

RT-Voice PRO

Hearing is understanding



API

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class [ExtensionMethods](#)
Various extension methods.

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.Audio Namespace Reference

Classes

- class [FFTAnalyzer](#)
FFT analyzer for an audio channel.
- class [SpectrumVisualizer](#)
Simple spectrum visualizer.

4.4 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding and removing the given symbols to PlayerSettings compiler define symbols.
- class [BaseSetupResources](#)
Base-class for moving all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [SetupResources](#)
Moves all resources to 'Editor Default Resources'.

4.5 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseEditorHelper](#)
Base for various Editor helper functions.

4.6 Crosstales.Common.Model Namespace Reference

4.7 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
Windows, OSX, Linux, IOS,
Android, WSA, Web, Unsupported,
MaryTTS }
All available platforms.
- enum [SampleRate](#) {
_8000Hz = 8000, _11025Hz = 11025, _22050Hz = 22050, _44100Hz = 44100,
_48000Hz = 48000 }
Typical audio sample rates.

4.7.1 Enumeration Type Documentation

4.7.1.1 Platform

enum [Crosstales.Common.Model.Enum.Platform](#) [strong]

All available platforms.

4.7.1.2 SampleRate

enum [Crosstales.Common.Model.Enum.SampleRate](#) [strong]

Typical audio sample rates.

4.8 Crosstales.Common.Tool Namespace Reference

Classes

- class [FreeCam](#)
A simple free camera to be added to a Unity game object.

4.9 Crosstales.Common.Util Namespace Reference

Classes

- class [BackgroundController](#)
Enables or disable game objects on Android or iOS in the background.
- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTProcess](#)
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class [CTProcessStartInfo](#)
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).
- class [CTWebClient](#)
Specialized WebClient.
- class [HelperCT](#)
Helper to reset the necessary settings.
- class [HelperCTEditor](#)
- class [MemoryCacheStream](#)
Memory cache stream.
- class **NativeMethods**
Native methods (bridge to Windows).
- class [PlatformController](#)
Enables or disable game objects and scripts for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [Singleton](#)
Base-class for all singletons.
- class [SingletonHelper](#)
Helper-class for singletons.
- class [SurviveSceneSwitch](#)
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.
- class [TakeScreenshot](#)
Take screen shots inside an application.
- class [XmlHelper](#)
Helper-class for XML.

4.10 Crosstales.RTVoice Namespace Reference

Classes

- class [AudioFileGeneratorCompleteEvent](#)
- class [AudioFileGeneratorStartEvent](#)
- class [ErrorEvent](#)
- class [GlobalCache](#)
Global cache for wrappers.
- class [LiveSpeaker](#)
Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").
- class [ParalanguageCompleteEvent](#)
- class [ParalanguageStartEvent](#)
- class [ProviderChangeEvent](#)
- class [RTVoiceUWPBridge](#)
WSA (UWP) TTS bridge.
- class [SpeakCompleteEvent](#)
- class [Speaker](#)
Main component of RT-Voice.
- class [SpeakStartEvent](#)
- class [SpeechTextCompleteEvent](#)
- class [SpeechTextStartEvent](#)
- class [TextFileSpeakerCompleteEvent](#)
- class [TextFileSpeakerStartEvent](#)
- class [VoiceProviderExample](#)
*Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables*
- class [VoicesReadyEvent](#)

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 **ErrorInfo** ([Model.Wrapper](#) wrapper, string info)
- delegate void **ProviderChange** (string provider)
- delegate void **AudioFileGeneratorStart** ()
- delegate void **AudioFileGeneratorComplete** ()
- delegate void **ParalanguageStart** ()
- delegate void **ParalanguageComplete** ()
- delegate void **SpeechTextStart** ()
- delegate void **SpeechTextComplete** ()
- delegate void **TextFileSpeakerStart** ()
- delegate void **TextFileSpeakerComplete** ()

4.11 Crosstales.RTVoice.Amplitude Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for [Amplitude](#).

4.12 Crosstales.RTVoice.AWSPolly Namespace Reference

Classes

- class [AccessSettings](#)
Set the access settings for AWS Polly.
- class [Killer](#)
Kills AWS Polly at the end of the scene.
- class [ShowMore](#)
Shows the details for AWS Polly.
- class [VoiceProviderAWS](#)
AWS Polly voice provider.
- class [VoiceProviderAWSEditor](#)
Custom editor for the '[VoiceProviderAWS](#)'-class.
- class [VoiceProviderAWSGameObject](#)
Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.
- class [VoiceProviderAWSMenu](#)
Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.
- class [ZInstaller](#)
Installs the 'AWSSDK'-package.

Enumerations

- enum [Endpoint](#) {
 APNortheast1, APNortheast2, APSouth1, APSoutheast1,
 APSoutheast2, CACentral1, EUCentral1, EUWest1,
 EUWest2, SAEast1, USEast1, USEast2,
 USWest1, USWest2 }
All available AWS Polly endpoints.
- enum [SampleRate](#) { **_8000Hz, _16000Hz, _22050Hz, _24000Hz** }
All supported sample rates for AWS Polly.

4.12.1 Enumeration Type Documentation

4.12.1.1 Endpoint

enum [Crosstales.RTVoice.AWSPolly.Endpoint](#) [strong]

All available AWS Polly endpoints.

4.12.1.2 SampleRate

enum `Crosstales.RTVoice.AWSPolly.SampleRate` [strong]

All supported sample rates for AWS Polly.

4.13 Crosstales.RTVoice.Azure Namespace Reference

Classes

- class [AccessSettings](#)
Set the access settings for [Azure](#).
- class [Authentication](#)
This class demonstrates how to get a valid O-auth token
- class [GenericEventArgs](#)
Generic event args
- class [ShowMore](#)
Shows the details for [Azure](#).
- class [Synthesize](#)
Sample synthesize request
- class [VoiceProviderAWSMenu](#)
Editor component for for adding the prefabs from '[Azure](#)' in the "Tools"-menu.
- class [VoiceProviderAzure](#)
[Azure](#) (Bing Speech) voice provider.
- class [VoiceProviderAzureEditor](#)
Custom editor for the '[VoiceProviderAzure](#)'-class.
- class [VoiceProviderAzureGameObject](#)
Editor component for for adding the prefabs from '[Azure](#)' in the "Hierarchy"-menu.

Enumerations

- enum [SampleRate](#) { [_16000Hz](#), [_24000Hz](#) }
All supported sample rates for [Azure](#).
- enum [AudioOutputFormat](#) {
[AudioOutputFormat.Raw8Khz8BitMonoMULaw](#), [AudioOutputFormat.Raw16Khz16BitMonoPcm](#), [AudioOutputFormat.Riff8Khz8BitMonoPcm](#),
[AudioOutputFormat.Riff16Khz16BitMonoPcm](#),
[AudioOutputFormat.Ssml16Khz16BitMonoSilk](#), [AudioOutputFormat.Raw16Khz16BitMonoTrueSilk](#), [AudioOutputFormat.Ssml16Khz16BitMonoTrueSilk](#),
[AudioOutputFormat.Audio16Khz128KBitRateMonoMp3](#),
[AudioOutputFormat.Audio16Khz64KBitRateMonoMp3](#), [AudioOutputFormat.Audio16Khz32KBitRateMonoMp3](#),
[AudioOutputFormat.Audio16Khz16KbpsMonoSiren](#), [AudioOutputFormat.Riff16Khz16KbpsMonoSiren](#),
[AudioOutputFormat.Raw24Khz16BitMonoTrueSilk](#), [AudioOutputFormat.Raw24Khz16BitMonoPcm](#), [AudioOutputFormat.Riff24Khz16BitMonoPcm](#),
[AudioOutputFormat.Audio24Khz48KBitRateMonoMp3](#),
[AudioOutputFormat.Audio24Khz96KBitRateMonoMp3](#), [AudioOutputFormat.Audio24Khz160KBitRateMonoMp3](#)
 }
Voice output formats.

4.13.1 Enumeration Type Documentation

4.13.1.1 AudioOutputFormat

enum `Crosstales.RTVoice.Azure.AudioOutputFormat` [strong]

Voice output formats.

Enumerator

Raw8Khz8BitMonoMULaw	raw-8khz-8bit-mono-mulaw request output audio format type.
Raw16Khz16BitMonoPcm	raw-16khz-16bit-mono-pcm request output audio format type.
Riff8Khz8BitMonoMULaw	riff-8khz-8bit-mono-mulaw request output audio format type.
Riff16Khz16BitMonoPcm	riff-16khz-16bit-mono-pcm request output audio format type.
Ssml16Khz16BitMonoSilk	ssml-16khz-16bit-mono-silk request output audio format type. It is a SSML with audio segment, with audio compressed by SILK codec
Raw16Khz16BitMonoTrueSilk	raw-16khz-16bit-mono-truesilk request output audio format type. Audio compressed by SILK codec
Ssml16Khz16BitMonoTts	ssml-16khz-16bit-mono-tts request output audio format type. It is a SSML with audio segment, and it needs tts engine to play out
Audio16Khz128KBitRateMonoMp3	audio-16khz-128kbitrate-mono-mp3 request output audio format type.
Audio16Khz64KBitRateMonoMp3	audio-16khz-64kbitrate-mono-mp3 request output audio format type.
Audio16Khz32KBitRateMonoMp3	audio-16khz-32kbitrate-mono-mp3 request output audio format type.
Audio16Khz16KbpsMonoSiren	audio-16khz-16kbps-mono-siren request output audio format type.
Riff16Khz16KbpsMonoSiren	riff-16khz-16kbps-mono-siren request output audio format type.
Raw24Khz16BitMonoTrueSilk	raw-24khz-16bit-mono-truesilk request output audio format type.
Raw24Khz16BitMonoPcm	raw-24khz-16bit-mono-pcm request output audio format type.
Riff24Khz16BitMonoPcm	riff-24khz-16bit-mono-pcm request output audio format type.
Audio24Khz48KBitRateMonoMp3	audio-24khz-48kbitrate-mono-mp3 request output audio format type.
Audio24Khz96KBitRateMonoMp3	audio-24khz-96kbitrate-mono-mp3 request output audio format type.
Audio24Khz160KBitRateMonoMp3	audio-24khz-160kbitrate-mono-mp3 request output audio format type.

4.13.1.2 SampleRate

```
enum Crosstales.RTVoice.Azure.SampleRate [strong]
```

All supported sample rates for [Azure](#).

4.14 Crosstales.RTVoice.Demo Namespace Reference

Classes

- class [Dialog](#)
Simple dialog system with TTS voices.
- class [EventTester](#)
Simple test script for all UnityEvent-callbacks.
- 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.
- class [ZInstaller](#)
Installs the 'UI'-package from [Common](#).

4.15 Crosstales.RTVoice.Demo.Util Namespace Reference

Classes

- class [CustomProviderController](#)
Controls the custom provider in demo builds.
- 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.

4.16 Crosstales.RTVoice.EditorExtension Namespace Reference

Classes

- class [AudioFileGeneratorEditor](#)
Custom editor for the 'SpeechText'-class.
- class [ChangeGenderEditor](#)
Custom editor for the 'ChangeGender'-class.
- class [GlobalCacheEditor](#)
Custom editor for the 'GlobalCache'-class.
- class [LoudspeakerEditor](#)
Custom editor for the 'Loudspeaker'-class.

- class [ParalanguageEditor](#)
Custom editor for the 'Paralanguage'-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 [VoiceInitializerEditor](#)
Custom editor for the 'VoiceInitalizer'-class.

4.17 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.

4.18 Crosstales.RTVoice.EditorTask Namespace Reference

Classes

- class [AAAConfigLoader](#)
Loads the configuration at startup.
- class [AutoInitialize](#)
Automatically adds the necessary prefabs to the current scene.
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [Launch](#)
Show the configuration window on the first launch.
- class [SetupResources](#)
Moves all needed resources to 'Editor Default Resources'.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_VERSION,
DEPRECATED }

All possible update stati.

4.18.1 Enumeration Type Documentation

4.18.1.1 UpdateStatus

enum [Crosstales.RTVoice.EditorTask.UpdateStatus](#) [strong]

All possible update stati.

4.19 Crosstales.RTVoice.EditorUtil Namespace Reference

Classes

- class [EditorConfig](#)
Editor configuration for the asset.
- class [EditorConstants](#)
Collected constants of very general utility for the asset.
- class [EditorHelper](#)
Editor helper class.

4.20 Crosstales.RTVoice.Google Namespace Reference

Classes

- class [AccessSettings](#)
Set the access settings for [Google](#) Cloud Speech.
- class [ShowMore](#)
Shows the details for [Google](#) Cloud Speech.
- class [VoiceProviderGoogle](#)
[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>
- class [VoiceProviderGoogleEditor](#)
Custom editor for the '[VoiceProviderGoogle](#)'-class.
- class [VoiceProviderGoogleGameObject](#)
Editor component for for adding the prefabs from '[Google](#)' in the "Hierarchy"-menu.
- class [VoiceProviderGoogleMenu](#)
Editor component for for adding the prefabs from '[Google](#)' in the "Tools"-menu.

4.21 Crosstales.RTVoice.Klattersynth Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for [Klattersynth](#).
- class [VoiceProviderKlattersynth](#)
[Klattersynth](#) voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>
- class [VoiceProviderKlattersynthEditor](#)
Custom editor for the '[VoiceProviderKlattersynth](#)'-class.
- class [VoiceProviderKlattersynthGameObject](#)
Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Hierarchy"-menu.
- class [VoiceProviderKlattersynthMenu](#)
Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Tools"-menu.

4.22 Crosstales.RTVoice.MaryTTS Namespace Reference

Classes

- class [AccessSettings](#)
Set the access settings for [MaryTTS](#).
- class [ShowMore](#)
Shows the details for [MaryTTS](#).
- class [VoiceProviderMaryTTS](#)
[MaryTTS](#) voice provider.
- class [VoiceProviderMaryTTSEditor](#)
Custom editor for the '[VoiceProviderMaryTTS](#)'-class.
- class [VoiceProviderMaryTTSGameObject](#)
Editor component for for adding the prefabs from '[MaryTTS](#)' in the "Hierarchy"-menu.
- class [VoiceProviderMaryTTSMenu](#)
Editor component for for adding the prefabs from '[MaryTTS](#)' in the "Tools"-menu.

4.23 Crosstales.RTVoice.Model Namespace Reference

Classes

- class [Sequence](#)
[Model](#) for a sequence.
- class [Voice](#)
[Model](#) for a voice.
- class [VoiceAlias](#)
Alias for multiple voices on different platforms.
- class [Wrapper](#)
[Wrapper](#) for "Speak"-function calls.

4.24 Crosstales.RTVoice.Model.Enum Namespace Reference

Enumerations

- enum [ESpeakModifiers](#) {
 none, **m1**, **m2**, **m3**,
 m4, **m5**, **m6**, **f1**,
 f2, **f3**, **f4**, **croak**,
 whisper }
The modifiers for eSpeak voices (m1-m6 = male, f1-f4 = female).
- enum [Gender](#) { **MALE**, **FEMALE**, **UNKNOWN** }
The genders for voices.
- enum [MaryTTSType](#) { **RAWMARYXML**, **EMOTIONML**, **SSML**, **TEXT** }
The different MaryTTS input types.
- enum [ProviderType](#) {
 Windows, **macOS**, **Android**, **iOS**,
 WSA, **Linux**, **Custom** }
Available provider types.
- enum [SpeakMode](#) { **Speak**, **SpeakNative** }
Available Speak-modes.

4.24.1 Enumeration Type Documentation

4.24.1.1 ESpeakModifiers

enum [Crosstales.RTVoice.Model.Enum.ESpeakModifiers](#) [strong]

The modifiers for eSpeak voices (m1-m6 = male, f1-f4 = female).

4.24.1.2 Gender

enum [Crosstales.RTVoice.Model.Enum.Gender](#) [strong]

The genders for voices.

4.24.1.3 MaryTTSType

enum [Crosstales.RTVoice.Model.Enum.MaryTTSType](#) [strong]

The different [MaryTTS](#) input types.

4.24.1.4 ProviderType

enum [Crosstales.RTVoice.Model.Enum.ProviderType](#) [strong]

Available provider types.

4.24.1.5 SpeakMode

enum [Crosstales.RTVoice.Model.Enum.SpeakMode](#) [strong]

Available Speak-modes.

4.25 Crosstales.RTVoice.PlayMaker Namespace Reference

Classes

- class [AudioFileGeneratorEditor](#)
Custom editor for the AudioFileGenerator-action.
- class [BaseRTVEditor](#)
Base class for RT-Voice custom editors in [PlayMaker](#).
- class [GetCulturesEditor](#)
Custom editor for the GetCultures-action.
- class [GetVoicesEditor](#)
Custom editor for the GetVoices-action.
- class [ParalanguageEditor](#)
Custom editor for the Paralanguage-action.
- class [SilenceEditor](#)
Custom editor for the Silence-action.
- class [SpeakEditor](#)
Custom editor for the Speak-action.
- class [SpeakUIEditor](#)
Custom editor for the SpeakUI-action.
- class [SpeechTextEditor](#)
Custom editor for the SpeechText-action.
- class [TextFileSpeakerEditor](#)
Custom editor for the TextFileSpeaker-action.

4.26 Crosstales.RTVoice.Provider Namespace Reference

Classes

- class [BaseCustomVoiceProvider](#)
Base class for custom voice providers (TTS-systems).
- class [BaseVoiceProvider](#)
Base class for voice providers.
- interface [IVoiceProvider](#)
Interface for all voice providers.
- class [MainVoiceProvider](#)
Main class for voice providers.
- class **NativeMethods**
Native methods (bridge to iOS).
- class [VoiceProviderAndroid](#)
Android voice provider.
- class [VoiceProviderIOS](#)
iOS voice provider.
- class [VoiceProviderLinux](#)
Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>
- class [VoiceProviderMacOS](#)
MacOS voice provider.
- class [VoiceProviderWindows](#)
Windows voice provider.
- class [VoiceProviderWSA](#)
WSA (UWP) voice provider.

Functions

- override IEnumerator **Speak** ([Model.Wrapper](#) wrapper)

4.27 Crosstales.RTVoice.SALSA Namespace Reference

Classes

- class [Bots](#)
This is a class for conversations between two SALSA-Bots.
- class [ShowMore](#)
Shows the details for [SALSA](#).
- class [SpeakSimple](#)
Speaks a given text with RT-Voice and [SALSA](#).

