video\_Tutorial** [get]
- static Texture2D **Icon\_Videos** [get]
- static Texture2D **Store\_PlayMaker** [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\_THE\_Dialogue\_Engine** [get]
- static Texture2D **Store\_uSequencer** [get]
- static Texture2D **Icon\_3p\_Assets** [get]
- static bool **isRTVoiceInScene** [get]  
*Checks if the 'RTVoice'-prefab is in the scene.*

### 5.27.1 Detailed Description

Editor helper class.

## 5.27.2 Member Function Documentation

5.27.2.1 `static void Crosstales.RTVoice.EditorUtil.EditorHelper.InstantiatePrefab ( string prefabName ) [static]`

Instantiates a prefab.

Parameters

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

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

Shows the "no voices found"-UI.

5.27.2.3 `static void Crosstales.RTVoice.EditorUtil.EditorHelper.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).
--------------	---

## 5.27.3 Member Data Documentation

5.27.3.1 `const int Crosstales.RTVoice.EditorUtil.EditorHelper.GO_ID = 20`

Start index inside the "GameObject"-menu.

5.27.3.2 `const int Crosstales.RTVoice.EditorUtil.EditorHelper.MENU_ID = 11820`

Start index inside the "Tools"-menu.

## 5.27.4 Property Documentation

5.27.4.1 `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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↵ Editor/Util/EditorHelper.cs

## 5.28 Crosstales.RTVoice.ExtensionMethods Class Reference

Various extension methods.

### Static Public Member Functions

- 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 System.Collections.Generic.IList< T > list)  
*Extension method for Lists. Shuffles a List.*
- static void [CTShuffle< T >](#) (this T[] array)  
*Extension method for Arrays. Shuffles an Array.*
- static string [CTDump< T >](#) (this T[] array)  
*Extension method for Arrays. Dumps an array to a string.*
- static string[] [CTToString< T >](#) (this T[] array)  
*Extension method for Arrays. Generates a string array with all entries (via ToString).*
- static string [CTDump< T >](#) (this System.Collections.Generic.List< T > list)  
*Extension method for Lists. Dumps a list to a string.*
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.List< T > list)  
*Extension method for Lists. Generates a string list with all entries (via ToString).*

### 5.28.1 Detailed Description

Various extension methods.

### 5.28.2 Member Function Documentation

- 5.28.2.1 static bool Crosstales.RTVoice.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.

**5.28.2.2** `static bool Crosstales.RTVoice.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.

**5.28.2.3** `static bool Crosstales.RTVoice.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.

**5.28.2.4** `static string Crosstales.RTVoice.ExtensionMethods.CTDump< T > ( this T[] array ) [static]`

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

**Parameters**

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

**Returns**

String with lines for all array entries.

**5.28.2.5** `static string Crosstales.RTVoice.ExtensionMethods.CTDump< T > ( this System.Collections.Generic.List< T > list )`  
[static]

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

#### Parameters

<i>list</i>	List-instance to dump.
-------------	------------------------

#### Returns

String with lines for all list entries.

**5.28.2.6** `static bool Crosstales.RTVoice.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.

**5.28.2.7** `static string Crosstales.RTVoice.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.

**5.28.2.8** `static void Crosstales.RTVoice.ExtensionMethods.CTShuffle< T > ( this System.Collections.Generic.IList< T > list ) [static]`

Extension method for Lists. Shuffles a List.

#### Parameters

<i>list</i>	List-instance to shuffle.
-------------	---------------------------

**5.28.2.9** `static void Crosstales.RTVoice.ExtensionMethods.CTShuffle< T > ( this T[] array ) [static]`

Extension method for Arrays. Shuffles an Array.

#### Parameters

<i>array</i>	Array-instance to shuffle.
--------------	----------------------------

**5.28.2.10** `static string [] Crosstales.RTVoice.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).

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

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

#### Parameters

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

#### Returns

String list with all entries (via ToString).

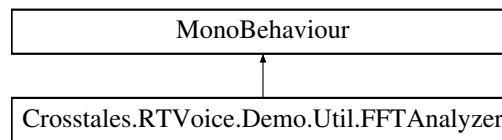
The documentation for this class was generated from the following file:

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

## 5.29 Crosstales.RTVoice.Demo.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.FFTAnalyzer:



### Public Member Functions

- void **Update** ()

### Public Attributes

- float[] **Samples** = new float[256]
- int **Channel** = 0
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

### 5.29.1 Detailed Description

FFT analyzer for an audio channel.

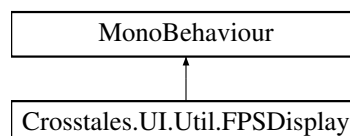
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd\_party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/FFTAnalyzer.cs

## 5.30 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



### Public Member Functions

- void **Update** ()

## Public Attributes

- Text **FPS**
- int **FrameRefresh** = 5

### 5.30.1 Detailed Description

Simple FPS-Counter.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/UI/Scripts/Util/FPSDisplay.cs

## 5.31 Crosstales.RTVoice.EditorUtil.GAApi Class Reference

GA-wrapper API.

### Static Public Member Functions

- static void [Event](#) (string category, string action, string label="", int value=0)  
*Tracks an event from the asset.*

### 5.31.1 Detailed Description

GA-wrapper API.

### 5.31.2 Member Function Documentation

5.31.2.1 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.

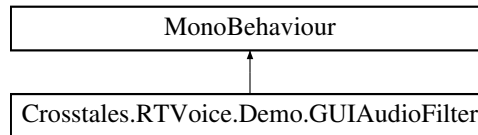
The documentation for this class was generated from the following file:

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

## 5.32 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**

### 5.32.1 Detailed Description

[Simple](#) GUI for audio filters.

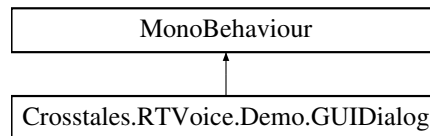
The documentation for this class was generated from the following file:

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

## 5.33 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)

### Public Attributes

- [Dialog](#) **DialogScript**
- Color32 **SpeakerColor** = new Color32(0, 255, 0, 192)
- Image **PanelPersonA**
- Image **PanelPersonB**
- Text **PersonA**
- Text **PersonB**

#### 5.33.1 Detailed Description

[Simple](#) GUI for runtime dialogs with all available OS voices.

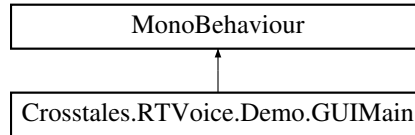
The documentation for this class was generated from the following file:

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

## 5.34 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 **OnDestroy** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

### Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- GameObject **NoVoices**
- Text **Errors**

### 5.34.1 Detailed Description

Main GUI component for all demo scenes.

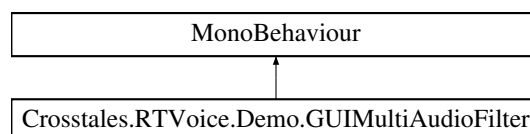
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/GUIMain.cs

## 5.35 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<Audio↵ Source>()
- 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**

### 5.35.1 Detailed Description

[Simple](#) GUI for audio filters on multiple objects.

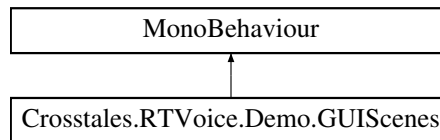
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↵ Scripts/GUIMultiAudioFilter.cs

## 5.36 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 **LoadPreviousScene** ()
- void **LoadNextScene** ()

### Public Attributes

- string **PreviousScene**
- string **NextScene**

### 5.36.1 Detailed Description

Main GUI scene manager for all demo scenes.

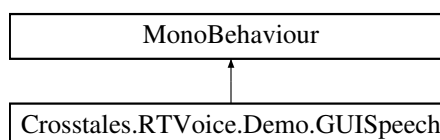
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/GUIScenes.cs

## 5.37 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 **OnDestroy** ()
- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **ChangeMaryTTS** (bool maryTTS)

## 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

### 5.37.1 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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/GUISpeech.cs

## 5.38 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

## Static Public Member Functions

- 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 [FormatBytesToHRF](#) (long bytes)  
*Format byte-value to Human-Readable-Form.*
- static string [CleanText](#) (string text, bool removeTags=true, bool clearSpaces=true, bool clearLineEndings=true)  
*Cleans a given text to contain only letters or digits.*
- 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 string [ValidatePath](#) (string path)  
*Validates a given path and add missing slash.*
- 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. <a href="#">http://</a> (default: true, optional).
removeWWW	Remove www (default: true, optional).
removeSlash	Remove slash at the end (default: true, optional)

### Returns

*Clean URL*

- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text)  
*Split the given text to lines and return it as list.*
- 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 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.*

## 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 macOS.*
- static bool [isLinuxPlatform](#) [get]  
*Checks if the current platform is 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 `isWSAPlatform` [get]  
*Checks if the current platform is WSA.*
- static bool `isWebGLPlatform` [get]  
*Checks if the current platform is WebGL.*
- static bool `isWebPlayerPlatform` [get]  
*Checks if the current platform is WebPlayer.*
- 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 or WSA).*
- static bool `isAppleBasedPlatform` [get]  
*Checks if the current platform is Apple-based (macOS standalone or iOS).*
- static bool `hasBuiltinTTS` [get]  
*Checks if the current platform has built-in TTS.*
- static bool `isEditor` [get]  
*Checks if we are inside the Editor.*
- static bool `isEditorMode` [get]  
*Checks if we are in Editor mode.*
- static `Model.Enum.ProviderType CurrentProviderType` [get]  
*The current provider type.*

### 5.38.1 Detailed Description

Various helper functions.

### 5.38.2 Member Function Documentation

**5.38.2.1** 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.

**5.38.2.2** static string `Crosstales.RTVoice.Util.Helper.ClearLineEndings ( string text )` [static]

Cleans a given text from line endings.

## Parameters

<i>text</i>	Text to clean.
-------------	----------------

## Returns

Clean text without line endings.

**5.38.2.3** `static string Crosstales.RTVoice.Util.Helper.ClearSpaces ( string text ) [static]`

Cleans a given text from multiple spaces.

## Parameters

<i>text</i>	Text to clean.
-------------	----------------

## Returns

Clean text without multiple spaces.

**5.38.2.4** `static string Crosstales.RTVoice.Util.Helper.ClearTags ( string text ) [static]`

Cleans a given text from tags.

## Parameters

<i>text</i>	Text to clean.
-------------	----------------

## Returns

Clean text without tags.

**5.38.2.5** `static string Crosstales.RTVoice.Util.Helper.FormatBytesToHRF ( long bytes ) [static]`

Format byte-value to Human-Readable-Form.

## Parameters

<i>bytes</i>	Value in bytes
--------------	----------------

## Returns

Formatted byte-value in Human-Readable-Form.

5.38.2.6 `static Color Crosstales.RTVoice.Util.Helper.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.

5.38.2.7 `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.

5.38.2.8 `static bool Crosstales.RTVoice.Util.Helper.RemoteCertificateValidationCallback ( System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]`

HTTPS-certification callback.

5.38.2.9 `static System.Collections.Generic.List<string> Crosstales.RTVoice.Util.Helper.SplitStringToLines ( string text ) [static]`

Split the given text to lines and return it as list.

## Parameters

<i>text</i>	Complete text fragment
-------------	------------------------

## Returns

Splitted lines as array

#### 5.38.2.10 static string Crosstales.RTVoice.Util.Helper.ValidatePath ( string *path* ) [static]

Validates a given path and add missing slash.

## Parameters

<i>path</i>	Path to validate
-------------	------------------

## Returns

Valid path

### 5.38.3 Property Documentation

#### 5.38.3.1 Model.Enum.ProviderType Crosstales.RTVoice.Util.Helper.CurrentProviderType [static], [get]

The current provider type.

## Returns

Current provider type.

#### 5.38.3.2 bool Crosstales.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.

#### 5.38.3.3 bool Crosstales.RTVoice.Util.Helper.isAndroidPlatform [static], [get]

Checks if the current platform is Android.

## Returns

True if the current platform is Android.



#### 5.38.3.4 `bool Crosstales.RTVoice.Util.Helper.isAppleBasedPlatform` `[static], [get]`

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

##### Returns

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

#### 5.38.3.5 `bool Crosstales.RTVoice.Util.Helper.isEditor` `[static], [get]`

Checks if we are inside the Editor.

##### Returns

True if we are inside the Editor.

#### 5.38.3.6 `bool Crosstales.RTVoice.Util.Helper.isEditorMode` `[static], [get]`

Checks if we are in Editor mode.

##### Returns

True if in Editor mode.

#### 5.38.3.7 `bool Crosstales.RTVoice.Util.Helper.isInternetAvailable` `[static], [get]`

Checks if an Internet connection is available.

##### Returns

True if an Internet connection is available.

#### 5.38.3.8 `bool Crosstales.RTVoice.Util.Helper.isIOSPlatform` `[static], [get]`

Checks if the current platform is iOS.

##### Returns

True if the current platform is iOS.

#### 5.38.3.9 `bool Crosstales.RTVoice.Util.Helper.isLinuxPlatform` `[static], [get]`

Checks if the current platform is Linux.

##### Returns

True if the current platform is Linux.

**5.38.3.10** `bool Crosstales.RTVoice.Util.Helper.isMacOSPlatform` `[static], [get]`

Checks if the current platform is macOS.

**Returns**

True if the current platform is macOS.

**5.38.3.11** `bool Crosstales.RTVoice.Util.Helper.isWebGLPlatform` `[static], [get]`

Checks if the current platform is WebGL.

**Returns**

True if the current platform is WebGL.

**5.38.3.12** `bool Crosstales.RTVoice.Util.Helper.isWebPlatform` `[static], [get]`

Checks if the current platform is Web (WebPlayer or WebGL).

**Returns**

True if the current platform is Web (WebPlayer or WebGL).

**5.38.3.13** `bool Crosstales.RTVoice.Util.Helper.isWebPlayerPlatform` `[static], [get]`

Checks if the current platform is WebPlayer.

**Returns**

True if the current platform is WebPlayer.

**5.38.3.14** `bool Crosstales.RTVoice.Util.Helper.isWindowsBasedPlatform` `[static], [get]`

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

**Returns**

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

**5.38.3.15** `bool Crosstales.RTVoice.Util.Helper.isWindowsPlatform` `[static], [get]`

Checks if the current platform is Windows.

**Returns**

True if the current platform is Windows.

#### 5.38.3.16 bool Crosstales.RTVoice.Util.Helper.isWSAPlatform [static], [get]

Checks if the current platform is WSA.

##### Returns

True if the current platform is WSA.

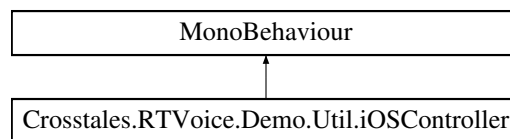
The documentation for this class was generated from the following file:

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

## 5.39 Crosstales.RTVoice.Demo.Util.iOSController Class Reference

Enables MaryTTS on iOS for specific scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.iOSController:



### Public Member Functions

- void **Start** ()
- void **OnDestroy** ()

#### 5.39.1 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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/iOSController.cs

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

Show the configuration window on the first launch.

### 5.40.1 Detailed Description

Show the configuration window on the first launch.

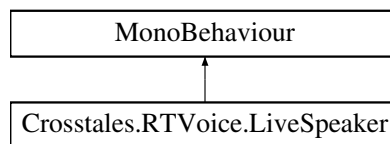
The documentation for this class was generated from the following file:

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

## 5.41 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.*
- void [SetVoices](#) (string voices)  
*Sets all voices from iOS.*
- void [WordSpoken](#) (string word)  
*The current spoken word from iOS.*
- void [SetState](#) (string state)  
*Sets the state from iOS.*

### 5.41.1 Detailed Description

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

### 5.41.2 Member Function Documentation

#### 5.41.2.1 void Crosstales.RTVoice.LiveSpeaker.SetState ( string state )

Sets the state from iOS.

## Parameters

<i>voices</i>	State from iOS.</param
---------------	------------------------

**5.41.2.2 void Crosstales.RTVoice.LiveSpeaker.SetVoices ( string *voices* )**

Sets all voices from iOS.

## Parameters

<i>voices</i>	All voices from iOS.</param
---------------	-----------------------------

**5.41.2.3 void Crosstales.RTVoice.LiveSpeaker.Silence ( )**

Silence all active TTS-voices.

**5.41.2.4 void Crosstales.RTVoice.LiveSpeaker.Speak ( Model.Wrapper *wrapper* )**

Speaks a text with a given wrapper.

## Parameters

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

**5.41.2.5 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).
-------------	---

**5.41.2.6 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).
-------------	---

**5.41.2.7 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.
----------------	----------------------------------

**5.41.2.8 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).
-------------	---

**5.41.2.9 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).
-------------	---

**5.41.2.10 void Crosstales.RTVoice.LiveSpeaker.WordSpoken ( string *word* )**

The current spoken word from iOS.

## Parameters

<i>voices</i>	Current spoken word from iOS.
---------------	-------------------------------

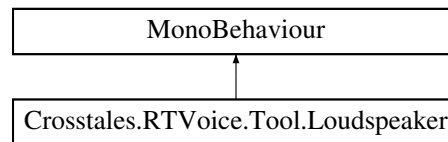
The documentation for this class was generated from the following file:

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

## 5.42 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](#)).*

### 5.42.1 Detailed Description

[Loudspeaker](#) for an AudioSource.

### 5.42.2 Member Data Documentation

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

Silence the origin (default: true).

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

Origin AudioSource.

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

Synchronize with the origin (default: false).

