

Advanced Speech Repeater

How to use

Speech Repeater

First of all, you need to create new script and name it 'Example'. Then you need to add plugin namespaces:

```
1  using UnityEngine;
2  using UnityEngine.UI;
3
4  namespace FrostweepGames.Plugins.SpeechRepeater
5  {
6      public class Example : MonoBehaviour
7      {
```

Then you need to get the instance of **AdvancedSpeechRepeater**:

```
// Should be used Start function because AdvancedSpeechRepeater.Instance initied in Awake function!
private void Start()
{
    _speechRepeater = AdvancedSpeechRepeater.Instance;
```

Plugin has the events like the:

- BeginTalkingEvent
- EndTalkingEvent
- EndAudioPlayingEvent

Subscribe on them:

```
30  _speechRepeater.BeginTalkigEvent += BeginTalkingEventHandler;
31  _speechRepeater.EndTalkigEvent += EndTalkingEventHandler;
32  _speechRepeater.EndAudioPlayingEvent += EndAudioPlayingEventHandler;
```

```
private void BeginTalkingEventHandler()
{
    _statusImage.color = Color.red;
}
```

```
private void EndTalkingEventHandler(AudioClip clip)
{
    _statusImage.color = Color.yellow;
}
```

```
private void EndAudioPlayingEventHandler()
{
    _statusImage.color = Color.green;
}
```

For start or stop listening just call those functions:

- StartListening
- StopListening

```
private void StartListeningButtonOnClickHandler()
{
    _speechRepeater.StartListening();
    _statusImage.color = Color.green;
}

private void StopListeningButtonOnClickHandler()
{
    _speechRepeater.StopListening();
    _statusImage.color = Color.white;
}
```

Configuring prefab

The screenshot shows the Unity Inspector window with the **AdvancedSpeechRepeater** prefab selected. The **Inspector** panel displays the following settings:

- Prefab Object Settings**
 - 1. **Is Dont Destroy On Load** (checkbox)
- Voice Detection Settings**
 - 2. **Sample Rate** (16000)
 - 3. **Voice Detection Thres** (0.1)
 - 4. **Use Volume Multiplier** (checkbox)
 - 5. **Audio Volume Multipli** (1)
 - 6. **Delay Before Start Lis** (1)
- Audio Playing Settings**
 - 7. **Audio Config**
 - Volume (1)
 - Spatial Blend (0)
 - Priority (128)
 - Pitch (1)
 - Stereo Pan (0)
 - Mute (checkbox)
 - Bypass Effects (checkbox)
 - Bypass Listener Effect (checkbox)
 - Bypass Reverb Zones (checkbox)
 - Play On Awake (checkbox)
 - 8. **Current Audio Mixer C** (DEFAULT)
 - Outputs**
 - 3
 - Element 2**
 - Audio Mixer Out: DEFAULT
 - Mixer: DEFAULT (AudioMixer)
 - Element 1**
 - Element 2**

The **Asset Labels** section at the bottom shows **AssetBundle** set to **None**.

1. `IsDontDestroyOnLoad` – if enabled - that object should not destroy after changing scene
2. `SampleRate` – frequency of the recording audio
3. `VoiceDetectionThreshold` – detection voice threshold
4. `UseVoiceMultiplier` – if enabled – after recording audio will be applied volume multiplier
5. `AudioVolumeMultiplier` – rate of audio volume (0 is mute, 1 – is default full volume)
6. `DelayBeforeStartListening` – delay in seconds, will start listening again after playing audio
7. `AudioConfig` – will configure `AudioSource` for playing recorded audio
8. `CurrentAudioMixerOutoutType` – default audio mixer output type for `AudioSource` (needed for the changing the voice)

Note

- Example script included in `unitypackage!`
- Working with `il2cpp`
- Supported all platforms
- Source Code Support Unity3d 4 or above
- Full source code included