4.28 Crosstales.RTVoice.SAPI Namespace Reference

Classes

- class [VoiceProviderSAPI](#)
*Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables*
- class [VoiceProviderSAPIEditor](#)
Custom editor for the 'VoiceProviderSAPI'-class.
- class [VoiceProviderSAPIGameObject](#)
Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.
- class [VoiceProviderSAPIMenu](#)
Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

4.29 Crosstales.RTVoice.Tool Namespace Reference

Classes

- class [AudioFileGenerator](#)
Process files with configured speeches.
- class [ChangeGender](#)
Change the gender of all voices (useful for eSpeak).
- class [Loudspeaker](#)
Loudspeaker for an AudioSource.
- class [Paralanguage](#)
Para-language simulator with audio files.
- class [Sequencer](#)
Simple sequencer for dialogues.
- class [SpeechText](#)
Allows to speak and store generated audio.
- class [TextFileSpeaker](#)
Allows to speak text files.
- class [VoiceInitializer](#)
Allows to initialize voices (useful on Android).

4.30 Crosstales.RTVoice.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [Context](#)
Context for the asset.
- class [Helper](#)
Various helper functions.
- class [SetupProject](#)
Setup the project to use RT-Voice.
- class [WavMaster](#)
WAV utility for recording and audio playback functions in Unity.

4.31 Crosstales.RTVoice.VolumetricAudio Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for Volumetric Audio.

4.32 Crosstales.RTVoice.WebGL Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for [WebGL](#) Speech Synthesis.
- class [VoiceProviderWebGL](#)
[WebGL](#) voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>
- class [VoiceProviderWebGLEditor](#)
Custom editor for the '[VoiceProviderWebGL](#)'-class.
- class [VoiceProviderWebGLGameObject](#)
Editor component for for adding the prefabs from '[WebGL](#)' in the "Hierarchy"-menu.
- class [VoiceProviderWebGLMenu](#)
Editor component for for adding the prefabs from '[WebGL](#)' in the "Tools"-menu.

4.33 Crosstales.UI Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- 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 [UIHint](#)
Controls a [UI](#) group (hint).
- class [UIResize](#)
Resize a [UI](#) element.
- class [UIWindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.34 Crosstales.UI.Audio Namespace Reference

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.

4.35 Crosstales.UI.Util Namespace Reference

Classes

- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

4.36 HutongGames Namespace Reference

4.37 HutongGames.PlayMaker Namespace Reference

4.38 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [AudioFileGenerator](#)
AudioFileGenerator-action for [PlayMaker](#).
- class [BaseRTVAction](#)
Base class for RT-Voice actions in [PlayMaker](#).
- class [GetCultures](#)
GetCultures-action for [PlayMaker](#).
- class [GetVoices](#)
GetVoices-action for [PlayMaker](#).
- class [Paralanguage](#)
Paralanguage-action for [PlayMaker](#).
- 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](#).
- class [SpeechText](#)
SpeechText-action for [PlayMaker](#).
- class [TextFileSpeaker](#)
TextFileSpeaker-action for [PlayMaker](#).

Chapter 5

Class Documentation

5.1 Crosstales.RTVoice.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

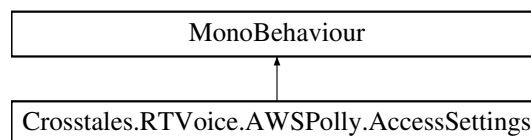
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/AAA↔ ConfigLoader.cs

5.2 Crosstales.RTVoice.AWSPolly.AccessSettings Class Reference

Set the access settings for AWS Polly.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.AccessSettings:



Public Member Functions

- void **OnAPIKeyEntered** (string key)
- void **OnEndpointDropdownChanged** (int index)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

Public Attributes

- [VoiceProviderAWS](#) **Provider**
- GameObject **SettingsPanel**
- InputField **APIKey**
- Dropdown **EndpointDropdown**
- Button **OkButton**

5.2.1 Detailed Description

Set the access settings for AWS Polly.

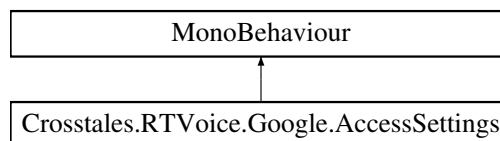
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Demo/Scripts/AccessSettings.cs

5.3 Crosstales.RTVoice.Google.AccessSettings Class Reference

Set the access settings for [Google](#) Cloud Speech.

Inheritance diagram for Crosstales.RTVoice.Google.AccessSettings:



Public Member Functions

- void **OnAPIKeyEntered** (string key)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

Public Attributes

- GameObject **SettingsPanel**
- InputField **APIKey**
- Button **OkButton**

5.3.1 Detailed Description

Set the access settings for [Google](#) Cloud Speech.

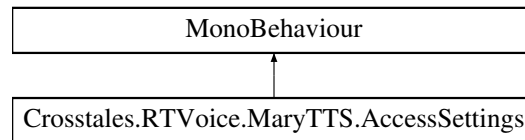
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Demo/Scripts/AccessSettings.cs

5.4 Crosstales.RTVoice.MaryTTS.AccessSettings Class Reference

Set the access settings for [MaryTTS](#).

Inheritance diagram for Crosstales.RTVoice.MaryTTS.AccessSettings:



Public Member Functions

- void **OnURLEntered** (string url)
- void **OnPortEntered** (string port)
- void **OnUserEntered** (string user)
- void **OnPasswordEntered** (string password)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

Public Attributes

- [VoiceProviderMaryTTS](#) **Provider**
- GameObject **SettingsPanel**
- InputField **URL**
- InputField **Port**
- InputField **Username**
- InputField **Password**
- Button **OkButton**

5.4.1 Detailed Description

Set the access settings for [MaryTTS](#).

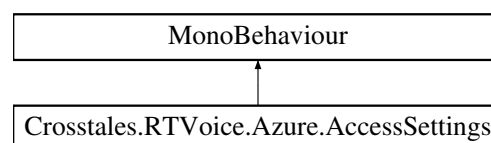
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/MaryTTS/Demo/Scripts/AccessSettings.cs

5.5 Crosstales.RTVoice.Azure.AccessSettings Class Reference

Set the access settings for [Azure](#).

Inheritance diagram for Crosstales.RTVoice.Azure.AccessSettings:



Public Member Functions

- void **OnEndpointEntered** (string ep)
- void **OnRequestEntered** (string req)
- void **OnAPIKeyEntered** (string key)
- void **HideSettings** ()
- void **ShowSettings** ()
- void **SetOkButton** ()

Public Attributes

- [VoiceProviderAzure](#) **Provider**
- GameObject **SettingsPanel**
- InputField **Endpoint**
- InputField **Request**
- InputField **APIKey**
- Button **OkButton**

5.5.1 Detailed Description

Set the access settings for [Azure](#).

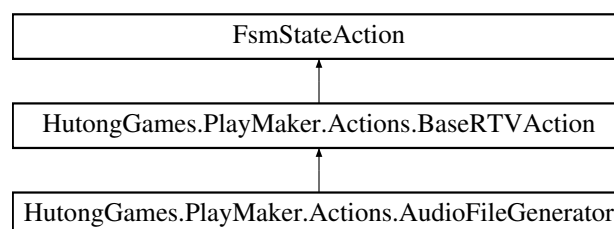
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/3rd party/Azure/↔ Demo/Scripts/AccessSettings.cs

5.6 HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference

AudioFileGenerator-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.AudioFileGenerator:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- [Crosstales.RTVoice.Tool.AudioFileGenerator Obj](#)
Add a [AudioFileGenerator](#) (default: first object in scene).

5.6.1 Detailed Description

AudioFileGenerator-action for [PlayMaker](#).

5.6.2 Member Data Documentation

5.6.2.1 Obj

[Crosstales.RTVoice.Tool.AudioFileGenerator](#) `HutongGames.PlayMaker.Actions.AudioFileGenerator.`↔
`Obj`

Add a [AudioFileGenerator](#) (default: first object in scene).

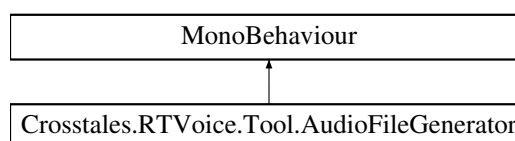
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Play↔
Maker/Scripts/AudioFileGenerator.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 [Generate](#) ()
Generate the audio files from the text files.

Public Attributes

- [AudioFileGeneratorStartEvent](#) **OnStarted**
- [AudioFileGeneratorCompleteEvent](#) **OnCompleted**

Properties

- TextAsset[] [TextFiles](#) [get, set]
Text files to generate.
- bool [FileInsideAssets](#) [get, set]
Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.
- [Common.Model.Enum.SampleRate](#) [SampleRate](#) [get, set]
Set the sample rate of the WAV files. Note: this works only under Windows standalone.
- int [Channels](#) [get, set]
Set the channels of the WAV files. Note: this works only under Windows standalone.
- bool [CreateCopy](#) [get, set]
Creates a copy of the downsampled WAV file and leaves the original intact. Note: this works only under Windows standalone.
- bool [isNormalize](#) [get, set]
Normalize the volume of the WAV files. Note: this works only under Windows standalone.
- bool [GenerateOnStart](#) [get, set]
Enable generating of the texts on start.

Events

- AudioFileGeneratorStart [OnAudioFileGeneratorStart](#)
An event triggered whenever a [AudioFileGenerator](#) 'Generate' is started.
- AudioFileGeneratorComplete [OnAudioFileGeneratorComplete](#)
An event triggered whenever a [AudioFileGenerator](#) 'Generate' is completed.

5.7.1 Detailed Description

Process files with configured speeches.

5.7.2 Member Function Documentation

5.7.2.1 Generate()

```
void Crosstales.RTVoice.Tool.AudioFileGenerator.Generate ( )
```

Generate the audio files from the text files.

5.7.3 Property Documentation

5.7.3.1 Channels

```
int Crosstales.RTVoice.Tool.AudioFileGenerator.Channels [get], [set]
```

Set the channels of the WAV files. Note: this works only under Windows standalone.

5.7.3.2 CreateCopy

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.CreateCopy [get], [set]
```

Creates a copy of the downsampled WAV file and leaves the original intact. Note: this works only under Windows standalone.

5.7.3.3 FileInsideAssets

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.FileInsideAssets [get], [set]
```

Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

5.7.3.4 GenerateOnStart

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.GenerateOnStart [get], [set]
```

Enable generating of the texts on start.

5.7.3.5 isNormalize

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.isNormalize [get], [set]
```

Normalize the volume of the WAV files. Note: this works only under Windows standalone.

5.7.3.6 SampleRate

```
Common.Model.Enum.SampleRate Crosstales.RTVoice.Tool.AudioFileGenerator.SampleRate [get], [set]
```

Set the sample rate of the WAV files. Note: this works only under Windows standalone.

5.7.3.7 TextFiles

TextAsset [] Crosstales.RTVoice.Tool.AudioFileGenerator.TextFiles [get], [set]

Text files to generate.

5.7.4 Event Documentation

5.7.4.1 OnAudioFileGeneratorComplete

AudioFileGeneratorComplete Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGenerator↔
Complete

An event triggered whenever a [AudioFileGenerator](#) 'Generate' is completed.

5.7.4.2 OnAudioFileGeneratorStart

AudioFileGeneratorStart Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGeneratorStart

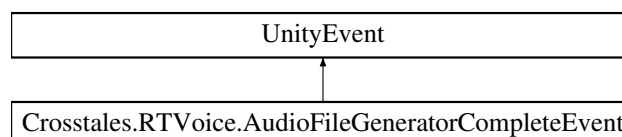
An event triggered whenever a [AudioFileGenerator](#) 'Generate' is started.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/Audio↔
FileGenerator.cs

5.8 Crosstales.RTVoice.AudioFileGeneratorCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.AudioFileGeneratorCompleteEvent:



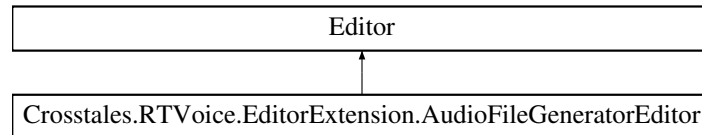
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.↔
cs

5.9 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** ()

5.9.1 Detailed Description

Custom editor for the 'SpeechText'-class.

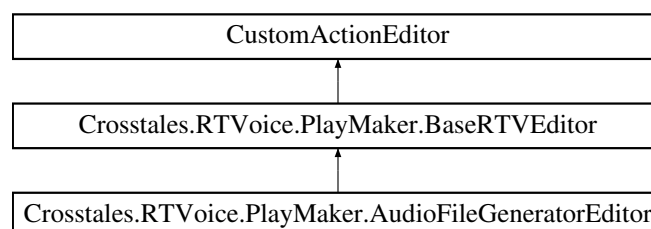
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/AudioFileGeneratorEditor.cs

5.10 Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference

Custom editor for the AudioFileGenerator-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor:



Additional Inherited Members

5.10.1 Detailed Description

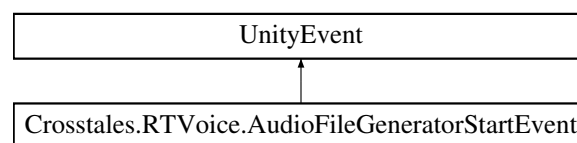
Custom editor for the AudioFileGenerator-action.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/AudioFileGeneratorEditor.cs

5.11 Crosstales.RTVoice.AudioFileGeneratorStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.AudioFileGeneratorStartEvent:



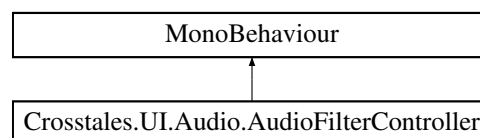
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.12 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



Public Member Functions

- void [FindAllAudioFilters](#) ()
Finds all audio filters in the scene.
- void [ResetAudioFilters](#) ()
Resets all audio filters.
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

- bool [FindAllAudioFiltersOnStart](#) = true
Searches for all audio filters in the whole scene (default: true).
- AudioReverbFilter[] **ReverbFilters**
- AudioChorusFilter[] **ChorusFilters**
- AudioEchoFilter[] **EchoFilters**
- AudioDistortionFilter[] **DistortionFilters**
- AudioLowPassFilter[] **LowPassFilters**
- AudioHighPassFilter[] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter**
- bool **EchoFilter**
- bool **DistortionFilter**
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter**
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter**
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.12.1 Detailed Description

Controller for audio filters.

5.12.2 Member Function Documentation

5.12.2.1 FindAllAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.FindAllAudioFilters ( )
```

Finds all audio filters in the scene.

5.12.2.2 ResetAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.ResetAudioFilters ( )
```

Resets all audio filters.

5.12.3 Member Data Documentation

5.12.3.1 FindAllAudioFiltersOnStart

```
bool Crosstailes.UI.Audio.AudioFilterController.FindAllAudioFiltersOnStart = true
```

Searches for all audio filters in the whole scene (default: true).

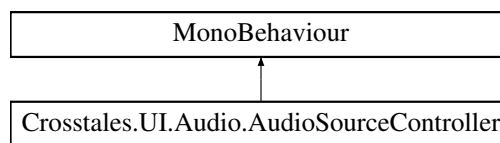
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/Common/UI/Scripts/↔ Audio/AudioFilterController.cs

5.13 Crosstailes.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstailes.UI.Audio.AudioSourceController:



Public Member Functions

- void [FindAllAudioSources](#) ()
Finds all audio sources in the scene.
- void [ResetAllAudioSources](#) ()
Resets all audio sources.
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool [FindAllAudioSourcesOnStart](#) = true
Searches for all AudioSource in the whole scene (default: true).
- AudioSource[] [AudioSources](#)
Active controlled AudioSources.
- bool [ResetAudioSourcesOnStart](#) = true
Resets all active AudioSources (default: true).
- bool [Mute](#)
Mute on/off (default: false).
- bool [Loop](#)
Loop on/off (default: false).
- float [Volume](#) = 1f
Volume of the audio (default: 1)
- float [Pitch](#) = 1f
Pitch of the audio (default: 1).
- float [StereoPan](#)
Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.13.1 Detailed Description

Controller for AudioSources.

5.13.2 Member Function Documentation

5.13.2.1 FindAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.FindAllAudioSources ( )
```

Finds all audio sources in the scene.

5.13.2.2 ResetAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.ResetAllAudioSources ( )
```

Resets all audio sources.

5.13.3 Member Data Documentation

5.13.3.1 AudioSources

```
AudioSource [ ] Crosstales.UI.Audio.AudioSourceController.AudioSources
```

Active controlled AudioSources.

5.13.3.2 FindAllAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.FindAllAudioSourcesOnStart = true
```

Searches for all AudioSource in the whole scene (default: true).

5.13.3.3 Loop

```
bool Crosstales.UI.Audio.AudioSourceController.Loop
```

Loop on/off (default: false).

5.13.3.4 Mute

```
bool Crosstales.UI.Audio.AudioSourceController.Mute
```

Mute on/off (default: false).

5.13.3.5 Pitch

```
float Crosstales.UI.Audio.AudioSourceController.Pitch = 1f
```

Pitch of the audio (default: 1).

5.13.3.6 ResetAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.ResetAudioSourcesOnStart = true
```

Resets all active AudioSources (default: true).

5.13.3.7 StereoPan

```
float Crosstales.UI.Audio.AudioSourceController.StereoPan
```

Stereo pan of the audio (default: 0).

5.13.3.8 Volume

```
float Crosstales.UI.Audio.AudioSourceController.Volume = 1f
```

Volume of the audio (default: 1)

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/↔ Audio/AudioSourceController.cs

5.14 Crosstales.RTVoice.Azure.Authentication Class Reference

This class demonstrates how to get a valid O-auth token

Public Member Functions

- async System.Threading.Tasks.Task< string > [Authenticate](#) (string issueTokenUri, string key)
The Authenticate method needs to be called separately since it runs asynchronously and cannot be in the constructor, nor should it block the main Unity thread.
- string [GetAccessToken](#) ()

5.14.1 Detailed Description

This class demonstrates how to get a valid O-auth token

5.14.2 Member Function Documentation

5.14.2.1 Authenticate()

```
async System.Threading.Tasks.Task<string> Crosstales.RTVoice.Azure.Authentication.Authenticate  
(  
    string issueTokenUri,  
    string key )
```

The Authenticate method needs to be called separately since it runs asynchronously and cannot be in the constructor, nor should it block the main Unity thread.