### 5.42.3 Property Documentation

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

Silence the origin (main use is for [UI](#)).

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

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

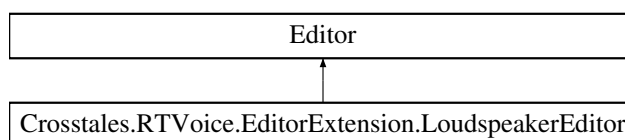
The documentation for this class was generated from the following file:

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

## 5.43 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** ()

#### 5.43.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

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

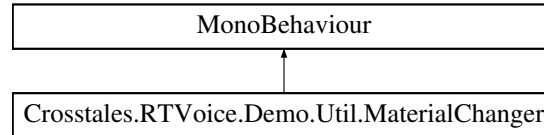
- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/Extension/LoudspeakerEditor.cs



## 5.44 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**

#### 5.44.1 Detailed Description

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

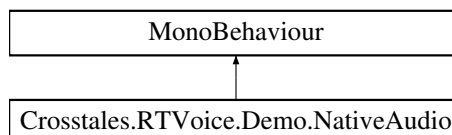
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↵ Scripts/Util/MaterialChanger.cs

## 5.45 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 **OnDestroy** ()
- 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

### 5.45.1 Detailed Description

[Simple](#) example with native audio for exact timing.

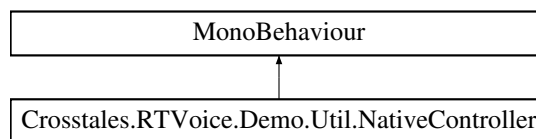
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/NativeAudio.cs

## 5.46 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.*

### 5.46.1 Detailed Description

Enables or disable game objects for native mode.

### 5.46.2 Member Data Documentation

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

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

#### 5.46.2.2 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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/NativeController.cs

## 5.47 Crosstales.RTVoice.EditorTask.OCCheck Class Reference

Checks if 'Online Check' is installed.

### 5.47.1 Detailed Description

Checks if 'Online Check' is installed.

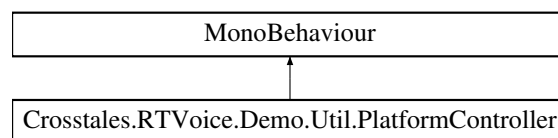
The documentation for this class was generated from the following file:

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

## 5.48 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

- void **Start** ()
- void **OnDestroy** ()

### Public Attributes

- System.Collections.Generic.List< Platform > Platforms  
*Selected platforms for the controller.*
- bool **Active** = true
- GameObject[] Objects  
*Selected objects for the controller.*

### 5.48.1 Detailed Description

Enables or disable game objects for a given platform.

### 5.48.2 Member Data Documentation

#### 5.48.2.1 `GameObject [ ] Crosstales.RTVoice.Demo.Util.PlatformController.Objects`

Selected objects for the controller.

#### 5.48.2.2 `System.Collections.Generic.List<Platform> Crosstales.RTVoice.Demo.Util.PlatformController.Platforms`

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

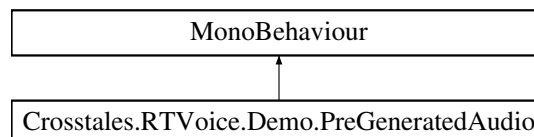
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/PlatformController.cs`

## 5.49 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 **OnDestroy** ()
- 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

### 5.49.1 Detailed Description

[Simple](#) example with pre-generated audio for exact timing.

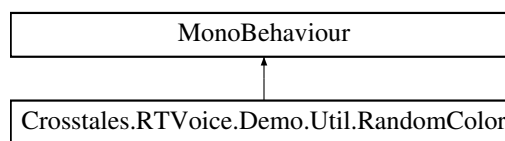
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/PreGeneratedAudio.cs

## 5.50 Crosstales.RTVoice.Demo.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.RandomColor:



### Public Member Functions

- void **Start** ()
- void **Update** ()

### Public Attributes

- Vector2 **ChangeInterval** = new Vector2(5, 15)

### 5.50.1 Detailed Description

Random color changer.

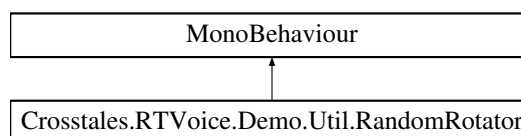
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/RandomColor.cs

## 5.51 Crosstales.RTVoice.Demo.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.RandomRotator:



## Public Member Functions

- void **Start** ()
- void **Update** ()

## Public Attributes

- Vector3 **Speed**
- Vector2 **ChangeInterval** = new Vector2(10, 45)

### 5.51.1 Detailed Description

Random rotation changer.

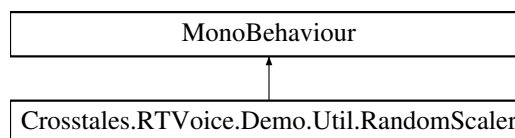
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/RandomRotator.cs

## 5.52 Crosstales.RTVoice.Demo.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.RandomScaler:



## Public Member Functions

- void **Start** ()
- void **Update** ()

## Public Attributes

- Vector3 **ScaleMin** = Vector3.zero
- Vector3 **ScaleMax** = Vector3.one
- bool **Uniform** = false
- Vector2 **ChangeInterval** = new Vector2(10, 45)

### 5.52.1 Detailed Description

Random scale changer.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/RandomScaler.cs

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

Reminds the customer to create an UAS review.

### 5.53.1 Detailed Description

Reminds the customer to create an UAS review.

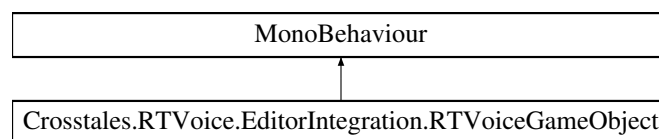
The documentation for this class was generated from the following file:

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

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

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject:



### 5.54.1 Detailed Description

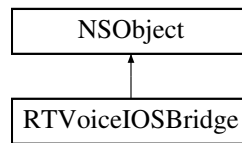
Editor component for the "Hierarchy"-menu.

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

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

## 5.55 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



### Instance Methods

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

#### 5.55.1 Method Documentation

##### 5.55.1.1 - (void) setVoices

Collects and sends all voices to RTVoice.

##### 5.55.1.2 - (void) speak: (NSString \*) name 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

##### 5.55.1.3 - (void) stop

Stops speaking

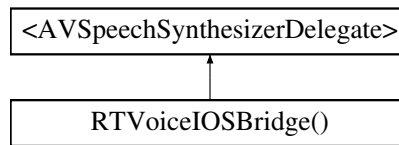
The documentation for this class was generated from the following files:

- D:/slaubenberger/git/assets/RTVoicePro/3rd Party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/↵  
Plugins/iOS/RTVoiceIOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/3rd Party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/↵  
Plugins/iOS/RTVoiceIOSBridge.mm



## 5.56 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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/iOS/RTVoiceIOSBridge.mm ↩

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

Editor component for the "Tools"-menu.

### 5.57.1 Detailed Description

Editor component for the "Tools"-menu.

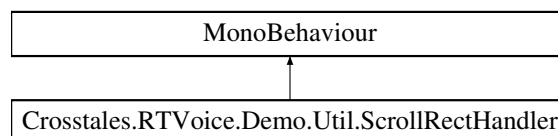
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/Editor/Integration/RTVoiceMenu.cs ↩

## 5.58 Crosstales.RTVoice.Demo.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.ScrollRectHandler:



## Public Member Functions

- void **Start** ()

## Public Attributes

- ScrollRect **Scroll**

### 5.58.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

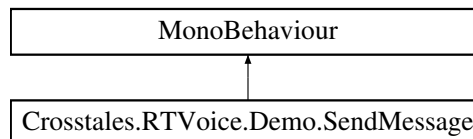
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/ScrollRectHandler.cs

## 5.59 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

### 5.59.1 Detailed Description

Simple "SendMessage" example.

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

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

## 5.60 Crosstales.RTVoice.Model.Sequence Class Reference

Model for a sequence.

### Public Member Functions

- override string **ToString** ()

### Public Attributes

- string **Text**  
*Text to speak.*
- string **RTVoiceNameWindows** = string.Empty  
*Name of the RT-Voice under Windows (optional).*
- string **RTVoiceNameMac** = string.Empty  
*Name of the RT-Voice under macOS (optional).*
- string **RTVoiceNameAndroid** = string.Empty  
*Name of the RT-Voice under Android.*
- string **RTVoiceNameIOS** = string.Empty  
*Name of the RT-Voice under iOS.*
- string **RTVoiceNameWSA** = string.Empty  
*Name of the RT-Voice under WSA.*
- 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

### Properties

- string **RTVoiceName** [get]  
*Returns the name of the RT-Voice for the current platform.*

### 5.60.1 Detailed Description

[Model](#) for a sequence.

### 5.60.2 Member Data Documentation

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

Speak mode (default: 'Speak').

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

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

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

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

#### 5.60.2.4 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

#### 5.60.2.5 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameIOS = string.Empty

Name of the RT-Voice under iOS.

#### 5.60.2.6 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameMac = string.Empty

Name of the RT-Voice under macOS (optional).

#### 5.60.2.7 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameWindows = string.Empty

Name of the RT-Voice under Windows (optional).

#### 5.60.2.8 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameWSA = string.Empty

Name of the RT-Voice under WSA.

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

AudioSource for the output (optional).

#### 5.60.2.10 string Crosstales.RTVoice.Model.Sequence.Text

Text to speak.

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

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

### 5.60.3 Property Documentation

#### 5.60.3.1 string Crosstales.RTVoice.Model.Sequence.RTVoiceName [get]

Returns the name of the RT-Voice for the current platform.

##### Returns

The name of the RT-Voice for the current platform.

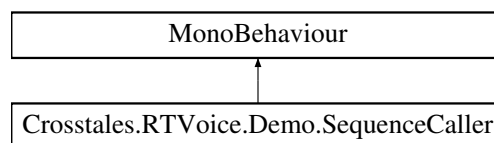
The documentation for this class was generated from the following file:

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

## 5.61 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

### 5.61.1 Detailed Description

[Simple](#) Sequence caller example.

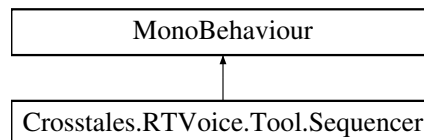
The documentation for this class was generated from the following file:

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

## 5.62 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.*
- string [Culture](#)  
*Fallback culture for all sequences (e.g. 'en', optional).*
- float [Delay](#) = 0f  
*Delay in seconds before the [Sequencer](#) starts processing (default: 0).*
- bool [PlayOnStart](#) = false  
*Enable the [Sequencer](#) on start (default: false).*

## Properties

- string [CurrentCulture](#) [get, set]  
*Fallback culture for the text (main use is for UI).*
- [Model.Sequence](#) [CurrentSequence](#) [get]  
*Returns the current Sequence.*

### 5.62.1 Detailed Description

Simple sequencer for dialogues.

### 5.62.2 Member Function Documentation

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

Plays all Sequences.

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

Plays the next Sequence in the array.

#### 5.62.2.3 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).
--------------	---

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

Stops and silences all active Sequences.

### 5.62.3 Member Data Documentation

#### 5.62.3.1 string Crosstales.RTVoice.Tool.Sequencer.Culture

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

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

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

5.62.3.3 `bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false`

Enable the [Sequencer](#) on start (default: false).

5.62.3.4 `Model.Sequence [] Crosstales.RTVoice.Tool.Sequencer.Sequences`

All available sequences.

## 5.62.4 Property Documentation

5.62.4.1 `string Crosstales.RTVoice.Tool.Sequencer.CurrentCulture` `[get]`, `[set]`

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

5.62.4.2 `Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence` `[get]`

Returns the current Sequence.

### Returns

The current Sequence.

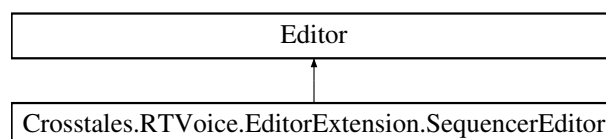
The documentation for this class was generated from the following file:

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

## 5.63 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** ()



### 5.63.1 Detailed Description

Custom editor for the 'Sequencer'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstailes/RTVoice/Plugins/↔ Editor/Extension/SequencerEditor.cs

## 5.64 Crosstailes.RTVoice.EditorTask.SetApiLevel Class Reference

Sets the required API levels.

### 5.64.1 Detailed Description

Sets the required API levels.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstailes/RTVoice/Plugins/↔ Editor/Task/SetApiLevel.cs

## 5.65 Crosstailes.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

### 5.65.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

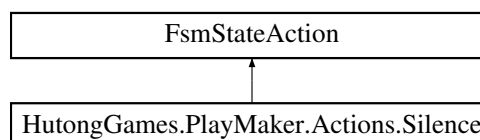
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstailes/RTVoice/Plugins/↔ Editor/Task/SetupResources.cs

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

Silence-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



## Public Member Functions

- override void **OnEnter** ()

## Public Attributes

- FsmEvent **sendEvent**

### 5.66.1 Detailed Description

Silence-action for [PlayMaker](#).

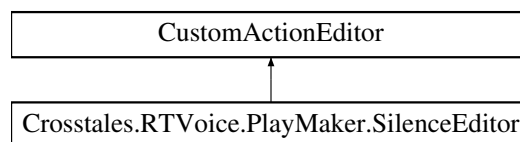
The documentation for this class was generated from the following file:

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

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

Custom editor for the Silence-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SilenceEditor:



## Public Member Functions

- override bool **OnGUI** ()

### 5.67.1 Detailed Description

Custom editor for the Silence-action.

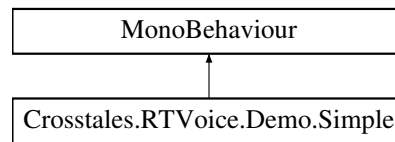
The documentation for this class was generated from the following file:

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

## 5.68 Crosstales.RTVoice.Demo.Simple Class Reference

[Simple](#) TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:



### Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- 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**

### 5.68.1 Detailed Description

[Simple](#) TTS example.

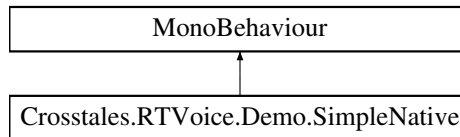
The documentation for this class was generated from the following file:

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

## 5.69 Crosstales.RTVoice.Demo.SimpleNative Class Reference

[Simple](#) native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



### Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- 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**

### 5.69.1 Detailed Description

[Simple](#) native TTS example.

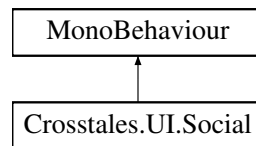
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd\_party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/SimpleNative.cs

## 5.70 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 **Xing** ()
- void **Youtube** ()

### 5.70.1 Detailed Description

[Crosstales](#) social media links.

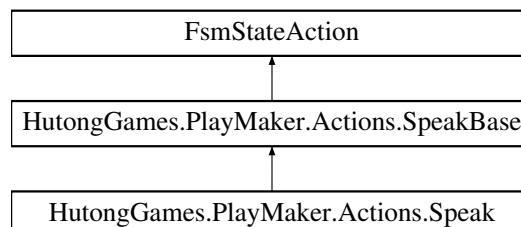
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/UI/Scripts/Social.cs

## 5.71 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](#) = "Microsoft David Desktop"  
*Name of the RT-Voice under Windows.*
- FsmString [RTVoiceNameMac](#) = "Alex"  
*Name of the RT-Voice under macOS.*
- FsmString [RTVoiceNameAndroid](#) = string.Empty  
*Name of the RT-Voice under Android.*
- FsmString [RTVoiceNameIOS](#) = "Daniel"  
*Name of the RT-Voice under iOS.*
- FsmString [RTVoiceNameWSA](#) = string.Empty  
*Name of the RT-Voice under WSA.*
- FsmString [RTVoiceNameMaryTTS](#) = string.Empty  
*Name of the RT-Voice under MaryTTS.*
- FsmString [Culture](#) = "en"  
*Fallback culture (e.g. 'en', optional).*

## Additional Inherited Members

### 5.71.1 Detailed Description

Speak-action for [PlayMaker](#).

### 5.71.2 Member Data Documentation

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

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

#### 5.71.2.2 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

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

Name of the RT-Voice under iOS.

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

Name of the RT-Voice under macOS.

5.71.2.5 `FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMaryTTS = string.Empty`

Name of the RT-Voice under MaryTTS.

5.71.2.6 `FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "Microsoft David Desktop"`

Name of the RT-Voice under Windows.

5.71.2.7 `FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.71.2.8 `FsmString HutongGames.PlayMaker.Actions.Speak.Text = "Hello world!"`

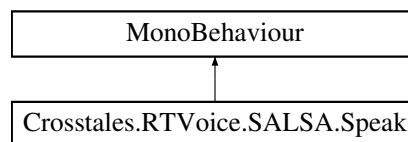
Text to speak.

