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 inited 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;
}
```
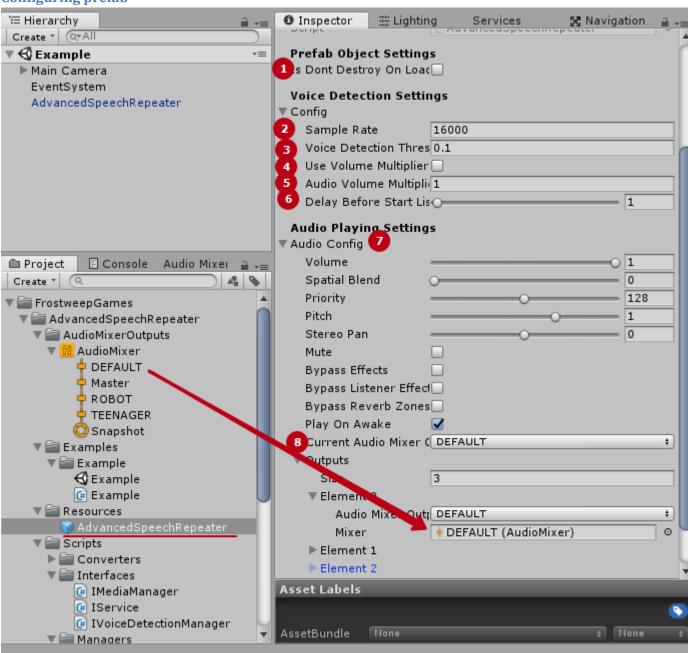
For start or stop listening just call those functions:

- StartListening
- StopListening

```
private void StartListeningButtonOnClickHandler()
{
    _speechRepeater.StartListening();

    _statusImage.color = Color.green;
}

private void StopListeningButtonOnClickHandler()
{
    _speechRepeater.StopListening();

    _statusImage.color = Color.white;
}
```

Configuring prefab

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