Parameters

<i>issueTokenUri</i>	
<i>key</i>	

Returns

[Authentication](#) task

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↵ Scripts/TTSCClient.cs

5.15 Crosstales.RTVoice.EditorTask.AutoInitialize Class Reference

Automatically adds the necessary prefabs to the current scene.

5.15.1 Detailed Description

Automatically adds the necessary prefabs to the current scene.

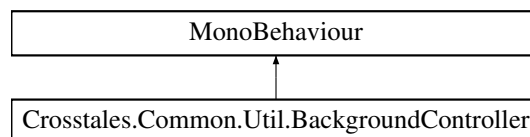
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/Auto↔
Initialize.cs

5.16 Crosstales.Common.Util.BackgroundController Class Reference

Enables or disable game objects on Android or iOS in the background.

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



Public Attributes

- `GameObject[]` [Objects](#)
Selected objects to disable in the background for the controller.

5.16.1 Detailed Description

Enables or disable game objects on Android or iOS in the background.

5.16.2 Member Data Documentation

5.16.2.1 Objects

```
GameObject [] Crosstales.Common.Util.BackgroundController.Objects
```

Selected objects to disable in the background for the controller.

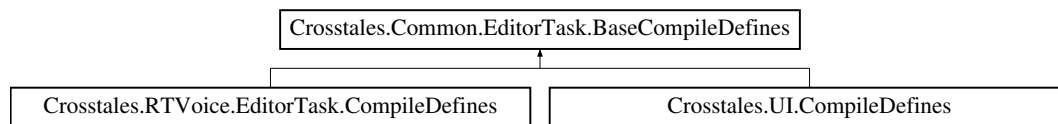
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Background↔
Controller.cs

5.17 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Public Member Functions

- static void [AddSymbolsToAllTargets](#) (params string[] symbols)
Adds the given symbols to the compiler defines.
- static void [RemoveSymbolsFromAllTargets](#) (params string[] symbols)
Removes the given symbols from the compiler defines.

Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[] symbols)
- static void **removeSymbolsFromAllTargets** (params string[] symbols)

5.17.1 Detailed Description

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

5.17.2 Member Function Documentation

5.17.2.1 AddSymbolsToAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.AddSymbolsToAllTargets (
    params string[] symbols ) [static]
```

Adds the given symbols to the compiler defines.

Parameters

<i>symbols</i>	Symbols to add to the compiler defines
----------------	--

5.17.2.2 RemoveSymbolsFromAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.RemoveSymbolsFromAllTargets (
    params string[] symbols ) [static]
```

Removes the given symbols from the compiler defines.

Parameters

<i>symbols</i>	Symbols to remove from the compiler defines
----------------	---

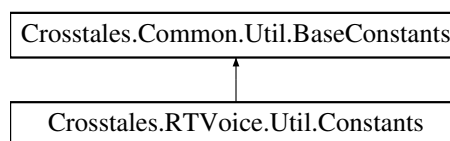
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Editor/Task/BaseCompileDefines.cs

5.18 Crosstales.Common.Util.BaseConstants Class Reference

Base for collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- 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://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string **ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- 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_3P_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".

- const string **ASSET_3P_VOLUMETRIC_AUDIO** = "https://assetstore.unity.com/packages/slug/17125?aid=10111NGT"
URL of the 3rd party asset "Volumetric Audio".
- const string **ASSET_3P_ROCKTOMATE** = "https://assetstore.unity.com/packages/slug/156311?aid=10111NGT"
URL of the 3rd party asset "RockTomate".
- const string **ASSET_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=10111NGT"
URL of the "Badword Filter" asset.
- const string **ASSET_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=10111NGT"
URL of the "DJ" asset.
- const string **ASSET_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=10111NGT"
URL of the "File Browser" asset.
- const string **ASSET_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=10111NGT"
URL of the "Online Check" asset.
- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=10111NGT"
URL of the "Radio" asset.
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=10111NGT"
URL of the "RT-Voice" asset.
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=10111NGT"
URL of the "Turbo Backup" asset.
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=10111NGT"
URL of the "Turbo Builder" asset.
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=10111NGT"
URL of the "Turbo Switch" asset.
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=10111NGT"
URL of the "True Random" asset.
- const int **FACTOR_KB** = 1024
Factor for kilo bytes.
- const int **FACTOR_MB** = **FACTOR_KB** * 1024
Factor for mega bytes.
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
Factor for giga bytes.
- const float **FLOAT_32768** = 32768f
Float value of 32768.
- const float **FLOAT_TOLERANCE** = 0.0001f
Float tolerance.
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
ToString for two decimal places.
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
ToString for no decimal places.
- const string **FORMAT_PERCENT** = "0%"
ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\"
Path delimiter for Windows.
- const string **PATH_DELIMITER_UNIX** = "/"
Path delimiter for Unix.
- static bool **DEV_DEBUG** = false
Development debug logging for the asset.
- 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://"
- static int **PROCESS_KILL_TIME** = 5000
Kill processes after 5000 milliseconds.
- static string **CMD_WINDOWS_PATH** = @"C:\Windows\system32\cmd.exe"
Path to the cmd under Windows.
- static bool **SHOW_BWF_BANNER** = true
Show the BWF banner.
- static bool **SHOW_DJ_BANNER** = true
Show the DJ banner.
- static bool **SHOW_FB_BANNER** = true
Show the FB banner.
- static bool **SHOW_OC_BANNER** = true
Show the OC banner.
- static bool **SHOW_RADIO_BANNER** = true
Show the Radio banner.
- static bool **SHOW_RTV_BANNER** = true
Show the RTV banner.
- static bool **SHOW_TB_BANNER** = true
Show the TB banner.
- static bool **SHOW_TPB_BANNER** = true
Show the TPB banner.
- static bool **SHOW_TPS_BANNER** = true
Show the TPS banner.
- static bool **SHOW_TR_BANNER** = true
Show the TR banner.
- static string **APPLICATION_PATH** => [BaseHelper.ValidatePath](#)(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf("/") + 1))
Application path.

Properties

- static string **PREFIX_FILE** [get]
URL prefix for files.

5.18.1 Detailed Description

Base for collected constants of very general utility for the asset.

5.18.2 Member Data Documentation

5.18.2.1 APPLICATION_PATH

```
string Crosstales.Common.Util.BaseConstants.APPLICATION_PATH => BaseHelper.ValidatePath(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1)) [static]
```

Application path.

5.18.2.2 ASSET_3P_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=10111NGT" [static]
```

URL of the 3rd party asset "PlayMaker".

5.18.2.3 ASSET_3P_ROCKTOMATE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_ROCKTOMATE = "https://assetstore.unity.com/packages/slug/156311?aid=10111NGT" [static]
```

URL of the 3rd party asset "RockTomate".

5.18.2.4 ASSET_3P_VOLUMETRIC_AUDIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.unity.com/packages/slug/17125?aid=10111NGT" [static]
```

URL of the 3rd party asset "Volumetric Audio".

5.18.2.5 ASSET_AUTHOR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC" [static]
```

Author of the asset.

5.18.2.6 ASSET_AUTHOR_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR_URL = "https://www.crosstales.com" [static]
```

URL of the asset author.

5.18.2.7 ASSET_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.↵  
com/packages/slug/26255?aid=10111NGT" [static]
```

URL of the "Badword Filter" asset.

5.18.2.8 ASSET_CT_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.↵  
com/lists/crosstales-42213?aid=10111NGT" [static]
```

URL of the crosstales assets in UAS.

5.18.2.9 ASSET_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.↵  
com/packages/slug/41993?aid=10111NGT" [static]
```

URL of the "DJ" asset.

5.18.2.10 ASSET_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.↵  
com/packages/slug/98713?aid=10111NGT" [static]
```

URL of the "File Browser" asset.

5.18.2.11 ASSET_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.↵  
com/packages/slug/74688?aid=10111NGT" [static]
```

URL of the "Online Check" asset.

5.18.2.12 ASSET_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↵  
com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the "Radio" asset.

5.18.2.13 ASSET_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↵  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the "RT-Voice" asset.

5.18.2.14 ASSET_SOCIAL_DISCORD

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.↵  
gg/ZbZ2sh4" [static]
```

URL of the crosstales Discord-channel.

5.18.2.15 ASSET_SOCIAL_FACEBOOK

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.↵  
facebook.com/crosstales/" [static]
```

URL of the crosstales Facebook-profile.

5.18.2.16 ASSET_SOCIAL_LINKEDIN

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.↵  
linkedin.com/company/crosstales" [static]
```

URL of the crosstales LinkedIn-profile.

5.18.2.17 ASSET_SOCIAL_TWITTER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.↵  
com/crosstales" [static]
```

URL of the crosstales Twitter-profile.

5.18.2.18 ASSET_SOCIAL_YOUTUBE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.↵  
com/c/Crosstales" [static]
```

URL of the crosstales Youtube-profile.

5.18.2.19 ASSET_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=10111NGT" [static]
```

URL of the "Turbo Backup" asset.

5.18.2.20 ASSET_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=10111NGT" [static]
```

URL of the "Turbo Builder" asset.

5.18.2.21 ASSET_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=10111NGT" [static]
```

URL of the "Turbo Switch" asset.

5.18.2.22 ASSET_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=10111NGT" [static]
```

URL of the "True Random" asset.

5.18.2.23 CMD_WINDOWS_PATH

```
string Crosstales.Common.Util.BaseConstants.CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe" [static]
```

Path to the cmd under Windows.

5.18.2.24 DEV_DEBUG

```
bool Crosstales.Common.Util.BaseConstants.DEV_DEBUG = false [static]
```

Development debug logging for the asset.

5.18.2.25 FACTOR_GB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024 [static]
```

Factor for giga bytes.

5.18.2.26 FACTOR_KB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024 [static]
```

Factor for kilo bytes.

5.18.2.27 FACTOR_MB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024 [static]
```

Factor for mega bytes.

5.18.2.28 FLOAT_32768

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f [static]
```

Float value of 32768.

5.18.2.29 FLOAT_TOLERANCE

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_TOLERANCE = 0.0001f [static]
```

Float tolerance.

5.18.2.30 FORMAT_NO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0" [static]
```

ToString for no decimal places.

5.18.2.31 FORMAT_PERCENT

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%" [static]
```

ToString for percent.

5.18.2.32 FORMAT_TWO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00" [static]
```

ToString for two decimal places.

5.18.2.33 PATH_DELIMITER_UNIX

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/" [static]
```

Path delimiter for Unix.

5.18.2.34 PATH_DELIMITER_WINDOWS

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\" [static]
```

Path delimiter for Windows.

5.18.2.35 PROCESS_KILL_TIME

```
int Crosstales.Common.Util.BaseConstants.PROCESS_KILL_TIME = 5000 [static]
```

Kill processes after 5000 milliseconds.

5.18.2.36 SHOW_BWF_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_BWF_BANNER = true [static]
```

Show the BWF banner.

5.18.2.37 SHOW_DJ_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_DJ_BANNER = true [static]
```

Show the DJ banner.

5.18.2.38 SHOW_FB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_FB_BANNER = true [static]
```

Show the FB banner.

5.18.2.39 SHOW_OC_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_OC_BANNER = true [static]
```

Show the OC banner.

5.18.2.40 SHOW_RADIO_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RADIO_BANNER = true [static]
```

Show the Radio banner.

5.18.2.41 SHOW_RTV_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RTV_BANNER = true [static]
```

Show the RTV banner.

5.18.2.42 SHOW_TB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TB_BANNER = true [static]
```

Show the TB banner.

5.18.2.43 SHOW_TPB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPB_BANNER = true [static]
```

Show the TPB banner.

5.18.2.44 SHOW_TPS_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPS_BANNER = true [static]
```

Show the TPS banner.

5.18.2.45 SHOW_TR_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TR_BANNER = true [static]
```

Show the TR banner.

5.18.3 Property Documentation

5.18.3.1 PREFIX_FILE

```
string Crosstales.Common.Util.BaseConstants.PREFIX_FILE [static], [get]
```

URL prefix for files.

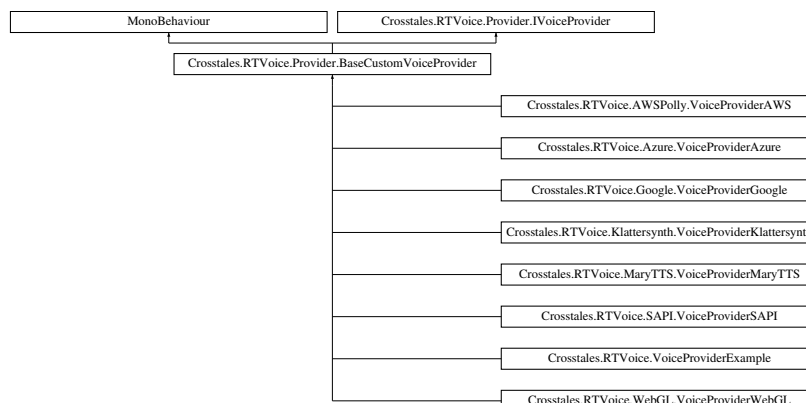
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs

5.19 Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference

Base class for custom voice providers (TTS-systems).

Inheritance diagram for Crosstales.RTVoice.Provider.BaseCustomVoiceProvider:



Public Member Functions

- 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.
- virtual IEnumerator [SpeakWithClip](#) ([Model.Wrapper](#) wrapper, AudioClip clip)
The provider speaks a text with a given AudioClip.
- abstract void [Load](#) (bool forceReload=false)
Load the provider (e.g. all voices).
- abstract void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).
- abstract void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).

Public Attributes

- virtual System.Collections.Generic.List< [Model.Voice](#) > **Voices** => cachedVoices

Protected Member Functions

- virtual string [getOutputFile](#) (string uid, bool isPersistentData=false)
- virtual IEnumerator [playAudioFile](#) ([Model.Wrapper](#) wrapper, AudioClip ac, bool isNative=false)
- virtual IEnumerator [playAudioFile](#) ([Model.Wrapper](#) wrapper, string url, string outputFile, AudioType type=AudioType.WAV, bool isNative=false, bool isLocalFile=true, System.Collections.Generic.Dictionary<string, string> headers=null)
- virtual void [copyAudioFile](#) ([Model.Wrapper](#) wrapper, string outputFile, bool isLocalFile=true, byte[] data=null)
- virtual void [processAudioFile](#) ([Model.Wrapper](#) wrapper, string outputFile, bool isLocalFile=true, byte[] data=null)
- virtual string [getVoiceName](#) ([Model.Wrapper](#) wrapper)
- void [onVoicesReady](#) ()
- void [onSpeakStart](#) ([Model.Wrapper](#) wrapper)
- void [onSpeakComplete](#) ([Model.Wrapper](#) wrapper)
- void [onSpeakCurrentWord](#) ([Model.Wrapper](#) wrapper, string[] speechTextArray, int wordIndex)
- void [onSpeakCurrentPhoneme](#) ([Model.Wrapper](#) wrapper, string phoneme)
- void [onSpeakCurrentViseme](#) ([Model.Wrapper](#) wrapper, string viseme)
- void [onSpeakAudioGenerationStart](#) ([Model.Wrapper](#) wrapper)
- void [onSpeakAudioGenerationComplete](#) ([Model.Wrapper](#) wrapper)
- void [onErrorInfo](#) ([Model.Wrapper](#) wrapper, string info)

Static Protected Member Functions

- static string [getValidXML](#) (string xml)

Protected Attributes

- System.Collections.Generic.List< [Model.Voice](#) > **cachedVoices** = new System.Collections.Generic.List<[Model.Voice](#)>()
- bool **silence**

Properties

- bool **isActive** [get, set]
- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract bool **isWorkingInPlaymode** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- abstract bool **isIL2CPPSupported** [get]
- abstract bool **hasVoicesInEditor** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

Events

- VoicesReady [OnVoicesReady](#)
An event triggered whenever the voices of a provider are ready.
- SpeakStart [OnSpeakStart](#)
An event triggered whenever a speak is started.
- SpeakComplete [OnSpeakComplete](#)
An event triggered whenever a speak is completed.
- SpeakCurrentWord [OnSpeakCurrentWord](#)
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)
An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- SpeakCurrentViseme [OnSpeakCurrentViseme](#)
An event triggered whenever a new viseme is spoken (native mode, Windows only).
- SpeakAudioGenerationStart [OnSpeakAudioGenerationStart](#)
An event triggered whenever a speak audio generation is started.
- SpeakAudioGenerationComplete [OnSpeakAudioGenerationComplete](#)
An event triggered whenever a speak audio generation is completed.
- ErrorInfo [OnErrorInfo](#)
An event triggered whenever an error occurs.

5.19.1 Detailed Description

Base class for custom voice providers (TTS-systems).

5.19.2 Member Function Documentation

5.19.2.1 Generate()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.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.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.2.2 GenerateInEditor()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.GenerateInEditor (
    Model Wrapper wrapper ) [pure virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.VoiceProviderExample](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.2.3 Load()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Load (
    bool forceReload = false ) [pure virtual]
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.2.4 Silence() [1/2]

```
virtual void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), and [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#).

5.19.2.5 Silence() [2/2]

```
virtual void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#).

5.19.2.6 Speak()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Speak (
    Model.Wrapper wrapper ) [pure virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.2.7 SpeakNative()

```
abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.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.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.2.8 SpeakNativeInEditor()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.SpeakNativeInEditor (
    Model Wrapper wrapper ) [pure virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.2.9 SpeakWithClip()

```
virtual IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.SpeakWithClip (
    Model.Wrapper wrapper,
    AudioClip clip ) [virtual]
```

The provider speaks a text with a given AudioClip.

Parameters

<i>wrapper</i>	Wrapper containing the data.
<i>clip</i>	AudioClip with the speech audio.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

5.19.3 Event Documentation

5.19.3.1 OnErrorInfo

```
ErrorInfo Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnErrorInfo
```

An event triggered whenever an error occurs.

5.19.3.2 OnSpeakAudioGenerationComplete

```
SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeak↔
AudioGenerationComplete
```

An event triggered whenever a speak audio generation is completed.

5.19.3.3 OnSpeakAudioGenerationStart

```
SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudio↔
GenerationStart
```

An event triggered whenever a speak audio generation is started.

5.19.3.4 OnSpeakComplete

SpeakComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakComplete

An event triggered whenever a speak is completed.