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

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

## 5.72 Crosstales.RTVoice.SALSA.Speak Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.Speak:



### Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **Talk** ()

### Public Attributes

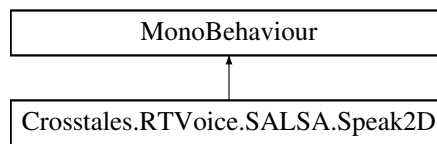
- AudioSource **Source**
- CrazyMinnow.SALSA.Salsa3D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

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

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/SALSA/Scripts/Speak.cs`

## 5.73 Crosstales.RTVoice.SALSA.Speak2D Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.Speak2D:



### Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **Talk** ()

### Public Attributes

- AudioSource **Source**
- CrazyMinnow.SALSA.Salsa2D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

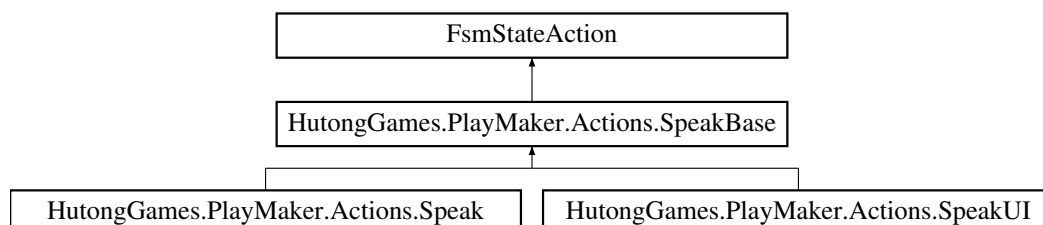
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/SALSA/Scripts/Speak2D.cs

## 5.74 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

- FsmEvent **sendEvent**
- [Crosstales.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**

### 5.74.1 Detailed Description

Base for Speak-actions in [PlayMaker](#).

### 5.74.2 Member Data Documentation

#### 5.74.2.1 FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

#### 5.74.2.2 Crosstales.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode

[Speak](#) mode (default: 'Speak').

#### 5.74.2.3 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f

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

#### 5.74.2.4 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1

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

#### 5.74.2.5 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1

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

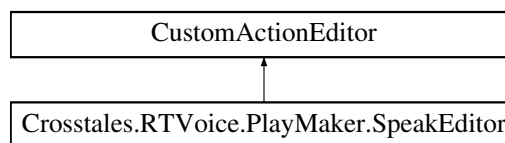
The documentation for this class was generated from the following file:

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

## 5.75 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** ()

#### 5.75.1 Detailed Description

Custom editor for the Speak-action.

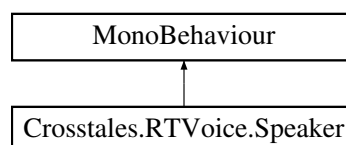
The documentation for this class was generated from the following file:

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

## 5.76 Crosstales.RTVoice.Speaker Class Reference

Main component of [RTVoice](#).

Inheritance diagram for Crosstales.RTVoice.Speaker:



## Public Member 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 **ProviderChange** (string provider)
- delegate void **ErrorInfo** ([Model.Wrapper](#) wrapper, string info)
- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()
- void **OnDestroy** ()
- void **OnApplicationQuit** ()
- void **OnApplicationFocus** (bool hasFocus)

## Static Public Member Functions

- 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 **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)  
*Get all available voices for a given culture from the current TTS-system.*
- static [Model.Voice](#) **VoiceForCulture** (string culture, int index=0, string fallbackCulture="")  
*Get a voice from for a given culture and otional index from the current TTS-system.*
- static bool **isVoiceForNameAvailable** (string name)  
*Is a voice available for a given name from the current TTS-system?*
- static [Model.Voice](#) **VoiceForName** (string name)  
*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)  
*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="")  
*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)

*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)  
*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 [ReloadProvider](#) ()

## Public Attributes

- bool [MaryTTSType](#) = 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 [AutoClearTags](#) = false  
*Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).*
- bool [SilenceOnDisable](#) = false  
*Silence any speeches if this component gets disabled (default: false).*
- bool [SilenceOnFocusLost](#) = true  
*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 `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](#) [set]  
*> Input type for MaryTTS.*
- 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 `string` [AudioFileExtension](#) [get]  
*Returns the extension of the generated audio files.*
- static `System.Collections.Generic.List< Model.Voice >` [Voices](#) [get]  
*Get all available voices from the current TTS-system.*
- static `System.Collections.Generic.List< string >` [Cultures](#) [get]  
*Get all available cultures from the current TTS-system..*
- 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.*

### 5.76.1 Detailed Description

Main component of [RTVoice](#).

### 5.76.2 Member Function Documentation

**5.76.2.1** `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.

### 5.76.2.2 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.

### 5.76.2.3 static string Crosstales.RTVoice.Speaker.Generate ( string *text*, string *outputFile*, Model.Voice *voice* = null, float *rate* = 1f, float *pitch* = 1f, float *volume* = 1f ) [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).

## Returns

UID of the generator.

### 5.76.2.4 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.

**5.76.2.5** `static bool Crosstales.RTVoice.Speaker.isVoiceForNameAvailable ( string name ) [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")
-------------	---------------------------------

## Returns

True if a voice is available for a given culture.

**5.76.2.6** `static void Crosstales.RTVoice.Speaker.Silence ( ) [static]`

Silence all active TTS-voices.

**5.76.2.7** `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
------------	--------------------

**5.76.2.8** `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 = " " ) [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.

## Parameters

<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).

## Returns

UID of the speaker.

**5.76.2.9** `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.

**5.76.2.10** `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.
----------------	----------------

**5.76.2.11** `static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID ( string uid, string text, AudioSource source, Model.Voice voice = null, float rate = 1f, float pitch = 1f ) [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).



**5.76.2.12** `static string Crosstales.RTVoice.Speaker.SpeakNative ( string text, Model.Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f ) [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).

#### Returns

UID of the speaker.

**5.76.2.13** `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.

**5.76.2.14** `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.
----------------	----------------

**5.76.2.15** `static void Crosstales.RTVoice.Speaker.SpeakWithUID ( Model.Wrapper wrapper ) [static]`

Speaks a text with a given voice.

#### Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

**5.76.2.16** `static Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture ( string culture, int index = 0, string fallbackCulture = " " ) [static]`

Get a voice from for a given culture and otional index from the current TTS-system.

#### Parameters

<i>culture</i>	Culture of the voice (e.g. "en_US")
<i>index</i>	Index of the voice (default: 0, optional)
<i>index</i>	Fallback culture of the voice (e.g. "en", default "", optional)

#### Returns

Voice for the given culture and index.

**5.76.2.17** `static Model.Voice Crosstales.RTVoice.Speaker.VoiceForName ( string name ) [static]`

Get a voice for a given name from the current TTS-system.

#### Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
-------------	---------------------------------

#### Returns

Voice for the given name or null if not found.

**5.76.2.18** `static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForCulture ( string culture ) [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")
----------------	----------------------------------

#### Returns

All available voices (alphabetically ordered by 'Name') for a given culture as a list.

### 5.76.3 Member Data Documentation

**5.76.3.1** `bool Crosstales.RTVoice.Speaker.AutoClearTags = false`

Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).

**5.76.3.2** `bool Crosstales.RTVoice.Speaker.DontDestroy = true`

Don't destroy gameobject during scene switches (default: true).

**5.76.3.3** `bool Crosstales.RTVoice.Speaker.MaryTTSMode = false`

Enables or disables MaryTTS (default: false).

**5.76.3.4** `string Crosstales.RTVoice.Speaker.MaryTTSPassword = string.Empty`

User password for MaryTTS (default: empty).

**5.76.3.5** `int Crosstales.RTVoice.Speaker.MaryTTSPort = 59125`

Server port for MaryTTS (default: 59125).

**5.76.3.6** `Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryTTSType = Model.Enum.MaryTTSType.RAWMARYXML`↔

Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).

**5.76.3.7** `string Crosstales.RTVoice.Speaker.MaryTTSUrl = "http://mary.dfki.de"`

Server URL for MaryTTS.

**5.76.3.8** `string Crosstales.RTVoice.Speaker.MaryTTSUser = string.Empty`

User name for MaryTTS (default: empty).

**5.76.3.9** `bool Crosstales.RTVoice.Speaker.SilenceOnDisable = false`

Silence any speeches if this component gets disabled (default: false).

**5.76.3.10** `bool Crosstales.RTVoice.Speaker.SilenceOnFocustLost = true`

Silence any speeches if the application loses the focus (default: true).

## 5.76.4 Property Documentation

**5.76.4.1** `string Crosstales.RTVoice.Speaker.AudioFileExtension` `[static], [get]`

Returns the extension of the generated audio files.

### Returns

Extension of the generated audio files.

**5.76.4.2** `System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Cultures` `[static], [get]`

Get all available cultures from the current TTS-system..

### Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

**5.76.4.3** `bool Crosstales.RTVoice.Speaker.isAutoClearTags` `[static], [get], [set]`

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

**5.76.4.4** `bool Crosstales.RTVoice.Speaker.isMaryMode` `[static], [get], [set]`

Enables or disables MaryTTS.

**5.76.4.5** `bool Crosstales.RTVoice.Speaker.isSilenceOnDisable` `[static], [get], [set]`

Silence any speeches if this component gets disabled.

**5.76.4.6** `bool Crosstales.RTVoice.Speaker.isSilenceOnFocustLost` `[static], [get], [set]`

Silence any speeches if the application loses the focus.

**5.76.4.7** `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.

**5.76.4.8 bool Crosstales.RTVoice.Speaker.isTTSAvailable** [static], [get]

Checks if TTS is available on this system.

**Returns**

True if TTS is available on this system.

**5.76.4.9 string Crosstales.RTVoice.Speaker.MaryPassword** [static], [set]

Password for MaryTTS.

**5.76.4.10 int Crosstales.RTVoice.Speaker.MaryPort** [static], [get], [set]

Server port for MaryTTS.

**5.76.4.11 Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryType** [static], [set]

>Input type for MaryTTS.

**5.76.4.12 string Crosstales.RTVoice.Speaker.MaryUrl** [static], [get], [set]

Server URL for MaryTTS.

**5.76.4.13 string Crosstales.RTVoice.Speaker.MaryUser** [static], [get], [set]

User name for MaryTTS.

**5.76.4.14 ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo** [static], [add], [remove]

An event triggered whenever an error occurs.

**5.76.4.15 ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange** [static], [add], [remove]

An event triggered whenever a provider changes (e.g. Windows to MaryTTS).

**5.76.4.16 SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete** [static], [add], [remove]

An event triggered whenever a speak audio generation is completed.

**5.76.4.17 SpeakAudioGenerationStart** **Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart** [static], [add], [remove]

An event triggered whenever a speak audio generation is started.

**5.76.4.18 SpeakComplete** **Crosstales.RTVoice.Speaker.OnSpeakComplete** [static], [add], [remove]

An event triggered whenever a speak is completed.

**5.76.4.19 SpeakCurrentPhoneme** **Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme** [static], [add], [remove]

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

**5.76.4.20 SpeakCurrentViseme** **Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme** [static], [add], [remove]

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

**5.76.4.21 SpeakCurrentWord** **Crosstales.RTVoice.Speaker.OnSpeakCurrentWord** [static], [add], [remove]

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

**5.76.4.22 SpeakStart** **Crosstales.RTVoice.Speaker.OnSpeakStart** [static], [add], [remove]

An event triggered whenever a speak is started.

**5.76.4.23 VoicesReady** **Crosstales.RTVoice.Speaker.OnVoicesReady** [static], [add], [remove]

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

**5.76.4.24 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.

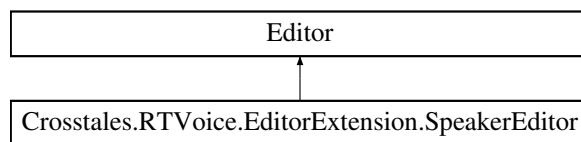
The documentation for this class was generated from the following file:

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

## 5.77 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 void **OnInspectorGUI** ()

#### 5.77.1 Detailed Description

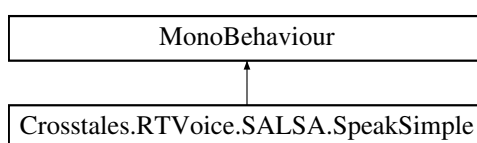
Custom editor for the '[Speaker](#)'-class.

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

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

## 5.78 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**

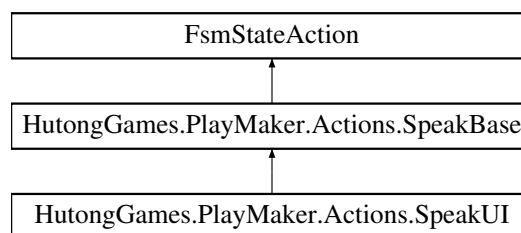
The documentation for this class was generated from the following file:

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

## 5.79 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

### 5.79.1 Detailed Description

Speak-action for UI-components in [PlayMaker](#).



## 5.79.2 Member Data Documentation

### 5.79.2.1 FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"

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

### 5.79.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

### 5.79.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

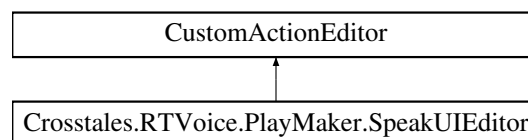
The documentation for this class was generated from the following file:

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

## 5.80 Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference

Custom editor for the SpeakUI-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakUIEditor:



### Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

### 5.80.1 Detailed Description

Custom editor for the SpeakUI-action.

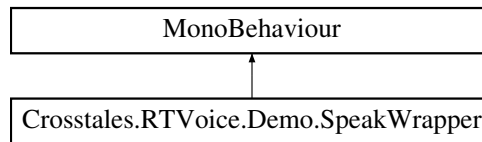
The documentation for this class was generated from the following file:

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

## 5.81 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**

### 5.81.1 Detailed Description

Wrapper for the dynamic speakers.

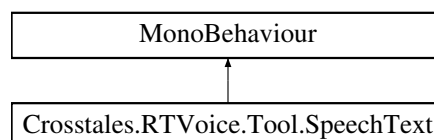
The documentation for this class was generated from the following file:

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

## 5.82 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** = "Hello world!"  
*Text to speak.*
- string **RTVoiceNameWindows** = "Microsoft David Desktop"  
*Name of the RT-Voice under Windows (optional).*
- string **RTVoiceNameMac** = "Alex"  
*Name of the RT-Voice under macOS (optional).*
- string **RTVoiceNameAndroid** = string.Empty  
*Name of the RT-Voice under Android.*
- string **RTVoiceNameIOS** = "Daniel"  
*Name of the RT-Voice under iOS.*
- string **RTVoiceNameWSA** = string.Empty  
*Name of the RT-Voice under WSA.*
- string **RTVoiceNameMaryTTS** = string.Empty  
*Name of the RT-Voice under MaryTTS.*
- **Model.Enum.SpeakMode Mode** = Model.Enum.SpeakMode.Speak  
*Speak mode (default: 'Speak').*
- string **Culture** = "en"  
*Fallback culture for the text (e.g. 'en', optional).*
- 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 until the speech for this text starts (default: 0).*
- bool **GenerateAudioFile** = false  
*Generate audio file on/off (default: false).*
- string **FilePath** = @"\_generatedAudio/"  
*File path for the generated audio.*
- string **FileName** = "RTVGeneratedAudio"  
*File name of 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

- string `CurrentText` [get, set]  
*Text to speak (main use is for UI).*
- string `CurrentCulture` [get, set]  
*Fallback culture for the text (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).*
- string `RTVoiceName` [get]  
*Returns the name of the RT-Voice for the current platform.*

### 5.82.1 Detailed Description

Allows to speak and store generated audio.

### 5.82.2 Member Function Documentation

#### 5.82.2.1 void Crosstales.RTVoice.Tool.SpeechText.Silence ( )

Silence the speech.

#### 5.82.2.2 void Crosstales.RTVoice.Tool.SpeechText.Speak ( )

Speak the text.

### 5.82.3 Member Data Documentation

#### 5.82.3.1 string Crosstales.RTVoice.Tool.SpeechText.Culture = "en"

Fallback culture for the text (e.g. 'en', optional).

#### 5.82.3.2 float Crosstales.RTVoice.Tool.SpeechText.Delay = 0f

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

#### 5.82.3.3 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'.

5.82.3.4 `string Crosstales.RTVoice.Tool.SpeechText.FileName = "RTVGeneratedAudio"`

File name of the generated audio.

5.82.3.5 `string Crosstales.RTVoice.Tool.SpeechText.FilePath = @"_generatedAudio/"`

File path for the generated audio.

5.82.3.6 `bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile = false`

Generate audio file on/off (default: false).

5.82.3.7 `Model.Enum.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode = Model.Enum.SpeakMode.Speak`

Speak mode (default: 'Speak').

5.82.3.8 `float Crosstales.RTVoice.Tool.SpeechText.Pitch = 1f`

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

5.82.3.9 `bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false`

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

5.82.3.10 `float Crosstales.RTVoice.Tool.SpeechText.Rate = 1f`

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

5.82.3.11 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

5.82.3.12 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameIOS = "Daniel"`

Name of the RT-Voice under iOS.

5.82.3.13 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameMac = "Alex"`

Name of the RT-Voice under macOS (optional).

5.82.3.14 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameMaryTTS = string.Empty`

Name of the RT-Voice under MaryTTS.

5.82.3.15 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameWindows = "Microsoft David Desktop"`

Name of the RT-Voice under Windows (optional).

5.82.3.16 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.82.3.17 `AudioSource Crosstales.RTVoice.Tool.SpeechText.Source`

AudioSource for the output (optional).

5.82.3.18 `string Crosstales.RTVoice.Tool.SpeechText.Text = "Hello world!"`

Text to speak.

