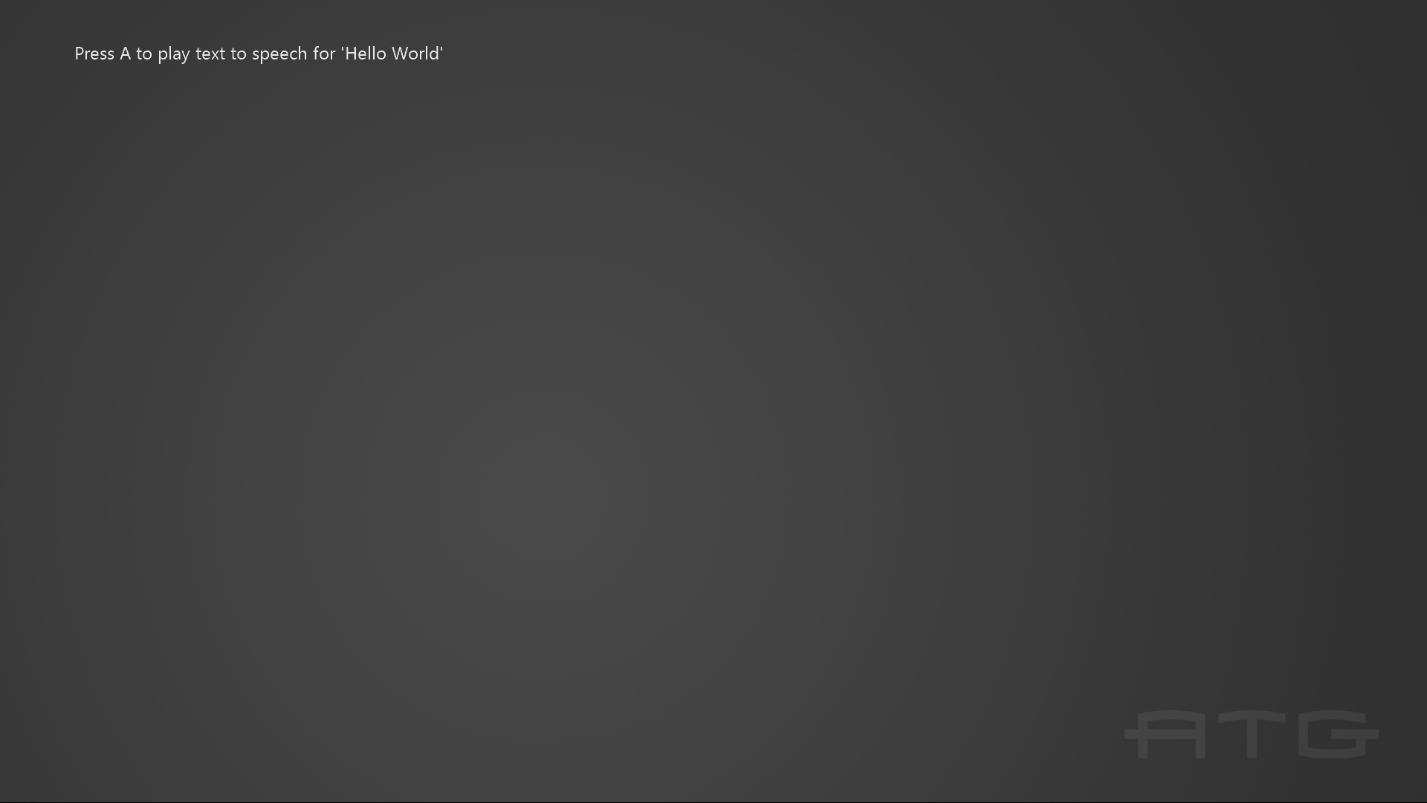
Simple Play Text To Speech

*This sample is compatible with the October 2016 Xbox One XDK or later.*

# Description

This sample demonstrates how to play a text to speech audio using XAudio2 on the Xbox One.



# Using the sample

The sample exits via the View button and plays text-to-speech when pressing A

# Implementation notes

This sample demonstrates how to play text to speech using Windows::Media::SpeechSynthesis.

Note that audio returned from speech synthesis is in the form of 32bit 22khz mono ADPCM in a WAV/RIFF container. The sample uses helper code in the *ATG Tool Kit* files WAVFileReader.h/.cpp. This implements a simple wav parser along with code for computing the play time.

# Update history

Initial release August 2018.