5.19.3.5 OnSpeakCurrentPhoneme

SpeakCurrentPhoneme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentPhoneme

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

5.19.3.6 OnSpeakCurrentViseme

SpeakCurrentViseme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentViseme

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

5.19.3.7 OnSpeakCurrentWord

SpeakCurrentWord Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentWord

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

5.19.3.8 OnSpeakStart

SpeakStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakStart

An event triggered whenever a speak is started.

5.19.3.9 OnVoicesReady

VoicesReady Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnVoicesReady

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

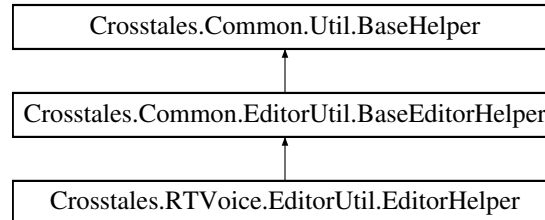
The documentation for this class was generated from the following file:

- D:/slauberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/BaseCustomVoiceProvider.cs

5.20 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")
Restart Unity.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [ReadOnlyTextField](#) (string label, string text)
Generates a read-only text field with a label.
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)
Refreshes the asset database.
- static void [InvokeMethod](#) (string className, string methodName, params object[] parameters)
Invokes a public static method on a full qualified class.
- static bool [IsValidBuildTarget](#) (BuildTarget target)
Returns the true if the BuildTarget is installed in Unity.
- static string [getCLIArgument](#) (string name)
Returns an argument for a name from the command line.
- static BuildTarget [getBuildTargetForBuildName](#) (string build)
Returns the BuildTarget for a build name, like 'win64'.
- static string [getBuildNameFromBuildTarget](#) (BuildTarget build)
Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > [FindAssetsByType< T > \(\)](#)
Returns assets for a certain type.

Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")

- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")
- static Texture2D **Social_YouTube** => loadImage(ref social_YouTube, "social_YouTube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_VolumetricAudio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")

Additional Inherited Members

5.20.1 Detailed Description

Base for various Editor helper functions.

5.20.2 Member Function Documentation

5.20.2.1 FindAssetsByType< T >()

```
static System.Collections.Generic.List<T> Crosstales.Common.EditorUtil.BaseEditorHelper.FindAssetsByType< T > ( ) [static]
```

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T: *Object*

5.20.2.2 getBuildNameFromBuildTarget()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildNameFromBuildTarget (
    BuildTarget build ) [static]
```

Returns the build name for a BuildTarget.

Parameters

<i>build</i>	BuildTarget for a build name
--------------	------------------------------

Returns

The build name for a BuildTarget.

5.20.2.3 getBuildTargetForBuildName()

```
static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildTargetForBuildName (
    string build ) [static]
```

Returns the BuildTarget for a build name, like 'win64'.

Parameters

<i>build</i>	Build name, like 'win64'
--------------	--------------------------

Returns

The BuildTarget for a build name.

5.20.2.4 getCLIArgument()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument (
    string name ) [static]
```

Returns an argument for a name from the command line.

Parameters

<i>name</i>	Name for the argument
-------------	-----------------------

Returns

True if the BuildTarget is installed in Unity.

5.20.2.5 InvokeMethod()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InvokeMethod (
    string className,
    string methodName,
    params object[] parameters ) [static]
```

Invokes a public static method on a full qualified class.

Parameters

<i>className</i>	Full qualified name of the class
<i>methodName</i>	Public static method of the class to execute
<i>parameters</i>	Parameters for the method (optional)

5.20.2.6 isValidBuildTarget()

```
static bool Crosstales.Common.EditorUtil.BaseEditorHelper.isValidBuildTarget (
    BuildTarget target ) [static]
```

Returns the true if the BuildTarget is installed in Unity.

Parameters

<i>target</i>	BuildTarget to test
---------------	---------------------

Returns

True if the BuildTarget is installed in Unity.

5.20.2.7 ReadOnlyTextField()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.ReadOnlyTextField (
    string label,
    string text ) [static]
```

Generates a read-only text field with a label.

5.20.2.8 RefreshAssetDatabase()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase (
    ImportAssetOptions options = ImportAssetOptions.Default ) [static]
```

Refreshes the asset database.

Parameters

<i>options</i>	Asset import options (default: ImportAssetOptions.Default, optional).
----------------	---

5.20.2.9 RestartUnity()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RestartUnity (
    string executeMethod = "" ) [static]
```

Restart Unity.

Parameters

<i>executeMethod</i>	Executed method after the restart (optional)
----------------------	--

5.20.2.10 SeparatorUI()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.SeparatorUI (
    int space = 12 ) [static]
```

Shows a separator-UI.

Parameters

<i>space</i>	Space in pixels between the component and the separator line (default: 12, optional).
--------------	---

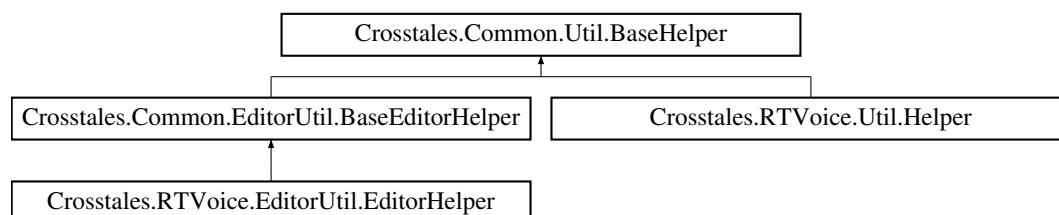
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Editor/Util/Base↔ EditorHelper.cs

5.21 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static bool [OpenURL](#) (string url)
Opens the given URL with the file explorer or browser.
- static string [CreateString](#) (string replaceChars, int stringLength)
Creates a string of characters with a given length.
- static bool [hasActiveClip](#) (AudioSource source)
Determines if an AudioSource has an active clip.
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)
Find files inside a path.
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)
Find directories inside.
- static string[] [GetDrives](#) ()
Find all logical drives.
- static string [ValidURLFromFilePath](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- 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 System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)
Split the given text to lines and return it as list.
- static string [FormatBytesToHRF](#) (long bytes)
Format byte-value to Human-Readable-Form.
- static string [FormatSecondsToHourMinSec](#) (double seconds)
Format seconds to Human-Readable-Form.
- 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 bool [IsValidURL](#) (string url)
Checks if the URL is valid.
- static void [FileCopy](#) (string inputFile, string outputFile, bool move=false)
Copy or move a file.
- static void [ShowFileLocation](#) (string file)
Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms
- static void [OpenFile](#) (string file)
Opens a file with the OS default application. NOTE: only works for standalone platforms
- static string [getIP](#) (string host)
Returns the IP of a given host name.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")
- static bool **ApplicationIsPlaying** = Application.isPlaying
- static bool **isStandalonePlatform** => **isWindowsPlatform** || **isMacOSPlatform** || **isLinuxPlatform**
Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool **isWebPlatform** => **isWebGLPlatform**
Checks if the current platform is Web (WebPlayer or WebGL).
- static bool **isWindowsBasedPlatform** => **isWindowsPlatform** || **isWSAPlatform** || **isXboxOnePlatform**
Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool **isWSABasedPlatform** => **isWSAPlatform** || **isXboxOnePlatform**
Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool **isAppleBasedPlatform** => **isMacOSPlatform** || **isIOSPlatform** || **isTvOSPlatform**
Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool **isIOSBasedPlatform** => **isIOSPlatform** || **isTvOSPlatform**
Checks if the current platform is iOS-based (iOS or tvOS).
- static bool **isMobilePlatform** => **isAndroidPlatform** || **isIOSBasedPlatform**
Checks if the current platform is mobile (Android and iOS).
- static bool **isEditor** => **isWindowsEditor** || **isMacOSEditor** || **isLinuxEditor**
Checks if we are inside the Editor.
- static bool **isEditorMode** => **isEditor** && !Application.isPlaying
Checks if we are in Editor mode.

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex** = new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.RegularExpressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.RegularExpressions.Regex(@"<.*?>")
- static readonly System.Random **rnd** = new System.Random()
- const string **file_prefix** = "file://"

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 OSX.
- 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 **isTvOSPlatform** [get]

- Checks if the current platform is tvOS.*
- static bool [isWSAPlatform](#) [get]
- Checks if the current platform is WSA.*
- static bool [isXboxOnePlatform](#) [get]
- Checks if the current platform is XboxOne.*
- static bool [isPS4Platform](#) [get]
- Checks if the current platform is PS4.*
- static bool [isWebGLPlatform](#) [get]
- Checks if the current platform is WebGL.*
- static bool [isWindowsEditor](#) [get]
- Checks if we are inside the Windows Editor.*
- static bool [isMacOSEditor](#) [get]
- Checks if we are inside the macOS Editor.*
- static bool [isLinuxEditor](#) [get]
- Checks if we are inside the Linux Editor.*
- static bool [isIL2CPP](#) [get]
- Checks if the current build target uses IL2CPP.*
- static [Model.Enum.Platform?](#) [CurrentPlatform](#) [get]
- Returns the current platform.*
- static string [StreamingAssetsPath](#) [get]
- Returns the path to the the "Streaming Assets".*

5.21.1 Detailed Description

Base for various helper functions.

5.21.2 Member Function Documentation

5.21.2.1 CleanUrl()

```
static string Crosstales.Common.Util.BaseHelper.CleanUrl (  
    string url,  
    bool removeProtocol = true,  
    bool removeWWW = true,  
    bool removeSlash = true ) [static]
```

Cleans a given URL.

Parameters

<i>url</i>	URL to clean
<i>removeProtocol</i>	Remove the protocol, e.g. http:// (default: true, optional).
<i>removeWWW</i>	Remove www (default: true, optional).
<i>removeSlash</i>	Remove slash at the end (default: true, optional)

Returns

Clean URL

5.21.2.2 ClearLineEndings()

```
static string Crosstales.Common.Util.BaseHelper.ClearLineEndings (  
    string text ) [static]
```

Cleans a given text from line endings.

Parameters

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

Returns

Clean text without line endings.

5.21.2.3 ClearSpaces()

```
static string Crosstales.Common.Util.BaseHelper.ClearSpaces (  
    string text ) [static]
```

Cleans a given text from multiple spaces.

Parameters

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

Returns

Clean text without multiple spaces.

5.21.2.4 ClearTags()

```
static string Crosstales.Common.Util.BaseHelper.ClearTags (  
    string text ) [static]
```

Cleans a given text from tags.

Parameters

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

Returns

Clean text without tags.

5.21.2.5 CreateString()

```
static string Crosstales.Common.Util.BaseHelper.CreateString (
    string replaceChars,
    int stringLength ) [static]
```

Creates a string of characters with a given length.

Parameters

<i>replaceChars</i>	Characters to generate the string (if more than one character is used, the generated string will be a randomized result of all characters)
<i>stringLength</i>	Length of the generated string

Returns

Generated string

5.21.2.6 FileCopy()

```
static void Crosstales.Common.Util.BaseHelper.FileCopy (
    string inputFile,
    string outputFile,
    bool move = false ) [static]
```

Copy or move a file.

Parameters

<i>inputFile</i>	Input file path
<i>outputFile</i>	Output file path
<i>move</i>	Move file instead of copy (default: false, optional)

5.21.2.7 FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (
    long bytes ) [static]
```

Format byte-value to Human-Readable-Form.

Returns

Formatted byte-value in Human-Readable-Form.

5.21.2.8 FormatSecondsToHourMinSec()

```
static string Crosstales.Common.Util.BaseHelper.FormatSecondsToHourMinSec (
    double seconds ) [static]
```

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.21.2.9 GetDirectories()

```
static string [ ] Crosstales.Common.Util.BaseHelper.GetDirectories (
    string path,
    bool isRecursive = false ) [static]
```

Find directories inside.

Parameters

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (default: false, optional)

Returns

Returns array of the found directories inside the path. Zero length array when an error occurred.

5.21.2.10 GetDrives()

```
static string [ ] Crosstales.Common.Util.BaseHelper.GetDrives ( ) [static]
```

Find all logical drives.

Returns

Returns array of the found drives. Zero length array when an error occurred.

5.21.2.11 GetFiles()

```
static string [] Crosstales.Common.Util.BaseHelper.GetFiles (
    string path,
    bool isRecursive = false,
    params string[] extensions ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.21.2.12 getIP()

```
static string Crosstales.Common.Util.BaseHelper.getIP (
    string host ) [static]
```

Returns the IP of a given host name.

Parameters

<i>host</i>	Host name
-------------	-----------

Returns

IP of a given host name.

5.21.2.13 hasActiveClip()

```
static bool Crosstales.Common.Util.BaseHelper.hasActiveClip (
    AudioSource source ) [static]
```

Determines if an AudioSource has an active clip.

Parameters

<i>source</i>	AudioSource to check.
---------------	-----------------------

Returns

True if the AudioSource has an active clip.

5.21.2.14 HSVToRGB()

```
static Color Crosstales.Common.Util.BaseHelper.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.

5.21.2.15 isValidURL()

```
static bool Crosstales.Common.Util.BaseHelper.isValidURL (
    string url ) [static]
```

Checks if the URL is valid.

Parameters

<i>url</i>	URL to check
------------	--------------

Returns

True if the URL is valid.

5.21.2.16 OpenFile()

```
static void Crosstales.Common.Util.BaseHelper.OpenFile (
    string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.21.2.17 OpenURL()

```
static bool Crosstales.Common.Util.BaseHelper.OpenURL (
    string url ) [static]
```

Opens the given URL with the file explorer or browser.

Parameters

<i>url</i>	URL to open
------------	-------------

Returns

True if the URL was valid.

5.21.2.18 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.BaseHelper.RemoteCertificateValidationCallback (
    object sender,
    System.Security.Cryptography.X509Certificates.X509Certificate certificate,
    System.Security.Cryptography.X509Certificates.X509Chain chain,
    System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

5.21.2.19 ShowFileLocation()

```
static void Crosstales.Common.Util.BaseHelper.ShowFileLocation (
    string file ) [static]
```

Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.21.2.20 SplitStringToLines()

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.SplitStringToLines (
    string text,
    bool ignoreCommentedLines = true,
    int skipHeaderLines = 0,
    int skipFooterLines = 0 ) [static]
```

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

Parameters

<i>text</i>	Complete text fragment
<i>ignoreCommentedLines</i>	Ignore commente lines (default: true, optional)
<i>skipHeaderLines</i>	Number of skipped header lines (default: 0, optional)
<i>skipFooterLines</i>	Number of skipped footer lines (default: 0, optional)

Returns

Splitted lines as array

5.21.2.21 ValidateFile()

```
static string Crosstales.Common.Util.BaseHelper.ValidateFile (
    string path ) [static]
```

Validates a given file.

Parameters

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

Returns

Valid file path

5.21.2.22 ValidatePath()

```
static string Crosstales.Common.Util.BaseHelper.ValidatePath (
    string path,
    bool addEndDelimiter = true ) [static]
```

Validates a given path and add missing slash.

Parameters

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)

Returns

Valid path

5.21.2.23 ValidURLFromFilePath()

```
static string Crosstales.Common.Util.BaseHelper.ValidURLFromFilePath (
    string path ) [static]
```

Validates a given file.

Parameters

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

Returns

Valid file path

5.21.3 Member Data Documentation

5.21.3.1 isAppleBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform => isMacOSPlatform || isIOSPlatform
|| isTvOSPlatform [static]
```

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

Returns

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

5.21.3.2 isEditor

```
bool Crosstales.Common.Util.BaseHelper.isEditor => isWindowsEditor || isMacOSEditor || isLinuxEditor  
[static]
```

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.21.3.3 isEditorMode

```
bool Crosstales.Common.Util.BaseHelper.isEditorMode => isEditor && !ApplicationIsPlaying [static]
```

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.21.3.4 isIOSBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSBasedPlatform => isIOSPlatform || isTvOSPlatform  
[static]
```

Checks if the current platform is iOS-based (iOS or tvOS).

Returns

True if the current platform is iOS-based (iOS or tvOS).

5.21.3.5 isMobilePlatform

```
bool Crosstales.Common.Util.BaseHelper.isMobilePlatform => isAndroidPlatform || isIOSBasedPlatform  
[static]
```

Checks if the current platform is mobile (Android and iOS).

Returns

True if the current platform is mobile (Android and iOS).

5.21.3.6 isStandalonePlatform

```
bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform => isWindowsPlatform || isMacOSPlatform  
|| isLinuxPlatform [static]
```

Checks if the current platform is standalone (Windows, macOS or Linux).

Returns

True if the current platform is standalone (Windows, macOS or Linux).