5.82.3.19 `float Crosstales.RTVoice.Tool.SpeechText.Volume = 1f`

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

## 5.82.4 Property Documentation

5.82.4.1 `string Crosstales.RTVoice.Tool.SpeechText.CurrentCulture` `[get]`, `[set]`

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

5.82.4.2 `float Crosstales.RTVoice.Tool.SpeechText.CurrentPitch` `[get]`, `[set]`

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

5.82.4.3 `float Crosstales.RTVoice.Tool.SpeechText.CurrentRate` `[get]`, `[set]`

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

5.82.4.4 `string Crosstales.RTVoice.Tool.SpeechText.CurrentText` `[get]`, `[set]`

Text to speak (main use is for [UI](#)).

5.82.4.5 float `Crosstales.RTVoice.Tool.SpeechText.CurrentVolume` `[get]`, `[set]`

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

5.82.4.6 string `Crosstales.RTVoice.Tool.SpeechText.RTVoiceName` `[get]`

Returns the name of the RT-Voice for the current platform.

#### Returns

The name of the RT-Voice for the current platform.

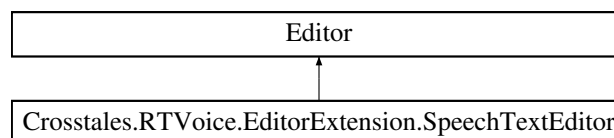
The documentation for this class was generated from the following file:

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

## 5.83 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** ()

#### 5.83.1 Detailed Description

Custom editor for the 'SpeechText'-class.

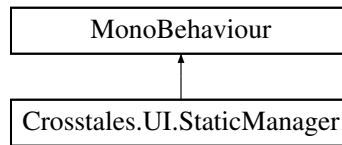
The documentation for this class was generated from the following file:

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

## 5.84 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



### Public Member Functions

- void **Quit** ()
- void **OpenCrosstales** ()
- void **OpenAssetstore** ()

### Public Attributes

- string **AssetstoreURL**

#### 5.84.1 Detailed Description

Static Button Manager.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/UI/Scripts/StaticManager.cs

## 5.85 Crosstales.RTVoice.EditorTask.Telemetry Class Reference

Gather some telemetry data for the asset.

#### 5.85.1 Detailed Description

Gather some telemetry data for the asset.

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

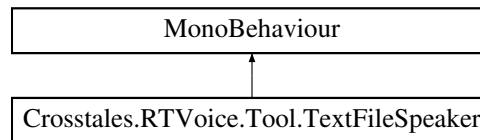
- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/Editor/Task/Telemetry.cs



## 5.86 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



### Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **Speak** ()  
*Speaks a random text.*
- string **SpeakText** (int index=-1)  
*Speaks a text with an optional index.*
- void **Silence** ()  
*Silence the speech.*

### Public Attributes

- TextAsset[] **TextFiles**  
*Text files to speak.*
- string **RTVoiceNameWindows** = "Microsoft David Desktop"  
*Name of the RT-Voice under Windows (optional).*
- string **RTVoiceNameMac** = "Alex"  
*Name of the RT-Voice under macOS (optional).*
- string **RTVoiceNameAndroid** = string.Empty  
*Name of the RT-Voice under Android.*
- string **RTVoiceNameIOS** = "Daniel"  
*Name of the RT-Voice under iOS.*
- string **RTVoiceNameWSA** = string.Empty  
*Name of the RT-Voice under WSA.*
- string **RTVoiceNameMaryTTS** = string.Empty  
*Name of the RT-Voice under MaryTTS.*
- **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).*
- float **Delay** = 0f  
*Delay until the speech for this text starts (default: 0).*
- string **Culture** = "en"  
*Fallback culture for the text (e.g. 'en', optional).*
- 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

- string **CurrentCulture** [get, set]  
*Fallback culture for the text (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).*
- string **RTVoiceName** [get]  
*Returns the name of the RT-Voice for the current platform.*

### 5.86.1 Detailed Description

Allows to speak text files.

### 5.86.2 Member Function Documentation

#### 5.86.2.1 void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ( )

Silence the speech.

#### 5.86.2.2 void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ( )

Speaks a random text.

#### 5.86.2.3 string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText ( int *index* = -1 )

Speaks a text with an optional index.

#### Parameters

<i>index</i>	Index of the text (default: -1 (random), optional).
--------------	---

## Returns

UID of the speaker.

## 5.86.3 Member Data Documentation

### 5.86.3.1 `string Crosstales.RTVoice.Tool.TextFileSpeaker.Culture = "en"`

Fallback culture for the text (e.g. 'en', optional).

### 5.86.3.2 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay = 0f`

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

### 5.86.3.3 `Model.Enum.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = Model.Enum.SpeakMode.Speak`

Speak mode (default: 'Speak').

### 5.86.3.4 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch = 1f`

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

### 5.86.3.5 `bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart = false`

Enable speaking of a random text file on start (default: false).

### 5.86.3.6 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate = 1f`

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

### 5.86.3.7 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

### 5.86.3.8 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameIOS = "Daniel"`

Name of the RT-Voice under iOS.

### 5.86.3.9 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameMac = "Alex"`

Name of the RT-Voice under macOS (optional).

5.86.3.10 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameMaryTTS = string.Empty`

Name of the RT-Voice under MaryTTS.

5.86.3.11 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameWindows = "Microsoft David Desktop"`

Name of the RT-Voice under Windows (optional).

5.86.3.12 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.86.3.13 `AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source`

AudioSource for the output (optional).

5.86.3.14 `TextAsset [ ] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles`

Text files to speak.

5.86.3.15 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume = 1f`

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

## 5.86.4 Property Documentation

5.86.4.1 `string Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentCulture` `[get]`, `[set]`

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

5.86.4.2 `float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentPitch` `[get]`, `[set]`

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

5.86.4.3 `float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentRate` `[get]`, `[set]`

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

5.86.4.4 `float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentVolume` `[get]`, `[set]`

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

#### 5.86.4.5 string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceName [get]

Returns the name of the RT-Voice for the current platform.

##### Returns

The name of the RT-Voice for the current platform.

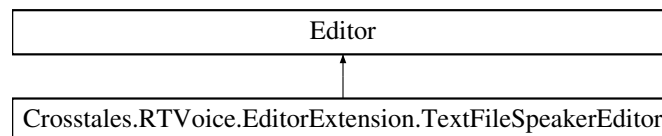
The documentation for this class was generated from the following file:

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

## 5.87 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** ()

#### 5.87.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

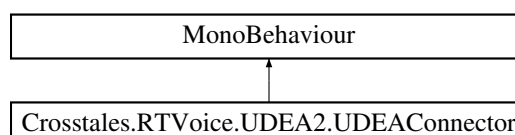
The documentation for this class was generated from the following file:

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

## 5.88 Crosstales.RTVoice.UDEA2.UDEAConnector Class Reference

Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.

Inheritance diagram for Crosstales.RTVoice.UDEA2.UDEAConnector:



## Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **SpeakRT** ()

## Public Attributes

- [UDEAVoiceWrapper\[\]](#) **Voices**  
*Voices for the UDEA-characters (optional).*
- string [Culture](#)  
*Fallback culture for all sequences (e.g. 'en', optional).*

### 5.88.1 Detailed Description

Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.

### 5.88.2 Member Data Documentation

#### 5.88.2.1 string Crosstales.RTVoice.UDEA2.UDEAConnector.Culture

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

#### 5.88.2.2 UDEAVoiceWrapper [ ] Crosstales.RTVoice.UDEA2.UDEAConnector.Voices

Voices for the UDEA-characters (optional).

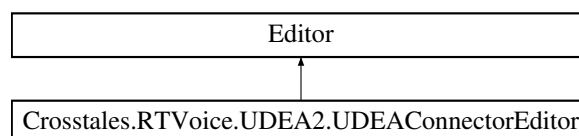
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAConnector.cs

## 5.89 Crosstales.RTVoice.UDEA2.UDEAConnectorEditor Class Reference

Custom editor for the '[UDEAConnector](#)'-class.

Inheritance diagram for Crosstales.RTVoice.UDEA2.UDEAConnectorEditor:



## Public Member Functions

- override void **OnInspectorGUI** ()

### 5.89.1 Detailed Description

Custom editor for the 'UDEAConnector'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Editor/UDEAConnectorEditor.cs

## 5.90 Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper Class Reference

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

## Public Member Functions

- override string **ToString** ()

## Public Attributes

- string **UDEAVoiceName** = string.Empty  
*"Name of the UDEA-character on-screen."*
- string **RTVoiceNameWindows** = string.Empty  
*"Name of the RT-Voice under Windows."*
- string **RTVoiceNameMac** = string.Empty  
*Name of the RT-Voice under macOS.*
- string **RTVoiceNameAndroid** = string.Empty  
*Name of the RT-Voice under Android.*
- string **RTVoiceNameIOS** = string.Empty  
*Name of the RT-Voice under iOS.*
- string **RTVoiceNameWSA** = string.Empty  
*Name of the RT-Voice under WSA.*
- string **RTVoiceNameMaryTTS** = string.Empty  
*Name of the RT-Voice under MaryTTS.*
- 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

## Properties

- string [RTVoiceName](#) [get]  
*Returns the name of the RT-Voice for the current platform.*

### 5.90.1 Detailed Description

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

### 5.90.2 Member Data Documentation

#### 5.90.2.1 bool Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.IgnoreCharacter = false

Ignore this character (default: false).

#### 5.90.2.2 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Pitch = 1f

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

#### 5.90.2.3 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Rate = 1f

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

#### 5.90.2.4 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

#### 5.90.2.5 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameIOS = string.Empty

Name of the RT-Voice under iOS.

#### 5.90.2.6 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameMac = string.Empty

Name of the RT-Voice under macOS.

#### 5.90.2.7 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameMaryTTS = string.Empty

Name of the RT-Voice under MaryTTS.

#### 5.90.2.8 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWindows = string.Empty

"Name of the RT-Voice under Windows.



5.90.2.9 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.90.2.10 `AudioSource Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Source`

Origin AudioSource (optional).

5.90.2.11 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.UDEAVoiceName = string.Empty`

"Name of the UDEA-character on-screen.

5.90.2.12 `float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Volume = 1f`

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

### 5.90.3 Property Documentation

5.90.3.1 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceName` [get]

Returns the name of the RT-Voice for the current platform.

#### Returns

The name of the RT-Voice for the current platform.

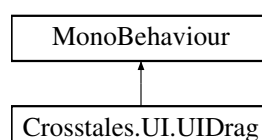
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAVoiceWrapper.cs

## 5.91 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



## Public Member Functions

- void **Start** ()
- void **BeginDrag** ()
- void **OnDrag** ()

### 5.91.1 Detailed Description

Allow to Drag the Windows around.

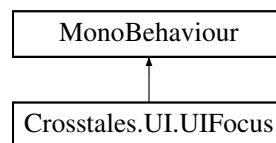
The documentation for this class was generated from the following file:

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

## 5.92 Crosstailes.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstailes.UI.UIFocus:



## Public Member Functions

- void **Start** ()
- void **onPanelEnter** ()

## Public Attributes

- string **CanvasName** = "Canvas"

### 5.92.1 Detailed Description

Change the Focus on from a Window.

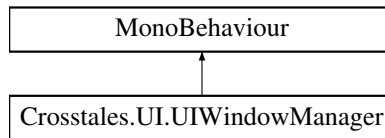
The documentation for this class was generated from the following file:

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

## 5.93 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 x)

### Public Attributes

- GameObject[] **Windows**  
*All Windows of the scene.*

#### 5.93.1 Detailed Description

Change the state of all Window panels.

#### 5.93.2 Member Data Documentation

##### 5.93.2.1 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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/UI/Scripts/UIWindowManager.cs

## 5.94 Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

### Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result)

## Public Attributes

- const string **TEXT\_NOT\_CHECKED** = "Not checked."
- const string **TEXT\_NO\_UPDATE** = "No update available - you are using the latest version."

## Static Public Attributes

- static [UpdateStatus Status](#) = UpdateStatus.NOT\_CHECKED  
*Update status of the asset.*

### 5.94.1 Detailed Description

Checks for updates of the asset.

### 5.94.2 Member Data Documentation

#### 5.94.2.1 [UpdateStatus](#) Crosstales.RTVoice.EditorTask.UpdateCheck.Status = [UpdateStatus.NOT\\_CHECKED](#) [static]

Update status of the asset.

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

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

## 5.95 Crosstales.RTVoice.Model.Voice Class Reference

[Model](#) for a voice.

## Public Member Functions

- [Voice](#) (string name, string description, string gender, string age, string culture)  
*Instantiate the class.*
- [Voice](#) (string name, string description, string culture)  
*Instantiate the class.*
- override string **ToString** ()

## Public Attributes

- string [Name](#)  
*Name of the RT-Voice.*
- string [Description](#) = string.Empty  
*Description of the RT-Voice.*
- string [Gender](#) = string.Empty  
*Gender of the RT-Voice (Windows only).*
- string [Age](#) = string.Empty  
*Age of the RT-Voice (Windows only).*
- string [Culture](#) = string.Empty  
*Culture of the RT-Voice.*

### 5.95.1 Detailed Description

[Model](#) for a voice.

### 5.95.2 Constructor & Destructor Documentation

#### 5.95.2.1 Crosstales.RTVoice.Model.Voice.Voice ( string *name*, string *description*, string *gender*, string *age*, string *culture* )

Instantiate the class.

Parameters

<i>name</i>	Name of the RT-Voice.
<i>description</i>	Description of the RT-Voice.
<i>gender</i>	Gender of the RT-Voice (Windows only).
<i>age</i>	Age of the RT-Voice (Windows only).
<i>culture</i>	Culture of the RT-Voice.

#### 5.95.2.2 Crosstales.RTVoice.Model.Voice.Voice ( string *name*, string *description*, string *culture* )

Instantiate the class.

Parameters

<i>name</i>	Name of the RT-Voice.
<i>description</i>	Description of the RT-Voice.
<i>culture</i>	Culture of the RT-Voice.

### 5.95.3 Member Data Documentation

#### 5.95.3.1 string Crosstales.RTVoice.Model.Voice.Age = string.Empty

Age of the RT-Voice (Windows only).

#### 5.95.3.2 string Crosstales.RTVoice.Model.Voice.Culture = string.Empty

Culture of the RT-Voice.

#### 5.95.3.3 string Crosstales.RTVoice.Model.Voice.Description = string.Empty

Description of the RT-Voice.

#### 5.95.3.4 string Crosstales.RTVoice.Model.Voice.Gender = string.Empty

Gender of the RT-Voice (Windows only).

#### 5.95.3.5 string Crosstales.RTVoice.Model.Voice.Name

Name of the RT-Voice.

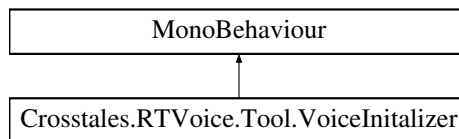
The documentation for this class was generated from the following file:

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

## 5.96 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).*

### 5.96.1 Detailed Description

Allows to initialize voices (useful on Android).

## 5.96.2 Member Data Documentation

### 5.96.2.1 `bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices = false`

Initialize all voices (default: false).

### 5.96.2.2 `bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true`

Destroy the gameobject after initialize (default: true).

### 5.96.2.3 `Model.Enum.ProviderType Crosstales.RTVoice.Tool.VoiceInitializer.Provider = Model.Enum.ProviderType.Android`

Selected provider to initialize the voices (default: Android).

### 5.96.2.4 `string [] Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames`

Initialize voices by name.

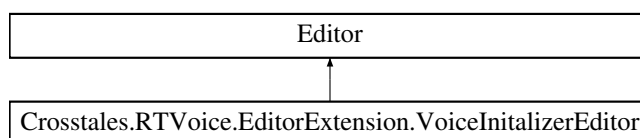
The documentation for this class was generated from the following file:

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

## 5.97 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** ()

### 5.97.1 Detailed Description

Custom editor for the 'VoiceInitializer'-class.

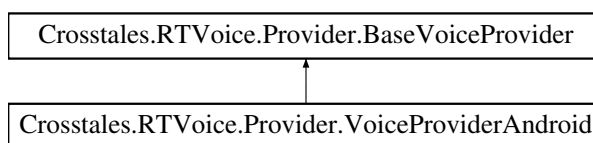
The documentation for this class was generated from the following file:

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

## 5.98 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



### Public Member Functions

- [VoiceProviderAndroid](#) (MonoBehaviour obj)  
*Constructor for [VoiceProviderAndroid](#).*
- 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.*
- override void [Silence](#) ()  
*Silence all active TTS-providers.*
- void **ShutdownTTS** ()

### Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

### Additional Inherited Members

#### 5.98.1 Detailed Description

Android voice provider.

#### 5.98.2 Constructor & Destructor Documentation

##### 5.98.2.1 Crosstales.RTVoice.Provider.VoiceProviderAndroid.VoiceProviderAndroid ( MonoBehaviour obj )

Constructor for [VoiceProviderAndroid](#).

Parameters

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



### 5.98.3 Member Function Documentation

#### 5.98.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.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](#).

#### 5.98.3.2 override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.Silence ( ) [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

#### 5.98.3.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.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](#).

#### 5.98.3.4 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.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](#).

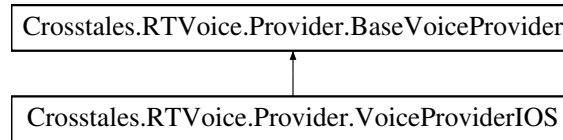
The documentation for this class was generated from the following file:

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

## 5.99 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



### Public Member Functions

- [VoiceProviderIOS](#) (MonoBehaviour obj)  
*Constructor for [VoiceProviderIOS](#).*
- 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.*
- override void [Silence](#) ()  
*Silence all active TTS-providers.*

### Static Public Member Functions

- static void [SetVoices](#) (string voicesText)  
*Receives all voices*
- static void [SetState](#) (string state)  
*Receives the state of the speaker.*
- static void [WordSpoken](#) ()  
*Called everytime a new word is spoken.*

### Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

### Additional Inherited Members

#### 5.99.1 Detailed Description

iOS voice provider.