5.21.3.7 isWebPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebPlatform => isWebGLPlatform [static]
```

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

Returns

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

5.21.3.8 isWindowsBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform => isWindowsPlatform || isWSAPlatform  
|| isXboxOnePlatform [static]
```

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

Returns

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

5.21.3.9 isWSABasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSABasedPlatform => isWSAPlatform || isXboxOnePlatform  
[static]
```

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

Returns

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

5.21.4 Property Documentation

5.21.4.1 CurrentPlatform

`Model.Enum.Platform?` `Crosstales.Common.Util.BaseHelper.CurrentPlatform` [static], [get]

Returns the current platform.

Returns

The current platform.

5.21.4.2 isAndroidPlatform

`bool` `Crosstales.Common.Util.BaseHelper.isAndroidPlatform` [static], [get]

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.21.4.3 isIL2CPP

`bool` `Crosstales.Common.Util.BaseHelper.isIL2CPP` [static], [get]

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.21.4.4 isInternetAvailable

`bool` `Crosstales.Common.Util.BaseHelper.isInternetAvailable` [static], [get]

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.21.4.5 isIOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSPlatform [static], [get]
```

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.21.4.6 isLinuxEditor

```
bool Crosstales.Common.Util.BaseHelper.isLinuxEditor [static], [get]
```

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.21.4.7 isLinuxPlatform

```
bool Crosstales.Common.Util.BaseHelper.isLinuxPlatform [static], [get]
```

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.21.4.8 isMacOSEditor

```
bool Crosstales.Common.Util.BaseHelper.isMacOSEditor [static], [get]
```

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.21.4.9 isMacOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isMacOSPlatform [static], [get]
```

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.21.4.10 isPS4Platform

```
bool Crosstales.Common.Util.BaseHelper.isPS4Platform [static], [get]
```

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.21.4.11 isTvOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isTvOSPlatform [static], [get]
```

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.21.4.12 isWebGLPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebGLPlatform [static], [get]
```

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.21.4.13 isWindowsEditor

```
bool Crosstales.Common.Util.BaseHelper.isWindowsEditor [static], [get]
```

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.21.4.14 isWindowsPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsPlatform [static], [get]
```

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.21.4.15 isWSAPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSAPlatform [static], [get]
```

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.21.4.16 isXboxOnePlatform

```
bool Crosstales.Common.Util.BaseHelper.isXboxOnePlatform [static], [get]
```

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

5.21.4.17 StreamingAssetsPath

```
string Crosstales.Common.Util.BaseHelper.StreamingAssetsPath [static], [get]
```

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

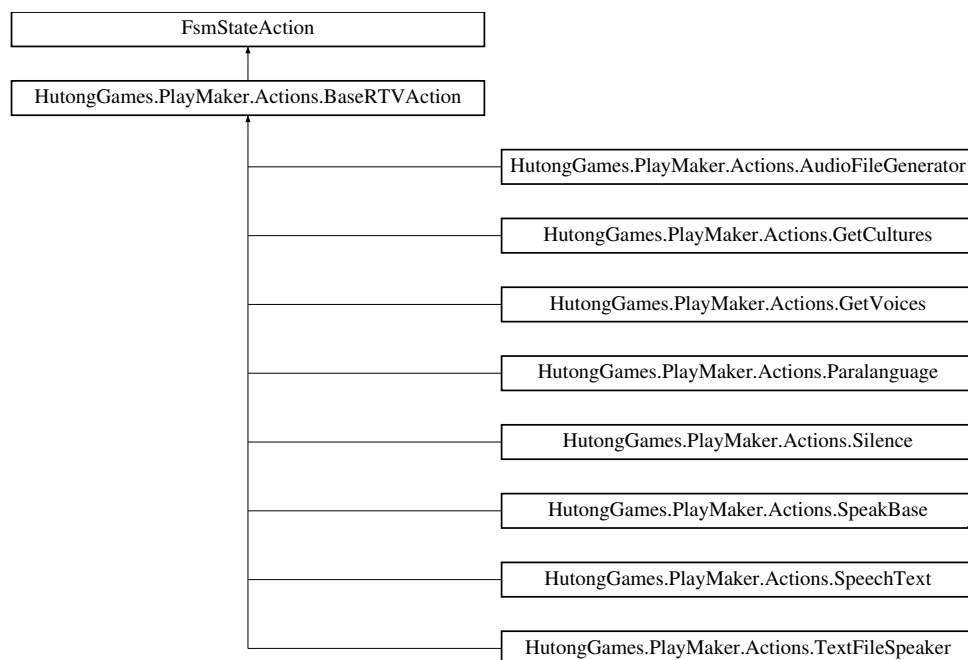
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

5.22 HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference

Base class for RT-Voice actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRTVAction:



Public Attributes

- FsmEvent **sendEvent**

5.22.1 Detailed Description

Base class for RT-Voice actions in [PlayMaker](#).

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/BaseRTVAction.cs

5.23 Crosstales.RTVoice.PlayMaker.BaseRTVEditor Class Reference

Base class for RT-Voice custom editors in [PlayMaker](#).

Inheritance diagram for Crosstales.RTVoice.PlayMaker.BaseRTVEditor:



Public Member Functions

- override bool **OnGUI** ()

5.23.1 Detailed Description

Base class for RT-Voice custom editors in [PlayMaker](#).

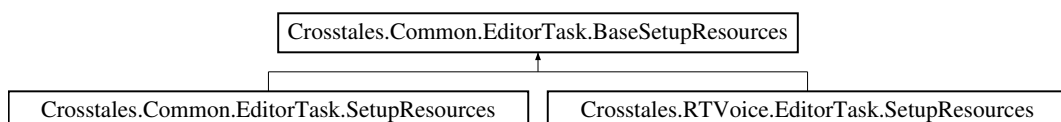
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/BaseRTVEditor.cs

5.24 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base-class for moving all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

- static void **setupResources** (string source, string sourceFolder, string target, string targetFolder, string metafile)

5.24.1 Detailed Description

Base-class for moving all resources to 'Editor Default Resources'.

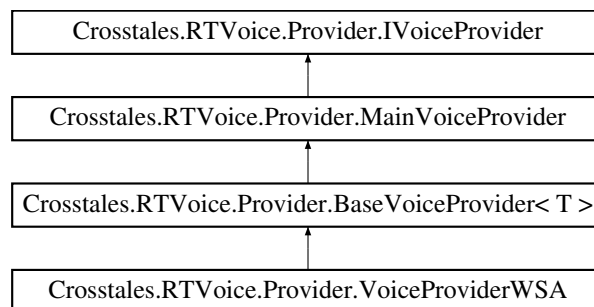
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Editor/Task/Base↔ SetupResources.cs

5.25 Crosstales.RTVoice.Provider.BaseVoiceProvider< T > Class Template Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider< T >:



Static Public Attributes

- static T **Instance** => instance == null ? instance = new T() : instance
Returns the singleton instance of this class.

Static Protected Attributes

- static T **instance**

Additional Inherited Members

5.25.1 Detailed Description

Base class for voice providers.

Type Constraints

T : *new()*

5.25.2 Member Data Documentation

5.25.2.1 Instance

```
T Crosstailes.RTVoice.Provider.BaseVoiceProvider< T >.Instance => instance == null ? instance  
= new T() : instance [static]
```

Returns the singleton instance of this class.

Returns

Singleton instance of this class.

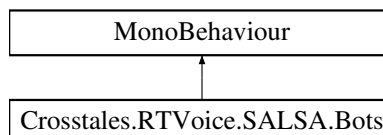
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/Scripts/Provider/BaseVoiceProvider.cs

5.26 Crosstailes.RTVoice.SALSA.Bots Class Reference

This is a class for conversations between two SALSA-Bots.

Inheritance diagram for Crosstailes.RTVoice.SALSA.Bots:



Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- string[] **ConversationsA**
- string[] **ConversationsB**

5.26.1 Detailed Description

This is a class for conversations between two SALSA-Bots.

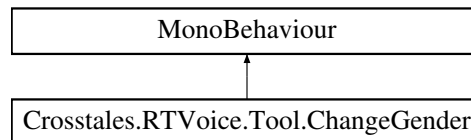
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/3rd party/SALSA/Scripts/Bots.cs

5.27 Crosstales.RTVoice.Tool.ChangeGender Class Reference

Change the gender of all voices (useful for eSpeak).

Inheritance diagram for Crosstales.RTVoice.Tool.ChangeGender:



Public Member Functions

- void **GenderChanged** (int index)
- void **Change** ()

Public Attributes

- [Model.Enum.Gender NewGender](#)
The new gender for all voices.
- bool [ESpeakOnly](#) = true
Change voices only when eSpeak is used (default: true).

5.27.1 Detailed Description

Change the gender of all voices (useful for eSpeak).

5.27.2 Member Data Documentation

5.27.2.1 ESpeakOnly

```
bool Crosstales.RTVoice.Tool.ChangeGender.ESpeakOnly = true
```

Change voices only when eSpeak is used (default: true).

5.27.2.2 NewGender

```
Model.Enum.Gender Crosstales.RTVoice.Tool.ChangeGender.NewGender
```

The new gender for all voices.

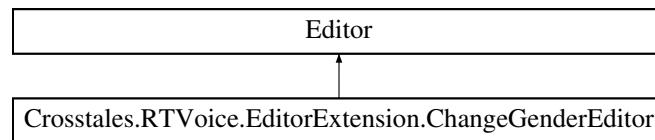
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/ChangeGender.cs

5.28 Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference

Custom editor for the 'ChangeGender'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ChangeGenderEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.28.1 Detailed Description

Custom editor for the 'ChangeGender'-class.

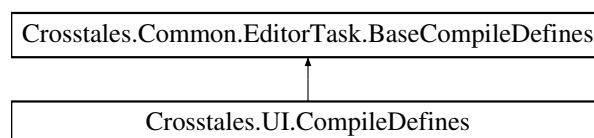
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/ChangeGenderEditor.cs

5.29 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



Additional Inherited Members

5.29.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

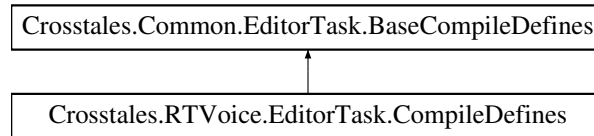
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Editor/CompileDefines.cs

5.30 Crosstales.RTVoice.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.RTVoice.EditorTask.CompileDefines:



Additional Inherited Members

5.30.1 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/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/CompileDefines.cs

5.31 Crosstales.RTVoice.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static string [ASSET_PATH](#) = "/Plugins/crosstales/RTVoice/"
Path to the asset inside the Unity project.
- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG || [Constants.DEV_DEBUG](#)
Enable or disable debug logging for the asset.
- static bool [AUDIOFILE_AUTOMATIC_DELETE](#) = Constants.DEFAULT_AUDIOFILE_AUTOMATIC_DELETE
Automatically delete the generated audio files.
- static bool [ENFORCE_STANDALONE_TTS](#) = Constants.DEFAULT_ENFORCE_STANDALONE_TTS
Enforce standalone TTS (for development).
- static string [TTS_MACOS](#) = Constants.DEFAULT_TTS_MACOS
Location of the TTS-system under MacOS.
- static bool [isLoading](#)
Is the configuration loaded?

Properties

- static string `AUDIOFILE_PATH` [get, set]
Path to the generated audio files.

5.31.1 Detailed Description

Configuration for the asset.

5.31.2 Member Function Documentation

5.31.2.1 Load()

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

Loads all changeable variables.

5.31.2.2 Reset()

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

Resets all changeable variables to their default value.

5.31.2.3 Save()

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

Saves all changeable variables.

5.31.3 Member Data Documentation

5.31.3.1 ASSET_PATH

```
string Crosstales.RTVoice.Util.Config.ASSET_PATH = "/Plugins/crosstales/RTVoice/" [static]
```

Path to the asset inside the Unity project.

5.31.3.2 AUDIOFILE_AUTOMATIC_DELETE

```
bool Crosstales.RTVoice.Util.Config.AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE←  
_AUTOMATIC_DELETE [static]
```

Automatically delete the generated audio files.

5.31.3.3 DEBUG

```
bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV\_DEBUG  
[static]
```

Enable or disable debug logging for the asset.

5.31.3.4 ENFORCE_STANDALONE_TTS

```
bool Crosstales.RTVoice.Util.Config.ENFORCE_STANDALONE_TTS = Constants.DEFAULT_ENFORCE_STAND←  
ALONE_TTS [static]
```

Enforce standalone TTS (for development).

5.31.3.5 isLoaded

```
bool Crosstales.RTVoice.Util.Config.isLoaded [static]
```

Is the configuration loaded?

5.31.3.6 TTS_MACOS

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

Location of the TTS-system under MacOS.

5.31.4 Property Documentation

5.31.4.1 AUDIOFILE_PATH

```
string Crosstales.RTVoice.Util.Config.AUDIOFILE_PATH [static], [get], [set]
```

Path to the generated audio files.

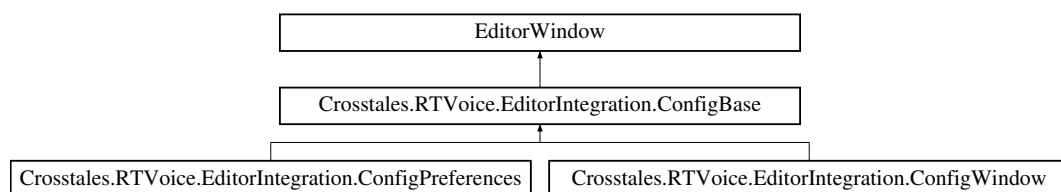
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Config.[↔](#)
CS

5.32 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** ()

5.32.1 Detailed Description

Base class for editor windows.

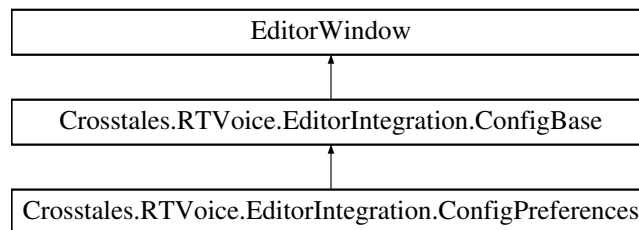
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Integration/Config.[↔](#)
Base.cs

5.33 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.33.1 Detailed Description

Unity "Preferences" extension.

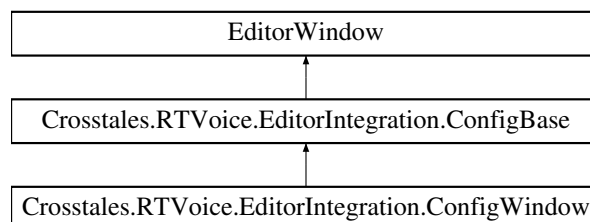
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Integration/ConfigPreferences.cs

5.34 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

5.34.1 Detailed Description

Editor window extension.

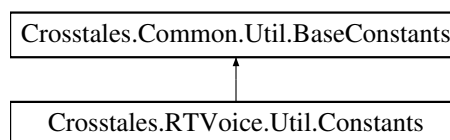
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Integration/ConfigWindow.cs

5.35 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.RTVoice.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "RT-Voice PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "RTV PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2020.4.10"
Version of the asset.
- const int **ASSET_BUILD** = 20201217
Build number of the asset.
- 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(2020, 12, 17)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"

URL of the PRO asset in UAS.

- const string **ASSET_3P_URL** = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=1011INGT"

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://www.crosstales.com/en/assets/rtvoice/api/"

URL of the asset API.

- const string **ASSET_FORUM_URL** = "http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/"

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=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"

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

- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"

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

- const string **ASSET_3P_ADVENTURE_CREATOR** = "https://assetstore.unity.com/packages/slug/11896?aid=1011INGT"

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

- const string **ASSET_3P_CINEMA_DIRECTOR** = "https://assetstore.unity.com/packages/slug/19779?aid=1011INGT"

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

- const string **ASSET_3P_DIALOGUE_SYSTEM** = "https://assetstore.unity.com/packages/slug/11672?aid=1011INGT"

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

- const string **ASSET_3P_LOCALIZED_DIALOGS** = "https://assetstore.unity.com/packages/slug/5020?aid=1011INGT"

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

- const string **ASSET_3P_LIPSYNC** = "https://assetstore.unity.com/packages/slug/32117?aid=1011INGT"

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

- const string **ASSET_3P_NPC_CHAT** = "https://assetstore.unity.com/packages/slug/9723?aid=1011INGT"

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

- const string **ASSET_3P_QUEST_SYSTEM** = "https://assetstore.unity.com/packages/slug/63460?aid=1011INGT"

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

- const string **ASSET_3P_SALSA** = "https://assetstore.unity.com/packages/slug/148442?aid=1011INGT"

URL of the 3rd party asset "SALSA".

- const string **ASSET_3P_SLATE** = "https://assetstore.unity.com/packages/slug/56558?aid=1011INGT"

URL of the 3rd party asset "SLATE".

- const string **ASSET_3P_AMPLITUDE** = "https://assetstore.unity.com/packages/slug/111277?aid=1011INGT"

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

- const string **ASSET_3P_KLATTERSYNTH** = "https://assetstore.unity.com/packages/slug/95453?aid=1011INGT"

URL of the 3rd party asset "uSequencer".

- const string **ASSET_3P_WEBGL** = "https://assetstore.unity.com/packages/slug/81861?aid=1011INGT"
URL of the 3rd party asset "WebGL Speech Synthesis".
- const string **ASSET_3P_GOOGLE** = "https://assetstore.unity.com/packages/slug/115170?aid=1011INGT"
URL of the 3rd party asset "Google Cloud Text To Speech".
- 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 string **KEY_ENFORCE_STANDALONE_TTS** = KEY_PREFIX + "ENFORCE_STANDALONE_TTS"
- static readonly string **DEFAULT_AUDIOFILE_PATH** = [Helper.ValidatePath](#)(Application.temporaryCachePath)
- const bool **DEFAULT_AUDIOFILE_AUTOMATIC_DELETE** = true
- const bool **DEFAULT_ENFORCE_32BIT_WINDOWS** = false
- const bool **DEFAULT_ENFORCE_STANDALONE_TTS** = true
- const string **DEFAULT_TTS_MACOS** = "say"
- const int **DEFAULT_CACHE_SIZE_CLIPS** = 256
- const int **DEFAULT_MAX_CACHE_SIZE_CLIPS** = 1024
- const int **DEFAULT_TTS_KILL_TIME** = 7000
- const string **RTVOICE_SCENE_OBJECT_NAME** = "RTVoice"
RTVoice prefab scene name.
- const string **GLOBALCACHE_SCENE_OBJECT_NAME** = "GlobalCache"
GlobalCache prefab scene name.
- static string **TTS_WINDOWS_SUBPATH** = "RTVoiceTTSWrapper.exe"
Sub-path to the TTS-wrapper under Windows.
- static string **TTS_WINDOWS_x86_SUBPATH** = "RTVoiceTTSWrapper_x86.exe"
Sub-path to the TTS-wrapper (32bit) under Windows.
- static string **ESPEAK_FEMALE_MODIFIER** = "+f3"
Female modifier for eSpeak.
- static string **AUDIOFILE_PREFIX** = "rtvoice_"
Audio file prefix to identify the files.
- static float **SPEAK_CALL_SPEED** = 0.5f
Defines the speed of 'Speak'-calls in seconds.

Additional Inherited Members

5.35.1 Detailed Description

Collected constants of very general utility for the asset.

5.35.2 Member Data Documentation

5.35.2.1 ASSET_3P_ADVENTURE_CREATOR

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://assetstore.↵  
unity.com/packages/slug/11896?aid=10111NGT" [static]
```

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

5.35.2.2 ASSET_3P_AMPLITUDE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_AMPLITUDE = "https://assetstore.↵  
unity.com/packages/slug/111277?aid=10111NGT" [static]
```

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

5.35.2.3 ASSET_3P_CINEMA_DIRECTOR

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR = "https://assetstore.↵  
unity.com/packages/slug/19779?aid=10111NGT" [static]
```

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

5.35.2.4 ASSET_3P_DIALOGUE_SYSTEM

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_SYSTEM = "https://assetstore.↵  
unity.com/packages/slug/11672?aid=10111NGT" [static]
```

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

5.35.2.5 ASSET_3P_GOOGLE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_GOOGLE = "https://assetstore.unity.↵  
com/packages/slug/115170?aid=10111NGT" [static]
```

URL of the 3rd party asset "Google Cloud Text To Speech".

5.35.2.6 ASSET_3P_KLATTERSYNTH

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_KLATTERSYNTH = "https://assetstore.↵  
unity.com/packages/slug/95453?aid=10111NGT" [static]
```

URL of the 3rd party asset "uSequencer".

5.35.2.7 ASSET_3P_LIPSYNC

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://assetstore.unity.↵  
com/packages/slug/32117?aid=10111NGT" [static]
```

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

5.35.2.8 ASSET_3P_LOCALIZED_DIALOGS

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://assetstore.↵  
unity.com/packages/slug/5020?aid=10111NGT" [static]
```

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

5.35.2.9 ASSET_3P_NPC_CHAT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://assetstore.↵  
unity.com/packages/slug/9723?aid=10111NGT" [static]
```

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

5.35.2.10 ASSET_3P_QUEST_SYSTEM

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://assetstore.↵  
unity.com/packages/slug/63460?aid=10111NGT" [static]
```

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

5.35.2.11 ASSET_3P_SALSA

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://assetstore.unity.↵  
com/packages/slug/148442?aid=10111NGT" [static]
```

URL of the 3rd party asset "SALSA".

5.35.2.12 ASSET_3P_SLATE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://assetstore.unity.↵  
com/packages/slug/56558?aid=10111NGT" [static]
```

URL of the 3rd party asset "SLATE".

5.35.2.13 ASSET_3P_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://assetstore.unity.↵  
com/lists/rt-voice-friends-42209?aid=10111NGT" [static]
```

URL of the 3rd party assets in UAS.

5.35.2.14 ASSET_3P_WEBGL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_WEBGL = "https://assetstore.unity.↵  
com/packages/slug/81861?aid=10111NGT" [static]
```

URL of the 3rd party asset "WebGL Speech Synthesis".

5.35.2.15 ASSET_API_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "http://www.crosstales.com/en/assets/rtvoice/ap↵  
[static]
```

URL of the asset API.

5.35.2.16 ASSET_BUILD

```
const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 20201217 [static]
```

Build number of the asset.

5.35.2.17 ASSET_CHANGED

```
readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.Date↵  
Time(2020, 12, 17) [static]
```

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

5.35.2.18 ASSET_CONTACT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_CONTACT = "rtvoice@crosstales.com" [static]
```

Contact to the owner of the asset.

5.35.2.19 ASSET_CREATED

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

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

5.35.2.20 ASSET_FORUM_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://forum.unity3d.←  
com/threads/rt-voice-run-time-text-to-speech-solution.340046/" [static]
```

URL of the asset forum.

5.35.2.21 ASSET_MANUAL_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.←  
com/media/data/assets/rtvoice/RTVoice-doc.pdf" [static]
```

URL of the asset manual.

5.35.2.22 ASSET_NAME

```
const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RT-Voice PRO" [static]
```

Name of the asset.

5.35.2.23 ASSET_NAME_SHORT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_NAME_SHORT = "RTV PRO" [static]
```

Short name of the asset.

5.35.2.24 ASSET_PRO_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.←  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the PRO asset in UAS.

5.35.2.25 ASSET_UPDATE_CHECK_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/rtvoice_versions.txt" [static]
```

URL for update-checks of the asset

5.35.2.26 ASSET_VERSION

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2020.4.10" [static]
```

Version of the asset.

5.35.2.27 ASSET_VIDEO_PROMO

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDLY7g8?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.35.2.28 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJyVgCmX3wU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.35.2.29 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.35.2.30 AUDIOFILE_PREFIX

```
string Crosstales.RTVoice.Util.Constants.AUDIOFILE_PREFIX = "rtvoice_" [static]
```

Audio file prefix to identify the files.

5.35.2.31 ESPEAK_FEMALE_MODIFIER

```
string Crosstales.RTVoice.Util.Constants.ESPEAK_FEMALE_MODIFIER = "+f3" [static]
```

Female modifier for eSpeak.

5.35.2.32 GLOBALCACHE_SCENE_OBJECT_NAME

```
const string Crosstales.RTVoice.Util.Constants.GLOBALCACHE_SCENE_OBJECT_NAME = "GlobalCache" [static]
```

[GlobalCache](#) prefab scene name.

5.35.2.33 RTVOICE_SCENE_OBJECT_NAME

```
const string Crosstales.RTVoice.Util.Constants.RTVOICE_SCENE_OBJECT_NAME = "RTVoice" [static]
```

[RTVoice](#) prefab scene name.

5.35.2.34 SPEAK_CALL_SPEED

```
float Crosstales.RTVoice.Util.Constants.SPEAK_CALL_SPEED = 0.5f [static]
```

Defines the speed of 'Speak'-calls in seconds.

5.35.2.35 TTS_WINDOWS_SUBPATH

```
string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_SUBPATH = "RTVoiceTTSWrapper.exe" [static]
```

Sub-path to the TTS-wrapper under Windows.

5.35.2.36 TTS_WINDOWS_x86_SUBPATH

```
string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "RTVoiceTTSWrapper_x86.exe" [static]
```

Sub-path to the TTS-wrapper (32bit) under Windows.

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

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Constants.cs](#)↔

5.36 Crosstales.RTVoice.Util.Context Class Reference

[Context](#) for the asset.

Static Public Attributes

- static int [NumberOfSpeeches](#) = 0
The total number of speeches.
- static int [NumberOfAudioFiles](#) = 0
The total number of generated audio files.
- static int [NumberOfCharacters](#) = 0
The total number of characters spoken.
- static float [TotalSpeechLength](#) = 0
The total speech length in seconds.
- static int [NumberOfCachedSpeeches](#) = 0
The total number of cached speeches.
- static int [NumberOfNonCachedSpeeches](#) = 0
The total number of non-cached speeches.

Properties

- static float [CacheEfficiency](#) [get]
The current cache efficiency.

5.36.1 Detailed Description

[Context](#) for the asset.

5.36.2 Member Data Documentation

5.36.2.1 NumberOfAudioFiles

```
int Crosstales.RTVoice.Util.Context.NumberOfAudioFiles = 0 [static]
```

The total number of generated audio files.

5.36.2.2 NumberOfCachedSpeeches

```
int Crosstales.RTVoice.Util.Context.NumberOfCachedSpeeches = 0 [static]
```

The total number of cached speeches.

5.36.2.3 NumberOfCharacters

```
int Crosstales.RTVoice.Util.Context.NumberOfCharacters = 0 [static]
```

The total number of characters spoken.

5.36.2.4 NumberOfNonCachedSpeeches

```
int Crosstales.RTVoice.Util.Context.NumberOfNonCachedSpeeches = 0 [static]
```

The total number of non-cached speeches.

>

5.36.2.5 NumberOfSpeeches

```
int Crosstales.RTVoice.Util.Context.NumberOfSpeeches = 0 [static]
```

The total number of speeches.

5.36.2.6 TotalSpeechLength

```
float Crosstales.RTVoice.Util.Context.TotalSpeechLength = 0 [static]
```

The total speech length in seconds.

5.36.3 Property Documentation

5.36.3.1 CacheEfficiency

```
float Crosstales.RTVoice.Util.Context.CacheEfficiency [static], [get]
```

The current cache efficiency.

>

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Context.[↵](#)
CS

5.37 Crosstales.Common.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 System.DateTime [GetDate](#) (string key)
Allows to get a DateTime 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.
- static void [SetDate](#) (string key, System.DateTime value)
Allows to set a DateTime for a key.

5.37.1 Detailed Description

Wrapper for the PlayerPrefs.

5.37.2 Member Function Documentation

5.37.2.1 DeleteAll()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteAll ( ) [static]
```

Deletes all keys.

5.37.2.2 DeleteKey()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteKey (
    string key ) [static]
```

Delete the key.

Parameters

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

5.37.2.3 GetBool()

```
static bool Crosstales.Common.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.

5.37.2.4 GetDate()

```
static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate (
    string key ) [static]
```

Allows to get a DateTime from a key.

Parameters

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

Returns

Value for the key.

5.37.2.5 GetFloat()

```
static float Crosstales.Common.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.

5.37.2.6 GetInt()

```
static int Crosstales.Common.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.

5.37.2.7 GetString()

```
static string Crosstales.Common.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.

5.37.2.8 HasKey()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.HasKey (
    string key ) [static]
```

Exists the key?

Parameters

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

Returns

Value for the key.

5.37.2.9 Save()

```
static void Crosstales.Common.Util.CTPlayerPrefs.Save ( ) [static]
```

Saves all modifications.

5.37.2.10 SetBool()

```
static void Crosstales.Common.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.

5.37.2.11 SetDate()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetDate (
    string key,
    System.DateTime value ) [static]
```


Allows to set a DateTime for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.37.2.12 SetFloat()

```
static void Crosstales.Common.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.

5.37.2.13 SetInt()

```
static void Crosstales.Common.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.

5.37.2.14 SetString()

```
static void Crosstales.Common.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.

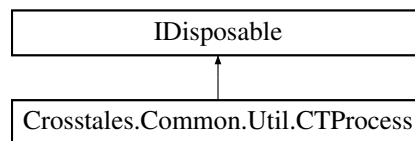
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CT↔
PlayerPrefs.cs

5.38 Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:



Public Member Functions

- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

Public Attributes

- uint **ExitCode** => exitCode
Gets the value that the associated process specified when it terminated.

Properties

- System.IntPtr **Handle** [get]
Gets the native handle of the associated process.
- int **Id** [get]
Gets the unique identifier for the associated process.
- CTProcessStartInfo **StartInfo** [get, set]
Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.
- bool **HasExited** [get]
Gets a value indicating whether the associated process has been terminated.
- System.DateTime **StartTime** [get]
Gets the time that the associated process was started.
- System.DateTime **ExitTime** [get]
Gets the time that the associated process exited.
- System.IO.StreamReader **StandardOutput** [get]
Gets a stream used to read the textual output of the application.
- System.IO.StreamReader **StandardError** [get]
Gets a stream used to read the error output of the application.
- bool **isBusy** [get]
Gets a value indicating whether the associated process has been busy.

Events

- System.EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.38.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

5.38.2 Member Function Documentation

5.38.2.1 Kill() [1/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.38.2.2 Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.38.2.3 Start() [1/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.38.2.4 Start() [2/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.38.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.38.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.38.3 Member Data Documentation

5.38.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode => exitCode
```

Gets the value that the associated process specified when it terminated.

5.38.4 Property Documentation

5.38.4.1 ExitTime

```
System.DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]
```

Gets the time that the associated process exited.

5.38.4.2 Handle

```
System.IntPtr Crosstales.Common.Util.CTProcess.Handle [get]
```

Gets the native handle of the associated process.

5.38.4.3 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited [get]
```

Gets a value indicating whether the associated process has been terminated.

5.38.4.4 Id

```
int Crosstales.Common.Util.CTProcess.Id [get]
```

Gets the unique identifier for the associated process.

5.38.4.5 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy [get]
```

Gets a value indicating whether the associated process has been busy.

5.38.4.6 StandardError

`System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]`

Gets a stream used to read the error output of the application.

5.38.4.7 StandardOutput

`System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]`

Gets a stream used to read the textual output of the application.

5.38.4.8 StartInfo

`CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]`

Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.

5.38.4.9 StartTime

`System.DateTime Crosstales.Common.Util.CTProcess.StartTime [get]`

Gets the time that the associated process was started.

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CT↵
Process.cs`

5.39 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵
StartInfo"-class with the most important properties).

Properties

- bool [UseThread](#) [get, set]
Gets or sets the application to be threaded.
- bool [UseCmdExecute](#) [get, set]
Gets or sets the application to be started in cmd (command prompt).
- string [FileName](#) [get, set]
Gets or sets the application or document to start.
- string [Arguments](#) [get, set]
Gets or sets the set of command-line arguments to use when starting the application.
- bool [CreateNoWindow](#) [get, set]
Gets or sets a value indicating whether to start the process in a new window.
- string [WorkingDirectory](#) [get, set]
Gets or sets the working directory for the process to be started.
- bool [RedirectStandardOutput](#) [get, set]
Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- bool [RedirectStandardError](#) [get, set]
Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- System.Text.Encoding [StandardOutputEncoding](#) [get, set]
Gets or sets the preferred encoding for standard output (UTF8 per default).
- System.Text.Encoding [StandardErrorEncoding](#) [get, set]
Gets or sets the preferred encoding for error output (UTF8 per default).
- bool [UseShellExecute](#) [get, set]
Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.39.1 Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵StartInfo"-class with the most important properties).

5.39.2 Property Documentation

5.39.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.39.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.39.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

5.39.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.39.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.39.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],  
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.39.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],  
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.39.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.39.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.39.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

5.39.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

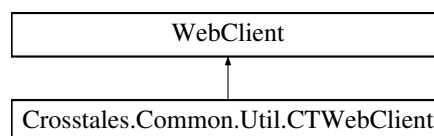
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CT↔
Process.cs

5.40 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

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

Properties

- int `Timeout` [get, set]
Timeout in milliseconds
- int `ConnectionLimit` [get, set]
Connection limit for all WebClients

5.40.1 Detailed Description

Specialized WebClient.

5.40.2 Property Documentation

5.40.2.1 ConnectionLimit

```
int Crosstales.Common.Util.CTWebClient.ConnectionLimit [get], [set]
```

Connection limit for all WebClients

5.40.2.2 Timeout

```
int Crosstales.Common.Util.CTWebClient.Timeout [get], [set]
```

Timeout in milliseconds

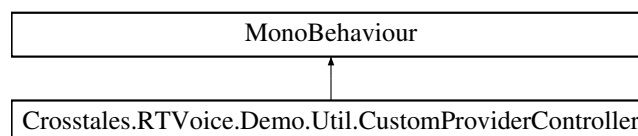
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.41 Crosstales.RTVoice.Demo.Util.CustomProviderController Class Reference

Controls the custom provider in demo builds.

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



Public Attributes

- [Provider.BaseCustomVoiceProvider](#) **Provider**

5.41.1 Detailed Description

Controls the custom provider in demo builds.

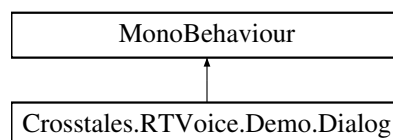
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↵
Util/CustomProviderController.cs

5.42 Crosstales.RTVoice.Demo.Dialog Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



Public Member Functions

- 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
- [Model.Enum.Gender](#) **GenderA** = Model.Enum.Gender.UNKNOWN
- [Model.Enum.Gender](#) **GenderB** = Model.Enum.Gender.UNKNOWN
- AudioSource **AudioPersonA**
- AudioSource **AudioPersonB**
- [Model.Enum.SpeakMode](#) **ModeA** = Model.Enum.SpeakMode.Speak
- [Model.Enum.SpeakMode](#) **ModeB** = Model.Enum.SpeakMode.Speak
- string[] **DialogPersonA**
- string[] **DialogPersonB**
- string **CurrentDialogA** = string.Empty
- string **CurrentDialogB** = string.Empty
- bool **Running**

5.42.1 Detailed Description

Simple dialog system with TTS voices.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Dialog.↔
cs

5.43 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static bool [UPDATE_CHECK](#) = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool [COMPILE_DEFINES](#) = EditorConstants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile define "CT_RTV" for the asset.
- 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](#)
Is the configuration loaded?
- static string [PREFAB_PATH](#) => [ASSET_PATH](#) + [EditorConstants.PREFAB_SUBPATH](#)
Returns the path of the prefabs.

Properties

- static string [ASSET_PATH](#) [get]
Returns the path to the asset inside the Unity project.

5.43.1 Detailed Description

Editor configuration for the asset.

5.43.2 Member Function Documentation

5.43.2.1 Load()

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

Loads all changeable variables.

5.43.2.2 Reset()

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

Resets all changeable variables to their default value.

5.43.2.3 Save()

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

Saves all changeable variables.

5.43.3 Member Data Documentation

5.43.3.1 COMPILE_DEFINES

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT_COMPILE_DEFINES [static]
```

Enable or disable adding compile define "CT_RTV" for the asset.

5.43.3.2 HIERARCHY_ICON

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

Enable or disable the icon in the hierarchy.

5.43.3.3 isLoaded

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.isLoaded [static]
```

Is the configuration loaded?

5.43.3.4 PREFAB_AUTOLOAD

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

Automatically load and add the prefabs to the scene.

5.43.3.5 PREFAB_PATH

```
string Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBPATH [static]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

5.43.3.6 UPDATE_CHECK

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

Enable or disable update-checks for the asset.