#### 5.99.2 Constructor & Destructor Documentation

##### 5.99.2.1 Crosstales.RTVoice.Provider.VoiceProviderIOS.VoiceProviderIOS ( MonoBehaviour obj )

Constructor for [VoiceProviderIOS](#).

## Parameters

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

### 5.99.3 Member Function Documentation

5.99.3.1 **override IEnumerator** `Crosstales.RTVoice.Provider.VoiceProviderIOS.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](#).

5.99.3.2 **static void** `Crosstales.RTVoice.Provider.VoiceProviderIOS.SetState ( string state )` `[static]`

Receives the state of the speaker.

## Parameters

<i>state</i>	The state of the speaker.
--------------	---------------------------

5.99.3.3 **static void** `Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices ( string voicesText )` `[static]`

Receives all voices

## Parameters

<i>voicesText</i>	All voices as text string.
-------------------	----------------------------

5.99.3.4 **override void** `Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence ( )` `[virtual]`

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.99.3.5 **override IEnumerator** `Crosstales.RTVoice.Provider.VoiceProviderIOS.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](#).

5.99.3.6 **override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.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](#).

5.99.3.7 **static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken ( )** [static]

Called everytime a new word is spoken.

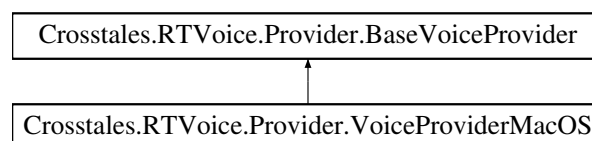
The documentation for this class was generated from the following file:

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

## 5.100 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



### Public Member Functions

- [VoiceProviderMacOS](#) (MonoBehaviour obj)  
*Constructor for [VoiceProviderMacOS](#).*
- 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 System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

## Additional Inherited Members

### 5.100.1 Detailed Description

MacOS voice provider.

### 5.100.2 Constructor & Destructor Documentation

#### 5.100.2.1 Crosstales.RTVoice.Provider.VoiceProviderMacOS.VoiceProviderMacOS ( MonoBehaviour *obj* )

Constructor for [VoiceProviderMacOS](#).

##### Parameters

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

### 5.100.3 Member Function Documentation

#### 5.100.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.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](#).

#### 5.100.3.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.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](#).

5.100.3.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.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](#).

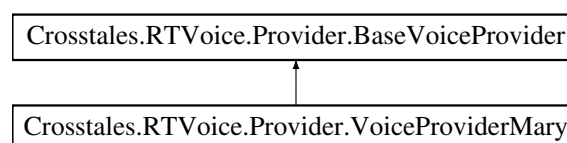
The documentation for this class was generated from the following file:

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

## 5.101 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, string user, string password, [Model.Enum.MaryTTSType](#) type)  
*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.*
- override void [Silence](#) ()  
*Silence all active TTS-providers.*

### Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

## Additional Inherited Members

### 5.101.1 Detailed Description

MaryTTS voice provider.

### 5.101.2 Constructor & Destructor Documentation

#### 5.101.2.1 Crosstales.RTVoice.Provider.VoiceProviderMary.VoiceProviderMary ( *MonoBehaviour obj*, *string url*, *int port*, *string user*, *string password*, *Model.Enum.MaryTTSType type* )

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

### 5.101.3 Member Function Documentation

#### 5.101.3.1 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](#).

#### 5.101.3.2 override void Crosstales.RTVoice.Provider.VoiceProviderMary.Silence ( ) [*virtual*]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

#### 5.101.3.3 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](#).

5.101.3.4 **override IEnumerable 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](#).

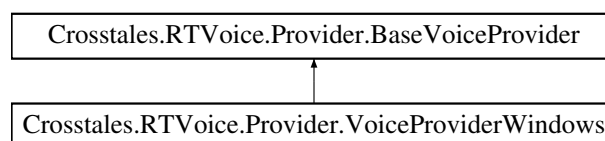
The documentation for this class was generated from the following file:

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

## 5.102 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



### Public Member Functions

- [VoiceProviderWindows](#) (MonoBehaviour obj)  
*Constructor for [VoiceProviderWindows](#).*
- override IEnumerable [SpeakNative](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerable [Speak](#) ([Model.Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*
- override IEnumerable [Generate](#) ([Model.Wrapper](#) wrapper)  
*The current provider generates an audio file from a text with a given voice.*



## Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

## Additional Inherited Members

### 5.102.1 Detailed Description

Windows voice provider.

### 5.102.2 Constructor & Destructor Documentation

#### 5.102.2.1 Crosstales.RTVoice.Provider.VoiceProviderWindows.VoiceProviderWindows ( [MonoBehaviour obj](#) )

Constructor for [VoiceProviderWindows](#).

##### Parameters

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

### 5.102.3 Member Function Documentation

#### 5.102.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.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](#).

#### 5.102.3.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.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](#).

5.102.3.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.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.
----------------	------------------------------

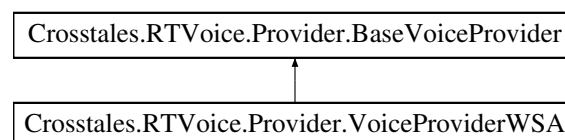
Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

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

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

## 5.103 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:



### Public Member Functions

- [VoiceProviderWSA](#) (MonoBehaviour obj)  
*Constructor for [VoiceProviderWSA](#).*
- 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.*
- override void [Silence](#) ()  
*Silence all active TTS-providers.*

### Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

### Additional Inherited Members

#### 5.103.1 Constructor & Destructor Documentation

5.103.1.1 Crosstales.RTVoice.Provider.VoiceProviderWSA.VoiceProviderWSA ( [MonoBehaviour obj](#) )

Constructor for [VoiceProviderWSA](#).

## Parameters

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

## 5.103.2 Member Function Documentation

**5.103.2.1** `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.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](#).

**5.103.2.2** `override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Silence ( )` [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

**5.103.2.3** `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.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](#).

**5.103.2.4** `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.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](#).

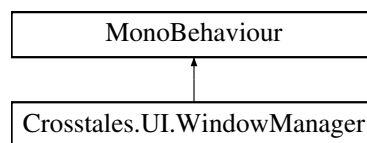
The documentation for this class was generated from the following file:

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

## 5.104 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



### Public Member Functions

- void **Start** ()
- void **Update** ()
- void **SwitchPanel** ()
- void **OpenPanel** ()
- void **ClosePanel** ()

### Public Attributes

- float **Speed** = 3f  
*Window movement speed (default: 3).*
- GameObject **Dependency**  
*Dependency GameObject (active == open).*

#### 5.104.1 Detailed Description

Manager for a Window.

#### 5.104.2 Member Data Documentation

##### 5.104.2.1 GameObject Crosstales.UI.WindowManager.Dependency

Dependency GameObject (active == open).

#### 5.104.2.2 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/3rd party/RTVoice\_3rd\_party/Assets/crosstales/UI/Scripts/Window↵  
Manager.cs

## 5.105 Crosstales.RTVoice.Model.Wrapper Class Reference

[Wrapper](#) for "Speak"-function calls.

### Public Member Functions

- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="")  
*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="")  
*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](#)  
*Speak immediately after the audio generation. Only works if 'Source' is not null.*
- string [OutputFile](#)  
*Output file (without extension) for the generated audio.*

### 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.*

### 5.105.1 Detailed Description

[Wrapper](#) for "Speak"-function calls.

### 5.105.2 Constructor & Destructor Documentation

**5.105.2.1** `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 = " " )`

Instantiate the class.

#### Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	<a href="#">Voice</a> 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).

**5.105.2.2** `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 = " " )`

Instantiate the class.

#### Parameters

<i>uid</i>	UID of the speech.
<i>voice</i>	<a href="#">Voice</a> 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).

### 5.105.3 Member Data Documentation

**5.105.3.1** `string Crosstales.RTVoice.Model.Wrapper.OutputFile`

Output file (without extension) for the generated audio.

### 5.105.3.2 AudioSource Crosstales.RTVoice.Model.Wrapper.Source

AudioSource for the speech.

### 5.105.3.3 bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately

Speak immediately after the audio generation. Only works if 'Source' is not null.

### 5.105.3.4 string Crosstales.RTVoice.Model.Wrapper.Uid

UID of the speech.

### 5.105.3.5 Voice Crosstales.RTVoice.Model.Wrapper.Voice

Voice for the speech.

## 5.105.4 Property Documentation

### 5.105.4.1 System.DateTime Crosstales.RTVoice.Model.Wrapper.Created [get]

Returns the creation time of the RecordInfo.

Returns

Creation time of the RecordInfo.

### 5.105.4.2 float Crosstales.RTVoice.Model.Wrapper.Pitch [get], [set]

Pitch of the speech (values: 0-2).

### 5.105.4.3 float Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]

Rate of the speech (values: 0-3).

### 5.105.4.4 string Crosstales.RTVoice.Model.Wrapper.Text [get], [set]

Text for the speech.

### 5.105.4.5 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:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↵ Scripts/Model/Wrapper.cs

## Chapter 6

# More information

### 6.1 Homepage

<https://www.crosstales.com/en/portfolio/rtvoice/>

### 6.2 AssetStore

<https://goo.gl/qwtXyb>

### 6.3 Forum

<http://goo.gl/Z6MZM1>

### 6.4 Documentation

<https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf>

### 6.5 Demos

#### 6.5.1 WebGL

<https://www.crosstales.com/media/data/assets/rtvoice/webgl/>

#### 6.5.2 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)



### 6.5.3 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)

### 6.5.4 Android

<https://www.crosstales.com/media/rtvoice/RTVoice.apk>

## 6.6 Videos

<https://www.youtube.com/c/Crosstales>

### 6.6.1 Promotion

<https://youtu.be/iVhTWDLY7g8?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

### 6.6.2 Tutorial

<https://youtu.be/OJyVgCmX3wU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

# Index

- ACVoiceName
  - Crosstales::RTVoice::AdventureCreator::AC↔VoiceWrapper, [25](#)
- ASSET\_3P\_ADVENTURE\_CREATOR
  - Crosstales::RTVoice::Util::Constants, [44](#)
- ASSET\_3P\_CINEMA\_DIRECTOR
  - Crosstales::RTVoice::Util::Constants, [44](#)
- ASSET\_3P\_DIALOG\_SYSTEM
  - Crosstales::RTVoice::Util::Constants, [44](#)
- ASSET\_3P\_DIALOGUE\_ENGINE
  - Crosstales::RTVoice::Util::Constants, [44](#)
- ASSET\_3P\_LIPSYNC
  - Crosstales::RTVoice::Util::Constants, [44](#)
- ASSET\_3P\_LOCALIZED\_DIALOGS
  - Crosstales::RTVoice::Util::Constants, [44](#)
- ASSET\_3P\_NPC\_CHAT
  - Crosstales::RTVoice::Util::Constants, [44](#)
- ASSET\_3P\_PLAYMAKER
  - Crosstales::RTVoice::Util::Constants, [44](#)
- ASSET\_3P\_QUEST\_SYSTEM
  - Crosstales::RTVoice::Util::Constants, [45](#)
- ASSET\_3P\_SALSA
  - Crosstales::RTVoice::Util::Constants, [45](#)
- ASSET\_3P\_SLATE
  - Crosstales::RTVoice::Util::Constants, [45](#)
- ASSET\_3P\_URL
  - Crosstales::RTVoice::Util::Constants, [45](#)
- ASSET\_3P\_USEQUENCER
  - Crosstales::RTVoice::Util::Constants, [45](#)
- ASSET\_API\_URL
  - Crosstales::RTVoice::Util::Constants, [45](#)
- ASSET\_AUTHOR\_URL
  - Crosstales::RTVoice::Util::Constants, [45](#)
- ASSET\_AUTHOR
  - Crosstales::RTVoice::Util::Constants, [45](#)
- ASSET\_BUILD
  - Crosstales::RTVoice::Util::Constants, [45](#)
- ASSET\_CHANGED
  - Crosstales::RTVoice::Util::Constants, [46](#)
- ASSET\_CONTACT
  - Crosstales::RTVoice::Util::Constants, [46](#)
- ASSET\_CREATED
  - Crosstales::RTVoice::Util::Constants, [46](#)
- ASSET\_CT\_URL
  - Crosstales::RTVoice::Util::Constants, [46](#)
- ASSET\_FORUM\_URL
  - Crosstales::RTVoice::Util::Constants, [46](#)
- ASSET\_MANUAL\_URL
  - Crosstales::RTVoice::Util::Constants, [46](#)
- ASSET\_NAME
  - Crosstales::RTVoice::Util::Constants, [46](#)
- ASSET\_PATH
  - Crosstales::RTVoice::EditorUtil::EditorConfig, [56](#)
  - Crosstales::RTVoice::Util::Config, [37](#)
- ASSET\_PRO\_URL
  - Crosstales::RTVoice::Util::Constants, [46](#)
- ASSET\_SOCIAL\_FACEBOOK
  - Crosstales::RTVoice::Util::Constants, [46](#)
- ASSET\_SOCIAL\_LINKEDIN
  - Crosstales::RTVoice::Util::Constants, [47](#)
- ASSET\_SOCIAL\_TWITTER
  - Crosstales::RTVoice::Util::Constants, [47](#)
- ASSET\_SOCIAL\_XING
  - Crosstales::RTVoice::Util::Constants, [47](#)
- ASSET\_SOCIAL\_YOUTUBE
  - Crosstales::RTVoice::Util::Constants, [47](#)
- ASSET\_UID
  - Crosstales::RTVoice::EditorUtil::EditorConstants, [58](#)
- ASSET\_UPDATE\_CHECK\_URL
  - Crosstales::RTVoice::Util::Constants, [47](#)
- ASSET\_URL
  - Crosstales::RTVoice::EditorUtil::EditorConstants, [58](#)
- ASSET\_VERSION
  - Crosstales::RTVoice::Util::Constants, [47](#)
- ASSET\_VIDEO\_PROMO
  - Crosstales::RTVoice::Util::Constants, [47](#)
- ASSET\_VIDEO\_TUTORIAL
  - Crosstales::RTVoice::Util::Constants, [47](#)
- ASSET\_WEB\_URL
  - Crosstales::RTVoice::Util::Constants, [47](#)
- AUDIOFILE\_AUTOMATIC\_DELETE
  - Crosstales::RTVoice::Util::Config, [37](#)
- AUDIOFILE\_PATH
  - Crosstales::RTVoice::Util::Config, [37](#)
- Active
  - Crosstales::RTVoice::Demo::Util::NativeController, [87](#)
- Age
  - Crosstales::RTVoice::Model::Voice, [146](#)
- AllVoices
  - Crosstales::RTVoice::Tool::VoiceInitializer, [148](#)
- ApproximateSpeechLength
  - Crosstales::RTVoice::Speaker, [114](#)
- AudioFileExtension
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [33](#)

- Crosstales::RTVoice::Speaker, [121](#)
- AudioSource
  - HutongGames::PlayMaker::Actions::SpeakBase, [110](#)
- AutoClearTags
  - Crosstales::RTVoice::Speaker, [119](#)
- BaseVoiceProvider
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [32](#)
- CTContains
  - Crosstales::RTVoice::ExtensionMethods, [61](#)
- CTContainsAll
  - Crosstales::RTVoice::ExtensionMethods, [62](#)
- CTContainsAny
  - Crosstales::RTVoice::ExtensionMethods, [62](#)
- CTDump< T >
  - Crosstales::RTVoice::ExtensionMethods, [62](#)
- CTEquals
  - Crosstales::RTVoice::ExtensionMethods, [63](#)
- CTReplace
  - Crosstales::RTVoice::ExtensionMethods, [63](#)
- CTShuffle< T >
  - Crosstales::RTVoice::ExtensionMethods, [63](#), [64](#)
- CTToString< T >
  - Crosstales::RTVoice::ExtensionMethods, [64](#)
- CallOnStopSpeech
  - Crosstales::RTVoice::AdventureCreator::AC↔Connector, [22](#)
- CleanText
  - Crosstales::RTVoice::Util::Helper, [74](#)
- ClearLineEndings
  - Crosstales::RTVoice::Util::Helper, [74](#)
- ClearSpaces
  - Crosstales::RTVoice::Util::Helper, [75](#)
- ClearTags
  - Crosstales::RTVoice::Util::Helper, [75](#)
- Created
  - Crosstales::RTVoice::Model::Wrapper, [164](#)
- Crosstales, [11](#)
- Crosstales.RTVoice, [11](#)
- Crosstales.RTVoice.AdventureCreator, [11](#)
- Crosstales.RTVoice.AdventureCreator.ACConnector, [21](#)
- Crosstales.RTVoice.AdventureCreator.ACConnector↔Editor, [23](#)
- Crosstales.RTVoice.AdventureCreator.ACConnector↔GameObject, [23](#)
- Crosstales.RTVoice.AdventureCreator.ACConnector↔Menu, [24](#)
- Crosstales.RTVoice.AdventureCreator.ACSce↔Switcher, [24](#)
- Crosstales.RTVoice.AdventureCreator.ACVoice↔Wrapper, [24](#)
- Crosstales.RTVoice.Demo, [12](#)
- Crosstales.RTVoice.Demo.Dialog, [53](#)
- Crosstales.RTVoice.Demo.GUIAudioFilter, [67](#)
- Crosstales.RTVoice.Demo.GUIDialog, [68](#)
- Crosstales.RTVoice.Demo.GUIMain, [69](#)
- Crosstales.RTVoice.Demo.GUIMultiAudioFilter, [69](#)
- Crosstales.RTVoice.Demo.GUIScenes, [71](#)
- Crosstales.RTVoice.Demo.GUISpeech, [71](#)
- Crosstales.RTVoice.Demo.NativeAudio, [86](#)
- Crosstales.RTVoice.Demo.PreGeneratedAudio, [89](#)
- Crosstales.RTVoice.Demo.SendMessage, [95](#)
- Crosstales.RTVoice.Demo.SequenceCaller, [98](#)
- Crosstales.RTVoice.Demo.Simple, [104](#)
- Crosstales.RTVoice.Demo.SimpleNative, [105](#)
- Crosstales.RTVoice.Demo.SpeakWrapper, [127](#)
- Crosstales.RTVoice.Demo.Util, [12](#)
- Crosstales.RTVoice.Demo.Util.AudioVisualizer, [29](#)
- Crosstales.RTVoice.Demo.Util.FFTAnalyzer, [65](#)
- Crosstales.RTVoice.Demo.Util.iOSController, [80](#)
- Crosstales.RTVoice.Demo.Util.MaterialChanger, [86](#)
- Crosstales.RTVoice.Demo.Util.NativeController, [87](#)
- Crosstales.RTVoice.Demo.Util.PlatformController, [88](#)
- Crosstales.RTVoice.Demo.Util.RandomColor, [90](#)
- Crosstales.RTVoice.Demo.Util.RandomRotator, [90](#)
- Crosstales.RTVoice.Demo.Util.RandomScaler, [91](#)
- Crosstales.RTVoice.Demo.Util.ScrollRectHandler, [94](#)
- Crosstales.RTVoice.EditorExtension, [13](#)
- Crosstales.RTVoice.EditorExtension.AudioFileGenerator↔Editor, [28](#)
- Crosstales.RTVoice.EditorExtension.Loudspeaker↔Editor, [85](#)
- Crosstales.RTVoice.EditorExtension.SequencerEditor, [101](#)
- Crosstales.RTVoice.EditorExtension.SpeakerEditor, [124](#)
- Crosstales.RTVoice.EditorExtension.SpeechTextEditor, [132](#)
- Crosstales.RTVoice.EditorExtension.TextFileSpeaker↔Editor, [138](#)
- Crosstales.RTVoice.EditorExtension.VoiceInitalizer↔Editor, [148](#)
- Crosstales.RTVoice.EditorIntegration, [14](#)
- Crosstales.RTVoice.EditorIntegration.ConfigBase, [39](#)
- Crosstales.RTVoice.EditorIntegration.ConfigPreferences, [40](#)
- Crosstales.RTVoice.EditorIntegration.ConfigWindow, [40](#)
- Crosstales.RTVoice.EditorIntegration.RTVoiceGame↔Object, [92](#)
- Crosstales.RTVoice.EditorIntegration.RTVoiceMenu, [94](#)
- Crosstales.RTVoice.EditorTask, [14](#)
- Crosstales.RTVoice.EditorTask.AutoInitalize, [30](#)
- Crosstales.RTVoice.EditorTask.CompileDefines, [36](#)
- Crosstales.RTVoice.EditorTask.ConfigLoader, [39](#)
- Crosstales.RTVoice.EditorTask.Launch, [80](#)
- Crosstales.RTVoice.EditorTask.OCCheck, [88](#)
- Crosstales.RTVoice.EditorTask.ReminderCheck, [92](#)
- Crosstales.RTVoice.EditorTask.SetApiLevel, [102](#)
- Crosstales.RTVoice.EditorTask.SetupResources, [102](#)
- Crosstales.RTVoice.EditorTask.Telemetry, [133](#)
- Crosstales.RTVoice.EditorTask.UpdateCheck, [144](#)
- Crosstales.RTVoice.EditorUtil, [15](#)
- Crosstales.RTVoice.EditorUtil.BuildPostprocessor, [35](#)
- Crosstales.RTVoice.EditorUtil.EditorConfig, [54](#)

- Crosstales.RTVoice.EditorUtil.EditorConstants, [57](#)
- Crosstales.RTVoice.EditorUtil.EditorHelper, [58](#)
- Crosstales.RTVoice.EditorUtil.GAApi, [66](#)
- Crosstales.RTVoice.ExtensionMethods, [61](#)
- Crosstales.RTVoice.LiveSpeaker, [81](#)
- Crosstales.RTVoice.Model, [15](#)
- Crosstales.RTVoice.Model.Enum, [15](#)
- Crosstales.RTVoice.Model.Sequence, [96](#)
- Crosstales.RTVoice.Model.Voice, [145](#)
- Crosstales.RTVoice.Model.Wrapper, [162](#)
- Crosstales.RTVoice.PlayMaker, [16](#)
- Crosstales.RTVoice.PlayMaker.SilenceEditor, [103](#)
- Crosstales.RTVoice.PlayMaker.SpeakEditor, [111](#)
- Crosstales.RTVoice.PlayMaker.SpeakUIEditor, [126](#)
- Crosstales.RTVoice.Provider, [16](#)
- Crosstales.RTVoice.Provider.BaseVoiceProvider, [30](#)
- Crosstales.RTVoice.Provider.VoiceProviderAndroid, [149](#)
- Crosstales.RTVoice.Provider.VoiceProviderIOS, [151](#)
- Crosstales.RTVoice.Provider.VoiceProviderMacOS, [153](#)
- Crosstales.RTVoice.Provider.VoiceProviderMary, [155](#)
- Crosstales.RTVoice.Provider.VoiceProviderWSA, [159](#)
- Crosstales.RTVoice.Provider.VoiceProviderWindows, [157](#)
- Crosstales.RTVoice.SALSA.Bots, [35](#)
- Crosstales.RTVoice.SALSA.Speak, [108](#)
- Crosstales.RTVoice.SALSA.Speak2D, [109](#)
- Crosstales.RTVoice.SALSA.SpeakSimple, [124](#)
- Crosstales.RTVoice.SALSA, [17](#)
- Crosstales.RTVoice.SLATE.CutSceneStart, [53](#)
- Crosstales.RTVoice.SLATE, [17](#)
- Crosstales.RTVoice.Speaker, [111](#)
- Crosstales.RTVoice.Tool, [17](#)
- Crosstales.RTVoice.Tool.AudioFileGenerator, [27](#)
- Crosstales.RTVoice.Tool.Loudspeaker, [84](#)
- Crosstales.RTVoice.Tool.Sequencer, [99](#)
- Crosstales.RTVoice.Tool.SpeechText, [127](#)
- Crosstales.RTVoice.Tool.TextFileSpeaker, [134](#)
- Crosstales.RTVoice.Tool.VoiceInitializer, [147](#)
- Crosstales.RTVoice.UDEA2, [17](#)
- Crosstales.RTVoice.UDEA2.UDEAConnector, [138](#)
- Crosstales.RTVoice.UDEA2.UDEAConnectorEditor, [139](#)
- Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper, [140](#)
- Crosstales.RTVoice.Util, [18](#)
- Crosstales.RTVoice.Util.CTPlayerPrefs, [48](#)
- Crosstales.RTVoice.Util.CTWebClient, [52](#)
- Crosstales.RTVoice.Util.Config, [36](#)
- Crosstales.RTVoice.Util.Constants, [41](#)
- Crosstales.RTVoice.Util.Helper, [72](#)
- Crosstales.UI.Social, [106](#)
- Crosstales.UI.StaticManager, [133](#)
- Crosstales.UI.UIDrag, [142](#)
- Crosstales.UI.UIFocus, [143](#)
- Crosstales.UI.UIWindowManager, [144](#)
- Crosstales.UI.Util, [18](#)
- Crosstales.UI.Util.FPSDisplay, [65](#)
- Crosstales.UI.WindowManager, [161](#)
- Crosstales.UI, [18](#)
- Crosstales::RTVoice::AdventureCreator::ACConnector
  - CallOnStopSpeech, [22](#)
  - Culture, [22](#)
  - CurrentCulture, [22](#)
  - isCallOnStopSpeech, [22](#)
  - isSimulateSkipSpeech, [22](#)
  - SimulateSkipSpeech, [22](#)
  - Voices, [22](#)
- Crosstales::RTVoice::AdventureCreator::ACVoice↔
  - Wrapper
  - ACVoiceName, [25](#)
  - IgnoreCharacter, [25](#)
  - Pitch, [26](#)
  - RTVoiceName, [27](#)
  - RTVoiceNameAndroid, [26](#)
  - RTVoiceNameIOS, [26](#)
  - RTVoiceNameMac, [26](#)
  - RTVoiceNameMaryTTS, [26](#)
  - RTVoiceNameWSA, [26](#)
  - RTVoiceNameWindows, [26](#)
  - Rate, [26](#)
  - Source, [26](#)
  - UseSpeechAudioSource, [26](#)
  - Volume, [27](#)
- Crosstales::RTVoice::Demo::Util
  - Platform, [13](#)
- Crosstales::RTVoice::Demo::Util::NativeController
  - Active, [87](#)
  - Objects, [87](#)
- Crosstales::RTVoice::Demo::Util::PlatformController
  - Objects, [89](#)
  - Platforms, [89](#)
- Crosstales::RTVoice::EditorTask
  - UpdateStatus, [15](#)
- Crosstales::RTVoice::EditorTask::UpdateCheck
  - Status, [145](#)
- Crosstales::RTVoice::EditorUtil::EditorConfig
  - ASSET\_PATH, [56](#)
  - HIERARCHY\_ICON, [56](#)
  - isLoaded, [56](#)
  - Load, [55](#)
  - PREFAB\_AUTOLOAD, [56](#)
  - PREFAB\_PATH, [56](#)
  - REMINDER\_CHECK, [56](#)
  - Reset, [55](#)
  - Save, [55](#)
  - TELEMETRY, [56](#)
  - UPDATE\_CHECK, [56](#)
  - UPDATE\_OPEN\_UAS, [56](#)
- Crosstales::RTVoice::EditorUtil::EditorConstants
  - ASSET\_UID, [58](#)
  - ASSET\_URL, [58](#)
  - PREFAB\_SUBPATH, [58](#)
- Crosstales::RTVoice::EditorUtil::EditorHelper
  - GO\_ID, [60](#)
  - InstantiatePrefab, [60](#)
  - isRTVoiceInScene, [60](#)
  - MENU\_ID, [60](#)

- NoVoicesUI, [60](#)
- SeparatorUI, [60](#)
- Crosstales::RTVoice::EditorUtil::GAApi
  - Event, [66](#)
- Crosstales::RTVoice::ExtensionMethods
  - CTContains, [61](#)
  - CTContainsAll, [62](#)
  - CTContainsAny, [62](#)
  - CTDump< T >, [62](#)
  - CTEquals, [63](#)
  - CTReplace, [63](#)
  - CTShuffle< T >, [63](#), [64](#)
  - CTToString< T >, [64](#)
- Crosstales::RTVoice::LiveSpeaker
  - SetState, [81](#)
  - SetVoices, [82](#)
  - Silence, [82](#)
  - Speak, [82](#)
  - SpeakNative, [83](#)
  - WordSpoken, [83](#)
- Crosstales::RTVoice::Model::Enum
  - MaryTTSType, [16](#)
  - ProviderType, [16](#)
  - SpeakMode, [16](#)
- Crosstales::RTVoice::Model::Sequence
  - Mode, [97](#)
  - Pitch, [97](#)
  - RTVoiceName, [98](#)
  - RTVoiceNameAndroid, [97](#)
  - RTVoiceNameIOS, [97](#)
  - RTVoiceNameMac, [97](#)
  - RTVoiceNameWSA, [97](#)
  - RTVoiceNameWindows, [97](#)
  - Rate, [97](#)
  - Source, [97](#)
  - Text, [97](#)
  - Volume, [98](#)
- Crosstales::RTVoice::Model::Voice
  - Age, [146](#)
  - Culture, [146](#)
  - Description, [146](#)
  - Gender, [146](#)
  - Name, [147](#)
  - Voice, [146](#)
- Crosstales::RTVoice::Model::Wrapper
  - Created, [164](#)
  - OutputFile, [163](#)
  - Pitch, [164](#)
  - Rate, [164](#)
  - Source, [163](#)
  - SpeakImmediately, [164](#)
  - Text, [164](#)
  - Uid, [164](#)
  - Voice, [164](#)
  - Volume, [164](#)
  - Wrapper, [163](#)
- Crosstales::RTVoice::Provider::BaseVoiceProvider
  - AudioFileExtension, [33](#)
  - BaseVoiceProvider, [32](#)
  - Generate, [32](#)
  - OnErrorInfo, [33](#)
  - OnSpeakAudioGenerationComplete, [33](#)
  - OnSpeakAudioGenerationStart, [33](#)
  - OnSpeakComplete, [34](#)
  - OnSpeakCurrentPhoneme, [34](#)
  - OnSpeakCurrentViseme, [34](#)
  - OnSpeakCurrentWord, [34](#)
  - OnSpeakStart, [34](#)
  - OnVoicesReady, [34](#)
  - Silence, [32](#)
  - Speak, [33](#)
  - SpeakNative, [33](#)
  - Voices, [34](#)
- Crosstales::RTVoice::Provider::VoiceProviderAndroid
  - Generate, [150](#)
  - Silence, [150](#)
  - Speak, [150](#)
  - SpeakNative, [150](#)
  - VoiceProviderAndroid, [149](#)
- Crosstales::RTVoice::Provider::VoiceProviderIOS
  - Generate, [152](#)
  - SetState, [152](#)
  - SetVoices, [152](#)
  - Silence, [152](#)
  - Speak, [152](#)
  - SpeakNative, [153](#)
  - VoiceProviderIOS, [151](#)
  - WordSpoken, [153](#)
- Crosstales::RTVoice::Provider::VoiceProviderMacOS
  - Generate, [154](#)
  - Speak, [154](#)
  - SpeakNative, [154](#)
  - VoiceProviderMacOS, [154](#)
- Crosstales::RTVoice::Provider::VoiceProviderMary
  - Generate, [156](#)
  - Silence, [156](#)
  - Speak, [156](#)
  - SpeakNative, [157](#)
  - VoiceProviderMary, [156](#)
- Crosstales::RTVoice::Provider::VoiceProviderWSA
  - Generate, [160](#)
  - Silence, [160](#)
  - Speak, [160](#)
  - SpeakNative, [160](#)
  - VoiceProviderWSA, [159](#)
- Crosstales::RTVoice::Provider::VoiceProviderWindows
  - Generate, [158](#)
  - Speak, [158](#)
  - SpeakNative, [158](#)
  - VoiceProviderWindows, [158](#)
- Crosstales::RTVoice::Speaker
  - ApproximateSpeechLength, [114](#)
  - AudioFileExtension, [121](#)
  - AutoClearTags, [119](#)
  - Cultures, [121](#)
  - DontDestroy, [119](#)

- Generate, [115](#)
- isAutoClearTags, [121](#)
- isMaryMode, [121](#)
- isSilenceOnDisable, [121](#)
- isSilenceOnFocusLost, [121](#)
- isSpeaking, [121](#)
- isTTSAvailable, [121](#)
- isVoiceForCultureAvailable, [115](#)
- isVoiceForNameAvailable, [116](#)
- MaryPassword, [122](#)
- MaryPort, [122](#)
- MaryTTSMODE, [120](#)
- MaryTTSPassword, [120](#)
- MaryTTSPort, [120](#)
- MaryTTSType, [120](#)
- MaryTTSUrl, [120](#)
- MaryTTSUser, [120](#)
- MaryType, [122](#)
- MaryUrl, [122](#)
- MaryUser, [122](#)
- OnErrorInfo, [122](#)
- OnProviderChange, [122](#)
- OnSpeakAudioGenerationComplete, [122](#)
- OnSpeakAudioGenerationStart, [122](#)
- OnSpeakComplete, [123](#)
- OnSpeakCurrentPhoneme, [123](#)
- OnSpeakCurrentViseme, [123](#)
- OnSpeakCurrentWord, [123](#)
- OnSpeakStart, [123](#)
- OnVoicesReady, [123](#)
- Silence, [116](#)
- SilenceOnDisable, [120](#)
- SilenceOnFocusLost, [120](#)
- Speak, [116](#), [117](#)
- SpeakMarkedWordsWithUID, [117](#)
- SpeakNative, [117](#), [118](#)
- SpeakNativeWithUID, [118](#)
- SpeakWithUID, [118](#)
- VoiceForCulture, [118](#)
- VoiceForName, [119](#)
- Voices, [123](#)
- VoicesForCulture, [119](#)
- Crosstales::RTVoice::Tool::AudioFileGenerator
  - FileInsideAssets, [28](#)
  - Generate, [28](#)
  - TextFiles, [28](#)
- Crosstales::RTVoice::Tool::Loudspeaker
  - isSilenceSource, [85](#)
  - isSynchronized, [85](#)
  - SilenceSource, [84](#)
  - Source, [84](#)
  - Synchronized, [85](#)
- Crosstales::RTVoice::Tool::Sequencer
  - Culture, [100](#)
  - CurrentCulture, [101](#)
  - CurrentSequence, [101](#)
  - Delay, [100](#)
  - PlayAllSequences, [100](#)
  - PlayNextSequence, [100](#)
  - PlayOnStart, [100](#)
  - PlaySequence, [100](#)
  - Sequences, [101](#)
  - StopAllSequences, [100](#)
- Crosstales::RTVoice::Tool::SpeechText
  - Culture, [129](#)
  - CurrentCulture, [131](#)
  - CurrentPitch, [131](#)
  - CurrentRate, [131](#)
  - CurrentText, [131](#)
  - CurrentVolume, [131](#)
  - Delay, [129](#)
  - FileInsideAssets, [129](#)
  - FileName, [129](#)
  - FilePath, [130](#)
  - GenerateAudioFile, [130](#)
  - Mode, [130](#)
  - Pitch, [130](#)
  - PlayOnStart, [130](#)
  - RTVoiceName, [132](#)
  - RTVoiceNameAndroid, [130](#)
  - RTVoiceNameIOS, [130](#)
  - RTVoiceNameMac, [130](#)
  - RTVoiceNameMaryTTS, [130](#)
  - RTVoiceNameWSA, [131](#)
  - RTVoiceNameWindows, [131](#)
  - Rate, [130](#)
  - Silence, [129](#)
  - Source, [131](#)
  - Speak, [129](#)
  - Text, [131](#)
  - Volume, [131](#)
- Crosstales::RTVoice::Tool::TextFileSpeaker
  - Culture, [136](#)
  - CurrentCulture, [137](#)
  - CurrentPitch, [137](#)
  - CurrentRate, [137](#)
  - CurrentVolume, [137](#)
  - Delay, [136](#)
  - Mode, [136](#)
  - Pitch, [136](#)
  - PlayOnStart, [136](#)
  - RTVoiceName, [137](#)
  - RTVoiceNameAndroid, [136](#)
  - RTVoiceNameIOS, [136](#)
  - RTVoiceNameMac, [136](#)
  - RTVoiceNameMaryTTS, [136](#)
  - RTVoiceNameWSA, [137](#)
  - RTVoiceNameWindows, [137](#)
  - Rate, [136](#)
  - Silence, [135](#)
  - Source, [137](#)
  - Speak, [135](#)
  - SpeakText, [135](#)
  - TextFiles, [137](#)
  - Volume, [137](#)
- Crosstales::RTVoice::Tool::VoiceInitializer