5.43.4 Property Documentation

5.43.4.1 ASSET_PATH

```
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.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Util/EditorConfig.cs

5.44 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference

Collected constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Util.Constants.KEY_PREFIX + "COMPILE_DEFINES"
- 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 **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/RTVoice/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string **PREFAB_SUBPATH** = "Resources/Prefabs/"
Sub-path to the prefabs.
- static string **ASSET_URL** => Util.Constants.ASSET_PRO_URL
Returns the URL of the asset in UAS.
- static string **ASSET_ID** => "41068"
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** => new System.Guid("181f4dab-261f-4746-85f8-849c2866d353")
Returns the UID of the asset.

5.44.1 Detailed Description

Collected constants of very general utility for the asset.

5.44.2 Member Data Documentation

5.44.2.1 ASSET_ID

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_ID => "41068" [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.44.2.2 ASSET_UID

```
System.Guid Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("181f4dab-261f-4746-8530-000000000000")
[static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.44.2.3 ASSET_URL

```
string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_URL => Util.Constants.ASSET_PRO_URL
[static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.44.2.4 PREFAB_SUBPATH

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

Sub-path to the prefabs.

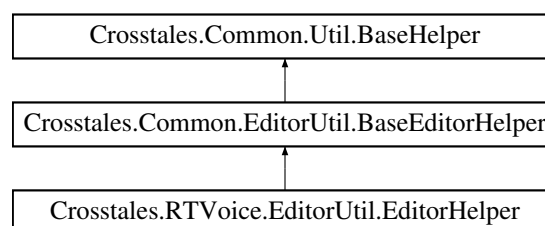
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Util/Editor↵ Constants.cs

5.45 Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.RTVoice.EditorUtil.EditorHelper:



Static Public Member Functions

- static void [RTVUnavailable](#) ()
Shows an "RT-Voice unavailable"-UI.
- static void [NoVoicesUI](#) ()
Shows the "no voices found"-UI.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.
- static void [BannerOC](#) ()
Shows a banner for "Online Check".

Static Public Attributes

- const int [GO_ID](#) = 35
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 11820
Start index inside the "Tools"-menu.
- static Texture2D **Logo_Asset** => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D **Logo_Asset_Small** => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static Texture2D **Icon_Speak** => loadImage(ref icon_speak, "icon_speak.png")
- static Texture2D **Icon_Silence** => loadImage(ref icon_silence, "icon_silence.png")
- static Texture2D **Icon_Next** => loadImage(ref icon_next, "icon_next.png")
- static Texture2D **Icon_Previous** => loadImage(ref icon_previous, "icon_previous.png")
- static Texture2D **Store_AdventureCreator** => loadImage(ref store_AdventureCreator, "Store_AdventureCreator.png")
- static Texture2D **Store_CinemaDirector** => loadImage(ref store_CinemaDirector, "Store_CinemaDirector.png")
- static Texture2D **Store_DialogueSystem** => loadImage(ref store_DialogueSystem, "Store_DialogueSystem.png")
- static Texture2D **Store_LDC** => loadImage(ref store_LDC, "Store_LDC.png")
- static Texture2D **Store_LipSync** => loadImage(ref store_LipSync, "Store_LipSync.png")
- static Texture2D **Store_NPC_Chat** => loadImage(ref store_NPC_Chat, "Store_NPC_Chat.png")
- static Texture2D **Store_QuestSystem** => loadImage(ref store_QuestSystem, "Store_QuestSystem.png")
- static Texture2D **Store_SALSA** => loadImage(ref store_SALSA, "Store_SALSA.png")
- static Texture2D **Store_SLATE** => loadImage(ref store_SLATE, "Store_SLATE.png")
- static Texture2D **Store_Amplitude** => loadImage(ref store_Amplitude, "Store_Amplitude.png")
- static Texture2D **Store_Klattersynth** => loadImage(ref store_Klattersynth, "Store_Klattersynth.png")
- static Texture2D **Store_WebGL** => loadImage(ref store_WebGL, "Store_WebGL.png")
- static Texture2D **Store_Google** => loadImage(ref store_Google, "Store_Google.png")
- static bool [isRTVoiceInScene](#) => GameObject.FindObjectOfType(typeof([Speaker](#))) != null
Checks if the "RTVoice"-prefab is in the scene.
- static bool [isGlobalCacheInScene](#) => GameObject.FindObjectOfType(typeof([GlobalCache](#))) != null
Checks if the "GlobalCache"-prefab is in the scene.

Additional Inherited Members

5.45.1 Detailed Description

Editor helper class.

5.45.2 Member Function Documentation

5.45.2.1 BannerOC()

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

Shows a banner for "Online Check".

5.45.2.2 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

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

5.45.2.3 NoVoicesUI()

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

Shows the "no voices found"-[UI](#).

5.45.2.4 RTVUnavailable()

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

Shows an "RT-Voice unavailable"-[UI](#).

5.45.3 Member Data Documentation

5.45.3.1 GO_ID

```
const int Crosstales.RTVoice.EditorUtil.EditorHelper.GO_ID = 35 [static]
```

Start index inside the "GameObject"-menu.

5.45.3.2 isGlobalCacheInScene

```
bool Crosstales.RTVoice.EditorUtil.EditorHelper.isGlobalCacheInScene => GameObject.FindObjectOf↵  
Type(typeof(GlobalCache)) != null [static]
```

Checks if the "GlobalCache"-prefab is in the scene.

Returns

True if the "GlobalCache"-prefab is in the scene.

5.45.3.3 isRTVoiceInScene

```
bool Crosstales.RTVoice.EditorUtil.EditorHelper.isRTVoiceInScene => GameObject.FindObjectOf↵  
Type(typeof(Speaker)) != null [static]
```

Checks if the "RTVoice"-prefab is in the scene.

Returns

True if the "RTVoice"-prefab is in the scene.

5.45.3.4 MENU_ID

```
const int Crosstales.RTVoice.EditorUtil.EditorHelper.MENU_ID = 11820 [static]
```

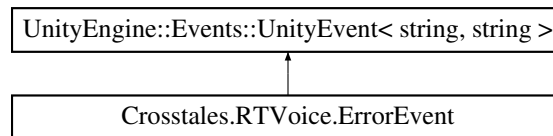
Start index inside the "Tools"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Util/Editor↵
Helper.cs

5.46 Crosstales.RTVoice.ErrorEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ErrorEvent:



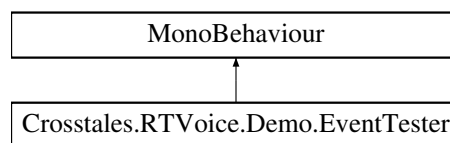
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.↔
cs

5.47 Crosstales.RTVoice.Demo.EventTester Class Reference

[Simple](#) test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.RTVoice.Demo.EventTester:



Public Member Functions

- void **OnReady** ()
- void **OnSpeakStarted** (string uid)
- void **OnSpeakCompleted** (string uid)
- void **OnProviderChanged** (string provider)
- void **OnError** (string uid, string info)
- void **AudioFileGeneratorStarted** ()
- void **AudioFileGeneratorCompleted** ()
- void **ParalanguageStarted** ()
- void **ParalanguageCompleted** ()
- void **SpeechTextStarted** ()
- void **SpeechTextCompleted** ()
- void **TextFileSpeakerStarted** ()
- void **TextFileSpeakerCompleted** ()

5.47.1 Detailed Description

[Simple](#) test script for all UnityEvent-callbacks.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Event↔
Tester.cs

5.48 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReverse](#) (this string str)
Extension method for strings. Reverses a string.
- 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 bool [CTIsNumeric](#) (this string str)
Extension method for strings. Checks if the string is numeric.
- static bool [CTIsInteger](#) (this string str)
Extension method for strings. Checks if the string is integer.
- static bool [CTStartsWith](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string starts with another string.
- static bool [CTEndsWith](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string ends with another string.
- static int [CTLastIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the last occurrence of a given string.
- static int [CTIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the first occurrence of a given string.
- static int [CTIndexOf](#) (this string str, string toCheck, int startIndex, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the first occurrence of a given string.
- static void [CTShuffle< T >](#) (this T[] array, int seed=0)
Extension method for Arrays. Shuffles an Array.
- static string [CTDump< T >](#) (this T[] array, string prefix="", string postfix="")
Extension method for Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Quaternion[] array)
Extension method for Quaternion-Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector2[] array)
Extension method for Vector2-Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector3[] array)

- Extension method for Vector3-Arrays. Dumps an array to a string.*
- static string **CTDump** (this Vector4[] array)
- Extension method for Vector4-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 void **CTShuffle< T >** (this System.Collections.Generic.IList< T > list, int seed=0)
- Extension method for IList. Shuffles a List.*
- static string **CTDump< T >** (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")
- Extension method for IList. Dumps a list to a string.*
- static string **CTDump** (this System.Collections.Generic.IList< Quaternion > list)
- Extension method for Quaternion-IList. Dumps a list to a string.*
- static string **CTDump** (this System.Collections.Generic.IList< Vector2 > list)
- Extension method for Vector2-IList. Dumps a list to a string.*
- static string **CTDump** (this System.Collections.Generic.IList< Vector3 > list)
- Extension method for Vector3-IList. Dumps a list to a string.*
- static string **CTDump** (this System.Collections.Generic.IList< Vector4 > list)
- Extension method for Vector4-IList. Dumps a list to a string.*
- static System.Collections.Generic.List< string > **CTToString< T >** (this System.Collections.Generic.IList< T > list)
- Extension method for IList. Generates a string list with all entries (via ToString).*
- static string **CTDump< K, V >** (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="")
- Extension method for IDictionary. Dumps a dictionary to a string.*
- static void **CTAddRange< K, V >** (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)
- Extension method for IDictionary. Adds a dictionary to an existing one.*
- static bool **CTIsVisibleFrom** (this Renderer renderer, Camera camera)
- Extension method for Renderer. Determines if the renderer is visible from a certain camera.*
- static Transform **CTDeepSearch** (Transform parent, string name)
- Extension method for Transform. Recursively searches all children of a parent transform for specific named transform*
- static byte[] **CTReadFully** (this System.IO.Stream input, int bufferSize=16384)
- Extension method for Stream. Reads the full content of a Stream.*

5.48.1 Detailed Description

Various extension methods.

5.48.2 Member Function Documentation

5.48.2.1 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (
    this System.Collections.Generic.IDictionary< K, V > dict,
    System.Collections.Generic.IDictionary< K, V > collection ) [static]
```

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

<i>dict</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

5.48.2.2 CTContains()

```
static bool Crosstales.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.

5.48.2.3 CTContainsAll()

```
static bool Crosstales.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.

5.48.2.4 CTContainsAny()

```
static bool Crosstales.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.

5.48.2.5 CTDeepSearch()

```
static Transform Crosstales.ExtensionMethods.CTDeepSearch (
    Transform parent,
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

True if the renderer is visible by the given camera.

5.48.2.6 CTDump() [1/8]

```
static string Crosstales.ExtensionMethods.CTDump (
    this Quaternion[] array ) [static]
```

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

Parameters

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

Returns

String with lines for all array entries.

5.48.2.7 CTDump() [2/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Quaternion > list ) [static]
```

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

Returns

String with lines for all list entries.

5.48.2.8 CTDump() [3/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector2 > list ) [static]
```

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.48.2.9 CTDump() [4/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector3 > list ) [static]
```

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.48.2.10 CTDump() [5/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector4 > list ) [static]
```

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.48.2.11 CTDump() [6/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector2[] array ) [static]
```

Extension method for Vector2-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector2-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.48.2.12 CTDump() [7/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector3[] array ) [static]
```

Extension method for Vector3-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector3-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.48.2.13 CTDump() [8/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector4[] array ) [static]
```

Extension method for Vector4-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector4-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.48.2.14 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (  
    this System.Collections.Generic.IDictionary< K, V > dict,  
    string prefix = "",  
    string postfix = "" ) [static]
```

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all dictionary entries.

5.48.2.15 CTDump< T >() [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this System.Collections.Generic.IList< T > list,
    string prefix = "",
    string postfix = "" ) [static]
```

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

Parameters

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all list entries.

5.48.2.16 CTDump< T >() [2/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this T[] array,
    string prefix = "",
    string postfix = "" ) [static]
```

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

Parameters

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all array entries.

5.48.2.17 CTEndsWith()

```
static bool Crosstales.ExtensionMethods.CTEndsWith (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Checks if the string ends with another string.

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 is integer.

5.48.2.18 CTEquals()

```
static bool Crosstales.ExtensionMethods.CTEquals (
    this string str,
    string toCheck,
    StringComparison comp = 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.

5.48.2.19 CTIndexOf() [1/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (
    this string str,
    string toCheck,
    int startIndex,
    StringComparison comp = StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the first occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>startIndex</i>	Start index for the check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the first occurrence of the given string if the string is integer.

5.48.2.20 CTIndexOf() [2/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (  
    this string str,  
    string toCheck,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the first occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the first occurrence of the given string if the string is integer.

5.48.2.21 CTIsInteger()

```
static bool Crosstales.ExtensionMethods.CTIsInteger (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is integer.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is integer.

5.48.2.22 CTIsNumeric()

```
static bool Crosstales.ExtensionMethods.CTIsNumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is numeric.

5.48.2.23 CTIsVisibleFrom()

```
static bool Crosstales.ExtensionMethods.CTIsVisibleFrom (  
    this Renderer renderer,  
    Camera camera ) [static]
```

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

Parameters

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.48.2.24 CTLastIndexOf()

```
static int Crosstales.ExtensionMethods.CTLastIndexOf (  
    this string str,  
    string toCheck,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the last occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the last occurrence of the given string if the string is integer.

5.48.2.25 CTReadFully()

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (  
    this System.IO.Stream input,  
    int bufferSize = 16384 ) [static]
```

Extension method for Stream. Reads the full content of a Stream.

Parameters

<i>input</i>	Stream-instance to read.
<i>bufferSize</i>	Buffer size in bytes (default: 16384, optional).

Returns

Byte-array of the Stream content.

5.48.2.26 CTReplace()

```
static string Crosstales.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.

5.48.2.27 CTReverse()

```
static string Crosstales.ExtensionMethods.CTReverse (  
    this string str ) [static]
```

Extension method for strings. Reverses a string.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Reversed string.

5.48.2.28 CTShuffle< T >() [1/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this System.Collections.Generic.ICollection< T > list,
    int seed = 0 ) [static]
```

Extension method for IList. Shuffles a List.

Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.48.2.29 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this T[] array,
    int seed = 0 ) [static]
```

Extension method for Arrays. Shuffles an Array.

Parameters

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.48.2.30 CTStartsWith()

```
static bool Crosstales.ExtensionMethods.CTStartsWith (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Checks if the string starts with another string.

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 is integer.

5.48.2.31 CTToString< T >() [1/2]

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

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

Parameters

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

Returns

String list with all entries (via ToString).

5.48.2.32 CTToString< T >() [2/2]

```
static string [] Crosstales.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).

5.48.2.33 CTToTitleCase()

```
static string Crosstales.ExtensionMethods.CTToTitleCase (
    this string str ) [static]
```

Extension method for strings. Converts a string to title case (first letter uppercase).

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Converted string in title case.

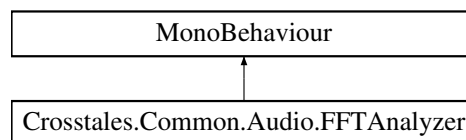
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Extension↵
Methods.cs

5.49 Crosstales.Common.Audio.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Audio.FFTAnalyzer:



Public Attributes

- float[] **Samples** = new float[256]
Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int **Channel**
summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.49.1 Detailed Description

FFT analyzer for an audio channel.

5.49.2 Member Data Documentation

5.49.2.1 Channel

```
int Crosstales.Common.Audio.FFTAnalyzer.Channel
```

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.49.2.2 Samples

```
float [ ] Crosstales.Common.Audio.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

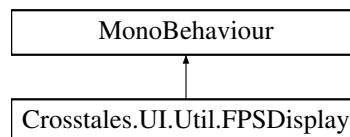
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Audio/FFTAnalyzer.cs

5.50 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Attributes

- Text [FPS](#)
Text component to display the FPS.
- int [FrameUpdate](#) = 5
Update every set frame.

5.50.1 Detailed Description

Simple FPS-Counter.

5.50.2 Member Data Documentation

5.50.2.1 FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

5.50.2.2 FrameUpdate

```
int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5
```

Update every set frame.

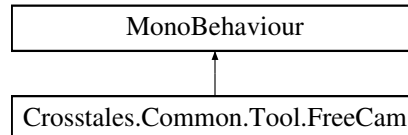
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs

5.51 Crosstales.Common.Tool.FreeCam Class Reference

A simple free camera to be added to a Unity game object.

Inheritance diagram for Crosstales.Common.Tool.FreeCam:



Public Member Functions

- void [StartLooking](#) ()
Enable free looking.
- void [StopLooking](#) ()
Disable free looking.

Public Attributes

- float [MovementSpeed](#) = 10f
Normal speed of camera movement.
- float [FastMovementSpeed](#) = 100f
Speed of camera movement when shift is held down.
- float [FreeLookSensitivity](#) = 3f
Sensitivity for free look.
- float [ZoomSensitivity](#) = 10f
Amount to zoom the camera when using the mouse wheel.
- float [FastZoomSensitivity](#) = 50f
Amount to zoom the camera when using the mouse wheel (fast mode).

5.51.1 Detailed Description

A simple free camera to be added to a Unity game object.

Keys: wasd / arrows - movement q/e - up/down (local space) r/f - up/down (world space) pageup/pagedown - up/down (world space) hold shift - enable fast movement mode right mouse - enable free look mouse - free look / rotation

5.51.2 Member Function Documentation

5.51.2.1 StartLooking()

```
void Crosstales.Common.Tool.FreeCam.StartLooking ( )
```

Enable free looking.

5.51.2.2 StopLooking()

```
void Crosstales.Common.Tool.FreeCam.StopLooking ( )
```

Disable free looking.

5.51.3 Member Data Documentation

5.51.3.1 FastMovementSpeed

```
float Crosstales.Common.Tool.FreeCam.FastMovementSpeed = 100f
```

Speed of camera movement when shift is held down.

5.51.3.2 FastZoomSensitivity

```
float Crosstales.Common.Tool.FreeCam.FastZoomSensitivity = 50f
```

Amount to zoom the camera when using the mouse wheel (fast mode).

5.51.3.3 FreeLookSensitivity

```
float Crosstales.Common.Tool.FreeCam.FreeLookSensitivity = 3f
```

Sensitivity for free look.

5.51.3.4 MovementSpeed

```
float Crosstales.Common.Tool.FreeCam.MovementSpeed = 10f
```

Normal speed of camera movement.

5.51.3.5 ZoomSensitivity

```
float Crosstales.Common.Tool.FreeCam.ZoomSensitivity = 10f
```

Amount to zoom the camera when using the mouse wheel.

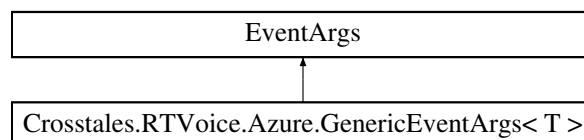
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Tool/FreeCam.cs

5.52 Crosstales.RTVoice.Azure.GenericEventArgs< T > Class Template Reference

Generic event args

Inheritance diagram for Crosstales.RTVoice.Azure.GenericEventArgs< T >:



Public Member Functions

- [GenericEventArgs](#) (T eventData)
Initializes a new instance of the [GenericEventArgs< T >](#) class.

Properties

- T [EventData](#) [get]
Gets the event data.

5.52.1 Detailed Description

Generic event args

Template Parameters

<i>T</i>	Any type <i>T</i>
----------	-------------------

5.52.2 Constructor & Destructor Documentation

5.52.2.1 GenericEventArgs()

```
Crosstales.RTVoice.Azure.GenericEventArgs< T >.GenericEventArgs (
    T eventData )
```

Initializes a new instance of the [GenericEventArgs<T>](#) class.

Parameters

<i>eventData</i>	The event data.
------------------	-----------------

5.52.3 Property Documentation

5.52.3.1 EventData

```
T Crosstales.RTVoice.Azure.GenericEventArgs< T >.EventData [get]
```

Gets the event data.