- AllVoices, [148](#)
- DestroyWhenFinished, [148](#)
- Provider, [148](#)
- VoiceNames, [148](#)
- Crosstales::RTVoice::UDEA2::UDEAConnector
  - Culture, [139](#)
  - Voices, [139](#)
- Crosstales::RTVoice::UDEA2::UDEAVoiceWrapper
  - IgnoreCharacter, [141](#)
  - Pitch, [141](#)
  - RTVoiceName, [142](#)
  - RTVoiceNameAndroid, [141](#)
  - RTVoiceNameIOS, [141](#)
  - RTVoiceNameMac, [141](#)
  - RTVoiceNameMaryTTS, [141](#)
  - RTVoiceNameWSA, [141](#)
  - RTVoiceNameWindows, [141](#)
  - Rate, [141](#)
  - Source, [142](#)
  - UDEAVoiceName, [142](#)
  - Volume, [142](#)
- Crosstales::RTVoice::Util::CTPlayerPrefs
  - DeleteAll, [49](#)
  - DeleteKey, [49](#)
  - GetBool, [49](#)
  - GetFloat, [50](#)
  - GetInt, [50](#)
  - GetString, [50](#)
  - HasKey, [51](#)
  - Save, [51](#)
  - SetBool, [51](#)
  - SetFloat, [51](#)
  - SetInt, [51](#)
  - SetString, [52](#)
- Crosstales::RTVoice::Util::CTWebClient
  - Timeout, [53](#)
- Crosstales::RTVoice::Util::Config
  - ASSET\_PATH, [37](#)
  - AUDIOFILE\_AUTOMATIC\_DELETE, [37](#)
  - AUDIOFILE\_PATH, [37](#)
  - DEBUG, [37](#)
  - ENFORCE\_32BIT\_WINDOWS, [38](#)
  - isLoading, [38](#)
  - Load, [37](#)
  - Reset, [37](#)
  - Save, [37](#)
  - TTS\_MACOS, [38](#)
  - TTS\_WINDOWS\_BUILD, [38](#)
  - TTS\_WINDOWS\_EDITOR\_x86, [38](#)
  - TTS\_WINDOWS\_EDITOR, [38](#)
- Crosstales::RTVoice::Util::Constants
  - ASSET\_3P\_ADVENTURE\_CREATOR, [44](#)
  - ASSET\_3P\_CINEMA\_DIRECTOR, [44](#)
  - ASSET\_3P\_DIALOG\_SYSTEM, [44](#)
  - ASSET\_3P\_DIALOGUE\_ENGINE, [44](#)
  - ASSET\_3P\_LIPSYNC, [44](#)
  - ASSET\_3P\_LOCALIZED\_DIALOGS, [44](#)
  - ASSET\_3P\_NPC\_CHAT, [44](#)
  - ASSET\_3P\_PLAYMAKER, [44](#)
  - ASSET\_3P\_QUEST\_SYSTEM, [45](#)
  - ASSET\_3P\_SALSA, [45](#)
  - ASSET\_3P\_SLATE, [45](#)
  - ASSET\_3P\_URL, [45](#)
  - ASSET\_3P\_USEQUENCER, [45](#)
  - ASSET\_API\_URL, [45](#)
  - ASSET\_AUTHOR\_URL, [45](#)
  - ASSET\_AUTHOR, [45](#)
  - ASSET\_BUILD, [45](#)
  - ASSET\_CHANGED, [46](#)
  - ASSET\_CONTACT, [46](#)
  - ASSET\_CREATED, [46](#)
  - ASSET\_CT\_URL, [46](#)
  - ASSET\_FORUM\_URL, [46](#)
  - ASSET\_MANUAL\_URL, [46](#)
  - ASSET\_NAME, [46](#)
  - ASSET\_PRO\_URL, [46](#)
  - ASSET\_SOCIAL\_FACEBOOK, [46](#)
  - ASSET\_SOCIAL\_LINKEDIN, [47](#)
  - ASSET\_SOCIAL\_TWITTER, [47](#)
  - ASSET\_SOCIAL\_XING, [47](#)
  - ASSET\_SOCIAL\_YOUTUBE, [47](#)
  - ASSET\_UPDATE\_CHECK\_URL, [47](#)
  - ASSET\_VERSION, [47](#)
  - ASSET\_VIDEO\_PROMO, [47](#)
  - ASSET\_VIDEO\_TUTORIAL, [47](#)
  - ASSET\_WEB\_URL, [47](#)
  - DEV\_DEBUG, [48](#)
  - isPro, [48](#)
  - PATH\_DELIMITER\_UNIX, [48](#)
  - PATH\_DELIMITER\_WINDOWS, [48](#)
  - RTVOICE\_SCENE\_OBJECT\_NAME, [48](#)
  - TTS\_WINDOWS\_SUBPATH, [48](#)
  - TTS\_WINDOWS\_x86\_SUBPATH, [48](#)
- Crosstales::RTVoice::Util::Helper
  - CleanText, [74](#)
  - ClearLineEndings, [74](#)
  - ClearSpaces, [75](#)
  - ClearTags, [75](#)
  - CurrentProviderType, [77](#)
  - FormatBytesToHRF, [75](#)
  - HSVToRGB, [75](#)
  - hasBuiltInTTS, [77](#)
  - isAndroidPlatform, [77](#)
  - isAppleBasedPlatform, [77](#)
  - isEditor, [78](#)
  - isEditorMode, [78](#)
  - isIOSPlatform, [78](#)
  - isInternetAvailable, [78](#)
  - isLinuxPlatform, [78](#)
  - isMacOSPlatform, [78](#)
  - isWSAPlatform, [79](#)
  - isWebGLPlatform, [79](#)
  - isWebPlatform, [79](#)
  - isWebPlayerPlatform, [79](#)
  - isWindowsBasedPlatform, [79](#)
  - isWindowsPlatform, [79](#)



- MarkSpokenText, [76](#)
- RemoteCertificateValidationCallback, [76](#)
- SplitStringToLines, [76](#)
- ValidatePath, [77](#)
- Crosstales::UI::UIWindowManager
  - Windows, [144](#)
- Crosstales::UI::WindowManager
  - Dependency, [161](#)
  - Speed, [161](#)
- Culture
  - Crosstales::RTVoice::AdventureCreator::AC↔Connector, [22](#)
  - Crosstales::RTVoice::Model::Voice, [146](#)
  - Crosstales::RTVoice::Tool::Sequencer, [100](#)
  - Crosstales::RTVoice::Tool::SpeechText, [129](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [136](#)
  - Crosstales::RTVoice::UDEA2::UDEACConnector, [139](#)
  - HutongGames::PlayMaker::Actions::Speak, [107](#)
  - HutongGames::PlayMaker::Actions::SpeakUI, [126](#)
- Cultures
  - Crosstales::RTVoice::Speaker, [121](#)
- CurrentCulture
  - Crosstales::RTVoice::AdventureCreator::AC↔Connector, [22](#)
  - Crosstales::RTVoice::Tool::Sequencer, [101](#)
  - Crosstales::RTVoice::Tool::SpeechText, [131](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [137](#)
- CurrentPitch
  - Crosstales::RTVoice::Tool::SpeechText, [131](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [137](#)
- CurrentProviderType
  - Crosstales::RTVoice::Util::Helper, [77](#)
- CurrentRate
  - Crosstales::RTVoice::Tool::SpeechText, [131](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [137](#)
- CurrentSequence
  - Crosstales::RTVoice::Tool::Sequencer, [101](#)
- CurrentText
  - Crosstales::RTVoice::Tool::SpeechText, [131](#)
- CurrentVolume
  - Crosstales::RTVoice::Tool::SpeechText, [131](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [137](#)
- DEBUG
  - Crosstales::RTVoice::Util::Config, [37](#)
- DEV\_DEBUG
  - Crosstales::RTVoice::Util::Constants, [48](#)
- Delay
  - Crosstales::RTVoice::Tool::Sequencer, [100](#)
  - Crosstales::RTVoice::Tool::SpeechText, [129](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [136](#)
- DeleteAll
  - Crosstales::RTVoice::Util::CTPlayerPrefs, [49](#)
- DeleteKey
  - Crosstales::RTVoice::Util::CTPlayerPrefs, [49](#)
- Dependency
  - Crosstales::UI::WindowManager, [161](#)
- Description
  - Crosstales::RTVoice::Model::Voice, [146](#)
  - DestroyWhenFinished
    - Crosstales::RTVoice::Tool::VoiceInitializer, [148](#)
  - DontDestroy
    - Crosstales::RTVoice::Speaker, [119](#)
  - ENFORCE\_32BIT\_WINDOWS
    - Crosstales::RTVoice::Util::Config, [38](#)
  - Event
    - Crosstales::RTVoice::EditorUtil::GAApi, [66](#)
  - FileInsideAssets
    - Crosstales::RTVoice::Tool::AudioFileGenerator, [28](#)
    - Crosstales::RTVoice::Tool::SpeechText, [129](#)
  - FileName
    - Crosstales::RTVoice::Tool::SpeechText, [129](#)
  - FilePath
    - Crosstales::RTVoice::Tool::SpeechText, [130](#)
  - FormatBytesToHRF
    - Crosstales::RTVoice::Util::Helper, [75](#)
  - GO\_ID
    - Crosstales::RTVoice::EditorUtil::EditorHelper, [60](#)
  - Gender
    - Crosstales::RTVoice::Model::Voice, [146](#)
  - Generate
    - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [32](#)
    - Crosstales::RTVoice::Provider::VoiceProvider↔Android, [150](#)
    - Crosstales::RTVoice::Provider::VoiceProviderIOS, [152](#)
    - Crosstales::RTVoice::Provider::VoiceProvider↔MacOS, [154](#)
    - Crosstales::RTVoice::Provider::VoiceProviderMary, [156](#)
    - Crosstales::RTVoice::Provider::VoiceProviderW↔SA, [160](#)
    - Crosstales::RTVoice::Provider::VoiceProvider↔Windows, [158](#)
    - Crosstales::RTVoice::Speaker, [115](#)
    - Crosstales::RTVoice::Tool::AudioFileGenerator, [28](#)
  - GenerateAudioFile
    - Crosstales::RTVoice::Tool::SpeechText, [130](#)
  - GetBool
    - Crosstales::RTVoice::Util::CTPlayerPrefs, [49](#)
  - GetFloat
    - Crosstales::RTVoice::Util::CTPlayerPrefs, [50](#)
  - GetInt
    - Crosstales::RTVoice::Util::CTPlayerPrefs, [50](#)
  - GetString
    - Crosstales::RTVoice::Util::CTPlayerPrefs, [50](#)
  - HIERARCHY\_ICON
    - Crosstales::RTVoice::EditorUtil::EditorConfig, [56](#)
  - HSVToRGB
    - Crosstales::RTVoice::Util::Helper, [75](#)
  - hasBuiltInTTS
    - Crosstales::RTVoice::Util::Helper, [77](#)



- HasKey
  - Crosstales::RTVoice::Util::CTPlayerPrefs, [51](#)
- HutongGames, [19](#)
- HutongGames.PlayMaker, [19](#)
- HutongGames.PlayMaker.Actions, [19](#)
- HutongGames.PlayMaker.Actions.Silence, [102](#)
- HutongGames.PlayMaker.Actions.Speak, [106](#)
- HutongGames.PlayMaker.Actions.SpeakBase, [109](#)
- HutongGames.PlayMaker.Actions.SpeakUI, [125](#)
- HutongGames::PlayMaker::Actions::Speak
  - Culture, [107](#)
  - RTVoiceNameAndroid, [107](#)
  - RTVoiceNameIOS, [107](#)
  - RTVoiceNameMac, [107](#)
  - RTVoiceNameMaryTTS, [107](#)
  - RTVoiceNameWSA, [108](#)
  - RTVoiceNameWindows, [108](#)
  - Text, [108](#)
- HutongGames::PlayMaker::Actions::SpeakBase
  - AudioSource, [110](#)
  - Mode, [110](#)
  - Pitch, [110](#)
  - Rate, [110](#)
  - Volume, [110](#)
- HutongGames::PlayMaker::Actions::SpeakUI
  - Culture, [126](#)
  - RTVoiceName, [126](#)
  - Text, [126](#)
- IgnoreCharacter
  - Crosstales::RTVoice::AdventureCreator::AC↔VoiceWrapper, [25](#)
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔Wrapper, [141](#)
- InstantiatePrefab
  - Crosstales::RTVoice::EditorUtil::EditorHelper, [60](#)
- isAndroidPlatform
  - Crosstales::RTVoice::Util::Helper, [77](#)
- isAppleBasedPlatform
  - Crosstales::RTVoice::Util::Helper, [77](#)
- isAutoClearTags
  - Crosstales::RTVoice::Speaker, [121](#)
- isCallOnStopSpeech
  - Crosstales::RTVoice::AdventureCreator::AC↔Connector, [22](#)
- isEditor
  - Crosstales::RTVoice::Util::Helper, [78](#)
- isEditorMode
  - Crosstales::RTVoice::Util::Helper, [78](#)
- isIOSPlatform
  - Crosstales::RTVoice::Util::Helper, [78](#)
- isInternetAvailable
  - Crosstales::RTVoice::Util::Helper, [78](#)
- isLinuxPlatform
  - Crosstales::RTVoice::Util::Helper, [78](#)
- isLoaded
  - Crosstales::RTVoice::EditorUtil::EditorConfig, [56](#)
  - Crosstales::RTVoice::Util::Config, [38](#)
- isMacOSPlatform
  - Crosstales::RTVoice::Util::Helper, [78](#)
- isMaryMode
  - Crosstales::RTVoice::Speaker, [121](#)
- isPro
  - Crosstales::RTVoice::Util::Constants, [48](#)
- isRTVoiceInScene
  - Crosstales::RTVoice::EditorUtil::EditorHelper, [60](#)
- isSilenceOnDisable
  - Crosstales::RTVoice::Speaker, [121](#)
- isSilenceOnFocustLost
  - Crosstales::RTVoice::Speaker, [121](#)
- isSilenceSource
  - Crosstales::RTVoice::Tool::Loudspeaker, [85](#)
- isSimulateSkipSpeech
  - Crosstales::RTVoice::AdventureCreator::AC↔Connector, [22](#)
- isSpeaking
  - Crosstales::RTVoice::Speaker, [121](#)
- isSynchronized
  - Crosstales::RTVoice::Tool::Loudspeaker, [85](#)
- isTTSAvailable
  - Crosstales::RTVoice::Speaker, [121](#)
- isVoiceForCultureAvailable
  - Crosstales::RTVoice::Speaker, [115](#)
- isVoiceForNameAvailable
  - Crosstales::RTVoice::Speaker, [116](#)
- isWSAPlatform
  - Crosstales::RTVoice::Util::Helper, [79](#)
- isWebGLPlatform
  - Crosstales::RTVoice::Util::Helper, [79](#)
- isWebPlatform
  - Crosstales::RTVoice::Util::Helper, [79](#)
- isWebPlayerPlatform
  - Crosstales::RTVoice::Util::Helper, [79](#)
- isWindowsBasedPlatform
  - Crosstales::RTVoice::Util::Helper, [79](#)
- isWindowsPlatform
  - Crosstales::RTVoice::Util::Helper, [79](#)
- Load
  - Crosstales::RTVoice::EditorUtil::EditorConfig, [55](#)
  - Crosstales::RTVoice::Util::Config, [37](#)
- MENU\_ID
  - Crosstales::RTVoice::EditorUtil::EditorHelper, [60](#)
- MarkSpokenText
  - Crosstales::RTVoice::Util::Helper, [76](#)
- MaryPassword
  - Crosstales::RTVoice::Speaker, [122](#)
- MaryPort
  - Crosstales::RTVoice::Speaker, [122](#)
- MaryTTSMode
  - Crosstales::RTVoice::Speaker, [120](#)
- MaryTTSPassword
  - Crosstales::RTVoice::Speaker, [120](#)
- MaryTTSPort
  - Crosstales::RTVoice::Speaker, [120](#)
- MaryTTSType
  - Crosstales::RTVoice::Model::Enum, [16](#)

- Crosstales::RTVoice::Speaker, [120](#)
- MaryTTSUrl
  - Crosstales::RTVoice::Speaker, [120](#)
- MaryTTSUser
  - Crosstales::RTVoice::Speaker, [120](#)
- MaryType
  - Crosstales::RTVoice::Speaker, [122](#)
- MaryUrl
  - Crosstales::RTVoice::Speaker, [122](#)
- MaryUser
  - Crosstales::RTVoice::Speaker, [122](#)
- Mode
  - Crosstales::RTVoice::Model::Sequence, [97](#)
  - Crosstales::RTVoice::Tool::SpeechText, [130](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [136](#)
  - HutongGames::PlayMaker::Actions::SpeakBase, [110](#)
- Name
  - Crosstales::RTVoice::Model::Voice, [147](#)
- NoVoicesUI
  - Crosstales::RTVoice::EditorUtil::EditorHelper, [60](#)
- Objects
  - Crosstales::RTVoice::Demo::Util::NativeController, [87](#)
  - Crosstales::RTVoice::Demo::Util::Platform↔Controller, [89](#)
- OnErrorInfo
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [33](#)
  - Crosstales::RTVoice::Speaker, [122](#)
- OnProviderChange
  - Crosstales::RTVoice::Speaker, [122](#)
- OnSpeakAudioGenerationComplete
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [33](#)
  - Crosstales::RTVoice::Speaker, [122](#)
- OnSpeakAudioGenerationStart
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [33](#)
  - Crosstales::RTVoice::Speaker, [122](#)
- OnSpeakComplete
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [34](#)
  - Crosstales::RTVoice::Speaker, [123](#)
- OnSpeakCurrentPhoneme
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [34](#)
  - Crosstales::RTVoice::Speaker, [123](#)
- OnSpeakCurrentViseme
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [34](#)
  - Crosstales::RTVoice::Speaker, [123](#)
- OnSpeakCurrentWord
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [34](#)
  - Crosstales::RTVoice::Speaker, [123](#)
- OnSpeakStart
- Crosstales::RTVoice::Provider::BaseVoice↔Provider, [34](#)
- Crosstales::RTVoice::Speaker, [123](#)
- OnVoicesReady
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [34](#)
  - Crosstales::RTVoice::Speaker, [123](#)
- OutputFile
  - Crosstales::RTVoice::Model::Wrapper, [163](#)
- PATH\_DELIMITER\_UNIX
  - Crosstales::RTVoice::Util::Constants, [48](#)
- PATH\_DELIMITER\_WINDOWS
  - Crosstales::RTVoice::Util::Constants, [48](#)
- PREFAB\_AUTOLOAD
  - Crosstales::RTVoice::EditorUtil::EditorConfig, [56](#)
- PREFAB\_PATH
  - Crosstales::RTVoice::EditorUtil::EditorConfig, [56](#)
- PREFAB\_SUBPATH
  - Crosstales::RTVoice::EditorUtil::EditorConstants, [58](#)
- Pitch
  - Crosstales::RTVoice::AdventureCreator::AC↔VoiceWrapper, [26](#)
  - Crosstales::RTVoice::Model::Sequence, [97](#)
  - Crosstales::RTVoice::Model::Wrapper, [164](#)
  - Crosstales::RTVoice::Tool::SpeechText, [130](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [136](#)
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔Wrapper, [141](#)
  - HutongGames::PlayMaker::Actions::SpeakBase, [110](#)
- Platform
  - Crosstales::RTVoice::Demo::Util, [13](#)
- Platforms
  - Crosstales::RTVoice::Demo::Util::Platform↔Controller, [89](#)
- PlayAllSequences
  - Crosstales::RTVoice::Tool::Sequencer, [100](#)
- PlayNextSequence
  - Crosstales::RTVoice::Tool::Sequencer, [100](#)
- PlayOnStart
  - Crosstales::RTVoice::Tool::Sequencer, [100](#)
  - Crosstales::RTVoice::Tool::SpeechText, [130](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [136](#)
- PlaySequence
  - Crosstales::RTVoice::Tool::Sequencer, [100](#)
- Provider
  - Crosstales::RTVoice::Tool::VoiceInitializer, [148](#)
- ProviderType
  - Crosstales::RTVoice::Model::Enum, [16](#)
- REMINDER\_CHECK
  - Crosstales::RTVoice::EditorUtil::EditorConfig, [56](#)
- RTVOICE\_SCENE\_OBJECT\_NAME
  - Crosstales::RTVoice::Util::Constants, [48](#)
- RTVoiceIOSBridge, [93](#)
- setVoices, [93](#)
- speak:text:rate:pitch:volume:, [93](#)

- stop, [93](#)
- RTVoiceIOSBridge(), [94](#)
- RTVoiceName
  - Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, [27](#)
  - Crosstales::RTVoice::Model::Sequence, [98](#)
  - Crosstales::RTVoice::Tool::SpeechText, [132](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [137](#)
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔  
Wrapper, [142](#)
  - HutongGames::PlayMaker::Actions::SpeakUI, [126](#)
- RTVoiceNameAndroid
  - Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, [26](#)
  - Crosstales::RTVoice::Model::Sequence, [97](#)
  - Crosstales::RTVoice::Tool::SpeechText, [130](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [136](#)
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔  
Wrapper, [141](#)
  - HutongGames::PlayMaker::Actions::Speak, [107](#)
- RTVoiceNameIOS
  - Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, [26](#)
  - Crosstales::RTVoice::Model::Sequence, [97](#)
  - Crosstales::RTVoice::Tool::SpeechText, [130](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [136](#)
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔  
Wrapper, [141](#)
  - HutongGames::PlayMaker::Actions::Speak, [107](#)
- RTVoiceNameMac
  - Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, [26](#)
  - Crosstales::RTVoice::Model::Sequence, [97](#)
  - Crosstales::RTVoice::Tool::SpeechText, [130](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [136](#)
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔  
Wrapper, [141](#)
  - HutongGames::PlayMaker::Actions::Speak, [107](#)
- RTVoiceNameMaryTTS
  - Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, [26](#)
  - Crosstales::RTVoice::Tool::SpeechText, [130](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [136](#)
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔  
Wrapper, [141](#)
  - HutongGames::PlayMaker::Actions::Speak, [107](#)
- RTVoiceNameWSA
  - Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, [26](#)
  - Crosstales::RTVoice::Model::Sequence, [97](#)
  - Crosstales::RTVoice::Tool::SpeechText, [131](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [137](#)
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔  
Wrapper, [141](#)
  - HutongGames::PlayMaker::Actions::Speak, [108](#)
- Crosstales::RTVoice::Model::Sequence, [97](#)
- Crosstales::RTVoice::Tool::SpeechText, [131](#)
- Crosstales::RTVoice::Tool::TextFileSpeaker, [137](#)
- Crosstales::RTVoice::UDEA2::UDEAVoice↔  
Wrapper, [141](#)
- HutongGames::PlayMaker::Actions::Speak, [108](#)
- Rate
  - Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, [26](#)
  - Crosstales::RTVoice::Model::Sequence, [97](#)
  - Crosstales::RTVoice::Model::Wrapper, [164](#)
  - Crosstales::RTVoice::Tool::SpeechText, [130](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [136](#)
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔  
Wrapper, [141](#)
  - HutongGames::PlayMaker::Actions::SpeakBase, [110](#)
- RemoteCertificateValidationCallback
  - Crosstales::RTVoice::Util::Helper, [76](#)
- Reset
  - Crosstales::RTVoice::EditorUtil::EditorConfig, [55](#)
  - Crosstales::RTVoice::Util::Config, [37](#)
- Save
  - Crosstales::RTVoice::EditorUtil::EditorConfig, [55](#)
  - Crosstales::RTVoice::Util::CTPlayerPrefs, [51](#)
  - Crosstales::RTVoice::Util::Config, [37](#)
- SeparatorUI
  - Crosstales::RTVoice::EditorUtil::EditorHelper, [60](#)
- Sequences
  - Crosstales::RTVoice::Tool::Sequencer, [101](#)
- SetBool
  - Crosstales::RTVoice::Util::CTPlayerPrefs, [51](#)
- SetFloat
  - Crosstales::RTVoice::Util::CTPlayerPrefs, [51](#)
- SetInt
  - Crosstales::RTVoice::Util::CTPlayerPrefs, [51](#)
- SetState
  - Crosstales::RTVoice::LiveSpeaker, [81](#)
  - Crosstales::RTVoice::Provider::VoiceProviderIOS, [152](#)
- SetString
  - Crosstales::RTVoice::Util::CTPlayerPrefs, [52](#)
- SetVoices
  - Crosstales::RTVoice::LiveSpeaker, [82](#)
  - Crosstales::RTVoice::Provider::VoiceProviderIOS, [152](#)
- setVoices
  - RTVoiceIOSBridge, [93](#)
- Silence
  - Crosstales::RTVoice::LiveSpeaker, [82](#)
  - Crosstales::RTVoice::Provider::BaseVoice↔  
Provider, [32](#)
  - Crosstales::RTVoice::Provider::VoiceProvider↔  
Android, [150](#)
  - Crosstales::RTVoice::Provider::VoiceProviderIOS, [152](#)
  - Crosstales::RTVoice::Provider::VoiceProviderMary, [156](#)

- Crosstales::RTVoice::Provider::VoiceProviderW↔  
SA, 160
- Crosstales::RTVoice::Speaker, 116
- Crosstales::RTVoice::Tool::SpeechText, 129
- Crosstales::RTVoice::Tool::TextFileSpeaker, 135
- SilenceOnDisable
  - Crosstales::RTVoice::Speaker, 120
- SilenceOnFocustLost
  - Crosstales::RTVoice::Speaker, 120
- SilenceSource
  - Crosstales::RTVoice::Tool::Loudspeaker, 84
- SimulateSkipSpeech
  - Crosstales::RTVoice::AdventureCreator::AC↔  
Connector, 22
- Source
  - Crosstales::RTVoice::AdventureCreator::AC↔  
VoiceWrapper, 26
  - Crosstales::RTVoice::Model::Sequence, 97
  - Crosstales::RTVoice::Model::Wrapper, 163
  - Crosstales::RTVoice::Tool::Loudspeaker, 84
  - Crosstales::RTVoice::Tool::SpeechText, 131
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 137
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔  
Wrapper, 142
- Speak
  - Crosstales::RTVoice::LiveSpeaker, 82
  - Crosstales::RTVoice::Provider::BaseVoice↔  
Provider, 33
  - Crosstales::RTVoice::Provider::VoiceProvider↔  
Android, 150
  - Crosstales::RTVoice::Provider::VoiceProviderIOS,  
152
  - Crosstales::RTVoice::Provider::VoiceProvider↔  
MacOS, 154
  - Crosstales::RTVoice::Provider::VoiceProviderMary,  
156
  - Crosstales::RTVoice::Provider::VoiceProviderW↔  
SA, 160
  - Crosstales::RTVoice::Provider::VoiceProvider↔  
Windows, 158
  - Crosstales::RTVoice::Speaker, 116, 117
  - Crosstales::RTVoice::Tool::SpeechText, 129
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 135
- speak:text:rate:pitch:volume:
  - RTVoiceIOSBridge, 93
- SpeakImmediately
  - Crosstales::RTVoice::Model::Wrapper, 164
- SpeakMarkedWordsWithUID
  - Crosstales::RTVoice::Speaker, 117
- SpeakMode
  - Crosstales::RTVoice::Model::Enum, 16
- SpeakNative
  - Crosstales::RTVoice::LiveSpeaker, 83
  - Crosstales::RTVoice::Provider::BaseVoice↔  
Provider, 33
  - Crosstales::RTVoice::Provider::VoiceProvider↔  
Android, 150
  - Crosstales::RTVoice::Provider::VoiceProviderIOS,
- 153
- Crosstales::RTVoice::Provider::VoiceProvider↔  
MacOS, 154
- Crosstales::RTVoice::Provider::VoiceProviderMary,  
157
- Crosstales::RTVoice::Provider::VoiceProviderW↔  
SA, 160
- Crosstales::RTVoice::Provider::VoiceProvider↔  
Windows, 158
- Crosstales::RTVoice::Speaker, 117, 118
- SpeakNativeWithUID
  - Crosstales::RTVoice::Speaker, 118
- SpeakText
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 135
- SpeakWithUID
  - Crosstales::RTVoice::Speaker, 118
- Speed
  - Crosstales::UI::WindowManager, 161
- SplitStringToLines
  - Crosstales::RTVoice::Util::Helper, 76
- Status
  - Crosstales::RTVoice::EditorTask::UpdateCheck,  
145
- stop
  - RTVoiceIOSBridge, 93
- StopAllSequences
  - Crosstales::RTVoice::Tool::Sequencer, 100
- Synchronized
  - Crosstales::RTVoice::Tool::Loudspeaker, 85
- TELEMETRY
  - Crosstales::RTVoice::EditorUtil::EditorConfig, 56
- TTS\_MACOS
  - Crosstales::RTVoice::Util::Config, 38
- TTS\_WINDOWS\_BUILD
  - Crosstales::RTVoice::Util::Config, 38
- TTS\_WINDOWS\_EDITOR\_x86
  - Crosstales::RTVoice::Util::Config, 38
- TTS\_WINDOWS\_EDITOR
  - Crosstales::RTVoice::Util::Config, 38
- TTS\_WINDOWS\_SUBPATH
  - Crosstales::RTVoice::Util::Constants, 48
- TTS\_WINDOWS\_x86\_SUBPATH
  - Crosstales::RTVoice::Util::Constants, 48
- Text
  - Crosstales::RTVoice::Model::Sequence, 97
  - Crosstales::RTVoice::Model::Wrapper, 164
  - Crosstales::RTVoice::Tool::SpeechText, 131
  - HutongGames::PlayMaker::Actions::Speak, 108
  - HutongGames::PlayMaker::Actions::SpeakUI, 126
- TextFiles
  - Crosstales::RTVoice::Tool::AudioFileGenerator, 28
  - Crosstales::RTVoice::Tool::TextFileSpeaker, 137
- Timeout
  - Crosstales::RTVoice::Util::CTWebClient, 53
- UDEAVoiceName
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔  
Wrapper, 142

- UPDATE\_CHECK
  - Crosstales::RTVoice::EditorUtil::EditorConfig, [56](#)
- UPDATE\_OPEN\_UAS
  - Crosstales::RTVoice::EditorUtil::EditorConfig, [56](#)
- Uid
  - Crosstales::RTVoice::Model::Wrapper, [164](#)
- UpdateStatus
  - Crosstales::RTVoice::EditorTask, [15](#)
- UseSpeechAudioSource
  - Crosstales::RTVoice::AdventureCreator::AC↔VoiceWrapper, [26](#)
- ValidatePath
  - Crosstales::RTVoice::Util::Helper, [77](#)
- Voice
  - Crosstales::RTVoice::Model::Voice, [146](#)
  - Crosstales::RTVoice::Model::Wrapper, [164](#)
- VoiceForCulture
  - Crosstales::RTVoice::Speaker, [118](#)
- VoiceForName
  - Crosstales::RTVoice::Speaker, [119](#)
- VoiceNames
  - Crosstales::RTVoice::Tool::VoiceInitializer, [148](#)
- VoiceProviderAndroid
  - Crosstales::RTVoice::Provider::VoiceProvider↔Android, [149](#)
- VoiceProviderIOS
  - Crosstales::RTVoice::Provider::VoiceProviderIOS, [151](#)
- VoiceProviderMacOS
  - Crosstales::RTVoice::Provider::VoiceProvider↔MacOS, [154](#)
- VoiceProviderMary
  - Crosstales::RTVoice::Provider::VoiceProviderMary, [156](#)
- VoiceProviderWSA
  - Crosstales::RTVoice::Provider::VoiceProviderW↔SA, [159](#)
- VoiceProviderWindows
  - Crosstales::RTVoice::Provider::VoiceProvider↔Windows, [158](#)
- Voices
  - Crosstales::RTVoice::AdventureCreator::AC↔Connector, [22](#)
  - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [34](#)
  - Crosstales::RTVoice::Speaker, [123](#)
  - Crosstales::RTVoice::UDEA2::UDEAConnector, [139](#)
- VoicesForCulture
  - Crosstales::RTVoice::Speaker, [119](#)
- Volume
  - Crosstales::RTVoice::AdventureCreator::AC↔VoiceWrapper, [27](#)
  - Crosstales::RTVoice::Model::Sequence, [98](#)
  - Crosstales::RTVoice::Model::Wrapper, [164](#)
  - Crosstales::RTVoice::Tool::SpeechText, [131](#)
  - Crosstales::RTVoice::Tool::TextFileSpeaker, [137](#)
  - Crosstales::RTVoice::UDEA2::UDEAVoice↔Wrapper, [142](#)
  - HutongGames::PlayMaker::Actions::SpeakBase, [110](#)
  - Windows
    - Crosstales::UI::UIWindowManager, [144](#)
  - WordSpoken
    - Crosstales::RTVoice::LiveSpeaker, [83](#)
    - Crosstales::RTVoice::Provider::VoiceProviderIOS, [153](#)
  - Wrapper
    - Crosstales::RTVoice::Model::Wrapper, [163](#)