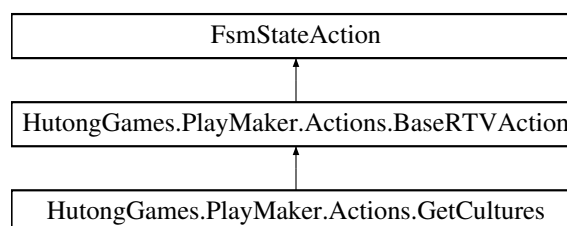
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/TTSCClient.cs

5.53 HutongGames.PlayMaker.Actions.GetCultures Class Reference

GetCultures-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GetCultures:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmArray **Cultures**
Found cultures (output array).

5.53.1 Detailed Description

GetCultures-action for [PlayMaker](#).

5.53.2 Member Data Documentation

5.53.2.1 Cultures

`FsmArray HutongGames.PlayMaker.Actions.GetCultures.Cultures`

Found cultures (output array).

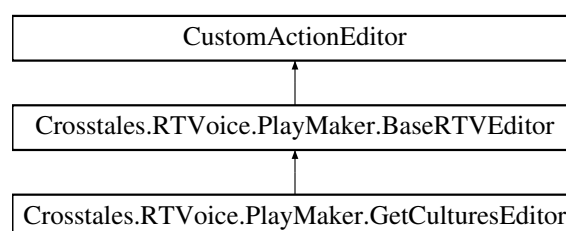
The documentation for this class was generated from the following file:

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

5.54 Crosstales.RTVoice.PlayMaker.GetCulturesEditor Class Reference

Custom editor for the GetCultures-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetCulturesEditor:



Additional Inherited Members

5.54.1 Detailed Description

Custom editor for the GetCultures-action.

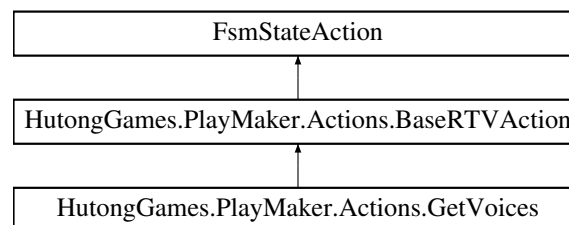
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/GetCulturesEditor.cs

5.55 HutongGames.PlayMaker.Actions.GetVoices Class Reference

GetVoices-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GetVoices:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString [Culture](#)
Culture of the voices (e.g. 'en', blank for all cultures).
- FsmString [Gender](#)
Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).
- FsmArray [Voices](#)
Found voices (output array).

5.55.1 Detailed Description

GetVoices-action for [PlayMaker](#).

5.55.2 Member Data Documentation

5.55.2.1 Culture

`FsmString HutongGames.PlayMaker.Actions.GetVoices.Culture`

Culture of the voices (e.g. 'en', blank for all cultures).

5.55.2.2 Gender

`FsmString HutongGames.PlayMaker.Actions.GetVoices.Gender`

Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).

5.55.2.3 Voices

`FsmArray HutongGames.PlayMaker.Actions.GetVoices.Voices`

Found voices (output array).

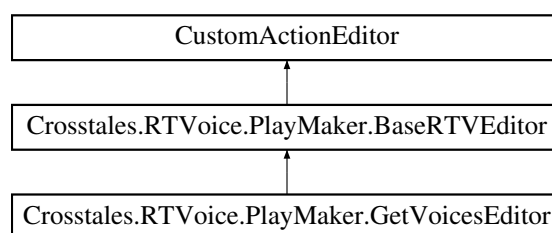
The documentation for this class was generated from the following file:

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

5.56 Crosstales.RTVoice.PlayMaker.GetVoicesEditor Class Reference

Custom editor for the GetVoices-action.

Inheritance diagram for `Crosstales.RTVoice.PlayMaker.GetVoicesEditor`:



Additional Inherited Members

5.56.1 Detailed Description

Custom editor for the GetVoices-action.

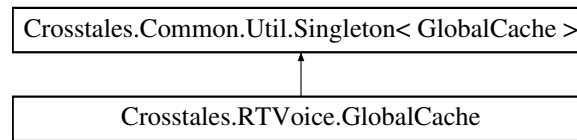
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/GetVoicesEditor.cs`

5.57 Crosstales.RTVoice.GlobalCache Class Reference

Global cache for wrappers.

Inheritance diagram for Crosstales.RTVoice.GlobalCache:



Public Member Functions

- AudioClip [GetClip](#) ([Model.Wrapper](#) key)
Returns the AudioClip for a given key.
- void [RemoveClip](#) ([Model.Wrapper](#) key)
Removes an AudioClip for a given key.
- void [AddClip](#) ([Model.Wrapper](#) key, AudioClip data)
Adds an AudioClip for a given key.
- void [ClearClipCache](#) ()
Clears the clips cache.
- void [ClearCache](#) ()
Clears the complete cache.

Static Public Member Functions

- static void [ResetObject](#) ()
Resets this object.

Public Attributes

- readonly System.Collections.Generic.Dictionary< [Model.Wrapper](#), AudioClip > **Clips** = new System.Collections.Generic.Dictionary<[Model.Wrapper](#), AudioClip>()
- int [CurrentClipCacheSize](#) => Clips.Sum(pair => pair.Value.samples * 2 * 4)
Current size of the clip cache in Bytes.

Protected Member Functions

- override void **OnApplicationQuit** ()

Properties

- int [ClipCacheSize](#) [get, set]
Size of the clip cache in Bytes.

Additional Inherited Members

5.57.1 Detailed Description

Global cache for wrappers.

5.57.2 Member Function Documentation

5.57.2.1 AddClip()

```
void Crosstales.RTVoice.GlobalCache.AddClip (
    Model.Wrapper key,
    AudioClip data )
```

Adds an AudioClip for a given key.

Parameters

<i>key</i>	Key for the AudioClip.
<i>data</i>	AudioClip for the key.

5.57.2.2 ClearCache()

```
void Crosstales.RTVoice.GlobalCache.ClearCache ( )
```

Clears the complete cache.

5.57.2.3 ClearClipCache()

```
void Crosstales.RTVoice.GlobalCache.ClearClipCache ( )
```

Clears the clips cache.

5.57.2.4 GetClip()

```
AudioClip Crosstales.RTVoice.GlobalCache.GetClip (
    Model.Wrapper key )
```

Returns the AudioClip for a given key.

Parameters

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

Returns

AudioClip for the given key.

5.57.2.5 RemoveClip()

```
void Crosstales.RTVoice.GlobalCache.RemoveClip (
    Model.Wrapper key )
```

Removes an AudioClip for a given key.

Parameters

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

5.57.2.6 ResetObject()

```
static void Crosstales.RTVoice.GlobalCache.ResetObject ( ) [static]
```

Resets this object.

5.57.3 Member Data Documentation**5.57.3.1 CurrentClipCacheSize**

```
int Crosstales.RTVoice.GlobalCache.CurrentClipCacheSize => Clips.Sum(pair => pair.Value.↔
samples * 2 * 4)
```

Current size of the clip cache in Bytes.

5.57.4 Property Documentation

5.57.4.1 ClipCacheSize

```
int Crosstales.RTVoice.GlobalCache.ClipCacheSize [get], [set]
```

Size of the clip cache in Bytes.

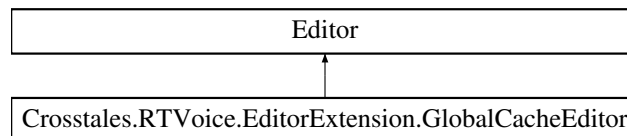
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/GlobalCache.cs

5.58 Crosstales.RTVoice.EditorExtension.GlobalCacheEditor Class Reference

Custom editor for the 'GlobalCache'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.GlobalCacheEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.58.1 Detailed Description

Custom editor for the 'GlobalCache'-class.

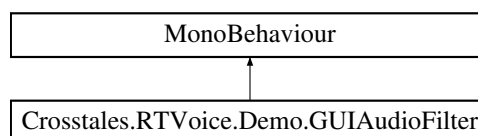
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/GlobalCacheEditor.cs

5.59 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

Simple GUI for audio filters.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIAudioFilter:



Public Member Functions

- void **ResetFilters** ()
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- 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**

5.59.1 Detailed Description

[Simple](#) GUI for audio filters.

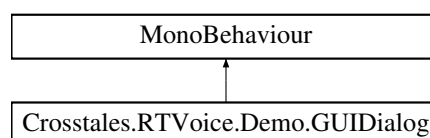
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/G↵ UIAudioFilter.cs

5.60 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 **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)
- void **GenderAChanged** (int index)
- void **GenderBChanged** (int index)

Public Attributes

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

5.60.1 Detailed Description

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

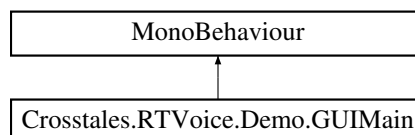
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/G↵UIDialog.cs

5.61 Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:



Public Member Functions

- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

Public Attributes

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

5.61.1 Detailed Description

Main GUI component for all demo scenes.

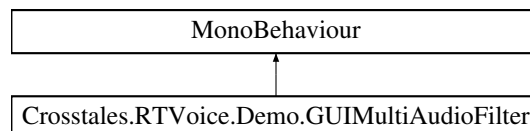
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUIMain.cs

5.62 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 **ResetFilters** ()
- void **ClearFilters** ()
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- 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<AudioSource>()
- 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**

5.62.1 Detailed Description

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

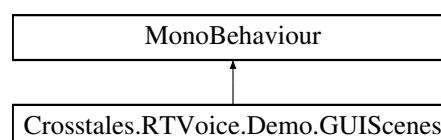
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/G↵
UIMultiAudioFilter.cs

5.63 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 **PreviousSceneWebGL**
- string **NextScene**
- string **NextSceneWebGL**

5.63.1 Detailed Description

Main GUI scene manager for all demo scenes.

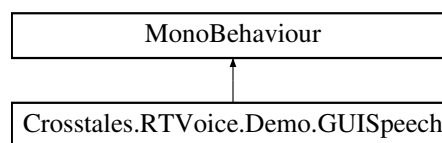
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/GUIScenes.cs

5.64 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 **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **GenderChanged** (int index)

Public Attributes

- bool **StartAsNative**
- [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**
- Text **Voices**

Static Public Attributes

- static float **Rate** = 1f
- static float **Pitch** = 1f
- static float **Volume** = 1f
- static bool **isNative**

5.64.1 Detailed Description

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

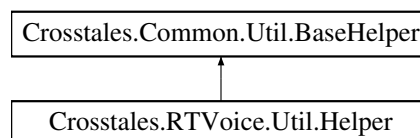
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/G↵UISpeech.cs

5.65 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.RTVoice.Util.Helper:



Static Public Member Functions

- static [Model.Enum.Gender](#) [StringToGender](#) (string gender)
Converts a string to a Gender.
- static [Model.Enum.Gender](#) [AppleVoiceNameToGender](#) (string voiceName)
Converts an Apple voice name to a Gender.
- static [Model.Enum.Gender](#) [WSAVoiceNameToGender](#) (string voiceName)
Converts an WSA voice name to a Gender.
- static string [CleanText](#) (string text, bool removeTags=true, bool clearSpaces=true, bool clearLine↵Endings=true)
Cleans a given text to contain only letters or digits.
- static string [MarkSpokenText](#) (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false, string markPrefix="<color=green>", string markPostfix="</color>")
Marks the current word or all spoken words from a given text array.

Static Public Attributes

- static readonly System.Collections.Generic.Dictionary< int, string > **LocaleCodes** = new System.↵Collections.Generic.Dictionary<int, string>(161)
- static bool [hasBuiltInTTS](#) => [isWindowsBasedPlatform](#) || [isAppleBasedPlatform](#) || [isAndroidPlatform](#) || [isLinuxPlatform](#)
Checks if the current platform has built-in TTS.

Properties

- static [Model.Enum.ProviderType](#) `CurrentProviderType` [get]
The current provider type.

Additional Inherited Members

5.65.1 Detailed Description

Various helper functions.

5.65.2 Member Function Documentation

5.65.2.1 AppleVoiceNameToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.AppleVoiceNameToGender (  
    string voiceName ) [static]
```

Converts an Apple voice name to a Gender.

Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

Returns

Gender from the given Apple voice name.

5.65.2.2 CleanText()

```
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.

5.65.2.3 MarkSpokenText()

```
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.

5.65.2.4 StringToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.StringToGender (
    string gender ) [static]
```

Converts a string to a Gender.

Parameters

<i>gender</i>	Gender as text.
---------------	-----------------

Returns

Gender from the given string.

5.65.2.5 WSAVoiceNameToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.WSAVoiceNameToGender (
    string voiceName ) [static]
```

Converts an WSA voice name to a Gender.

Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

Returns

Gender from the given WSA voice name.

5.65.3 Member Data Documentation

5.65.3.1 hasBuiltInTTS

```
bool Crosstales.RTVoice.Util.Helper.hasBuiltInTTS => isWindowsBasedPlatform || isAppleBasedPlatform
|| isAndroidPlatform || isLinuxPlatform [static]
```

Checks if the current platform has built-in TTS.

Returns

True if the current platform has built-in TTS.

5.65.4 Property Documentation

5.65.4.1 CurrentProviderType

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

The current provider type.

Returns

Current provider type.

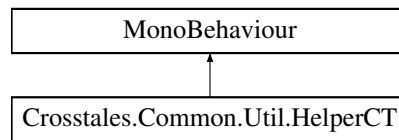
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Helper.[↔](#)cs

5.66 Crosstales.Common.Util.HelperCT Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.HelperCT:



5.66.1 Detailed Description

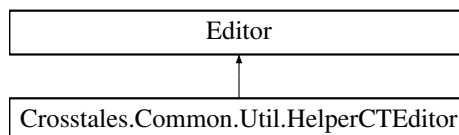
Helper to reset the necessary settings.

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Base↔Helper.cs`

5.67 Crosstales.Common.Util.HelperCTEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.HelperCTEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Base↔Helper.cs`

5.68 Crosstales.RTVoice.Azure.Synthesize.InputOptions Class Reference

Inputs Options for the TTS Service.

Public Member Functions

- [InputOptions](#) ()

Initializes a new instance of the Input class.

Properties

- System.Uri [RequestUri](#) [get, set]
Gets or sets the request URI.
- [AudioOutputFormat](#) [OutputFormat](#) [get, set]
Gets or sets the audio output format.
- System.Collections.Generic.IEnumerable< System.Collections.Generic.KeyValuePair< string, string > > [Headers](#) [get]
Gets or sets the headers.
- string [Locale](#) [get, set]
Gets or sets the locale.
- [Model.Enum.Gender](#) [VoiceType](#) [get, set]
Gets or sets the type of the voice; male/female.
- string [VoiceName](#) [get, set]
Gets or sets the name of the voice.
- string [AuthorizationToken](#) [get, set]
Authorization Token.
- string [Text](#) [get, set]
Gets or sets the text.

5.68.1 Detailed Description

Inputs Options for the TTS Service.

5.68.2 Constructor & Destructor Documentation

5.68.2.1 InputOptions()

```
Crosstales.RTVoice.Azure.Synthesize.InputOptions.InputOptions ( )
```

Initializes a new instance of the Input class.

5.68.3 Property Documentation

5.68.3.1 AuthorizationToken

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.AuthorizationToken [get], [set]
```

Authorization Token.

5.68.3.2 Headers

```
System.Collections.Generic.IEnumerable<System.Collections.Generic.KeyValuePair<string, string>  
> Crosstales.RTVoice.Azure.Synthesize.InputOptions.Headers [get]
```

Gets or sets the headers.

5.68.3.3 Locale

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.Locale [get], [set]
```

Gets or sets the locale.

5.68.3.4 OutputFormat

```
AudioOutputFormat Crosstales.RTVoice.Azure.Synthesize.InputOptions.OutputFormat [get], [set]
```

Gets or sets the audio output format.

5.68.3.5 RequestUri

```
System.Uri Crosstales.RTVoice.Azure.Synthesize.InputOptions.RequestUri [get], [set]
```

Gets or sets the request URI.

5.68.3.6 Text

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.Text [get], [set]
```

Gets or sets the text.

5.68.3.7 VoiceName

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceName [get], [set]
```

Gets or sets the name of the voice.

5.68.3.8 VoiceType

```
Model.Enum.Gender Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceType [get], [set]
```

Gets or sets the type of the voice; male/female.

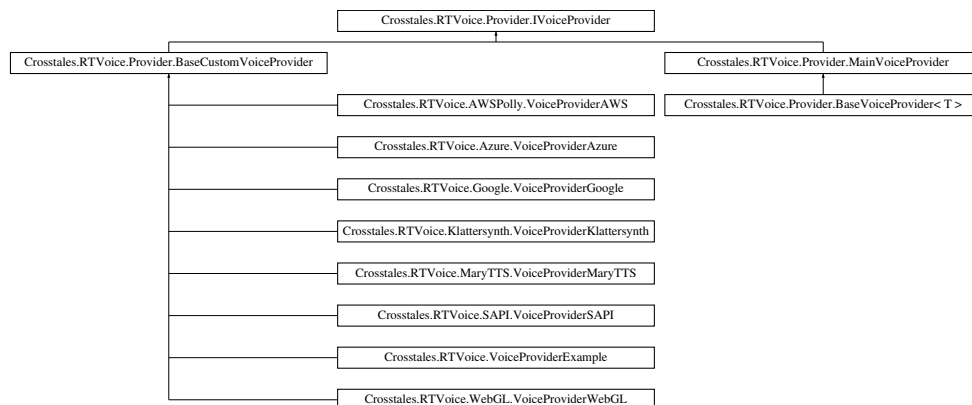
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/TTSClient.cs

5.69 Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference

Interface for all voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.IVoiceProvider:



Public Member Functions

- void **Silence** ()
Silence all active TTS-providers.
- void **Silence** (string uid)
Silence the current TTS-provider (native mode).
- IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- IEnumerator **Generate** (Model.Wrapper wrapper)

- *The current provider generates an audio file from a text with a given voice.*
- IEnumerator [SpeakWithClip](#) ([Model.Wrapper](#) wrapper, [AudioClip](#) clip)
 - *The provider speaks a text with a given [AudioClip](#).*
- void [Load](#) (bool forceReload=false)
 - *Load the provider (e.g. all voices).*
- void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
 - *The current provider speaks a text with a given voice (native mode & Editor only).*
- void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
 - *Generates an audio file with the current provider (Editor only).*

Properties

- string [AudioFileExtension](#) [get]
 - *Returns the extension of the generated audio files.*
- AudioType [AudioFileType](#) [get]
 - *Returns the type of the generated audio files.*
- string [DefaultVoiceName](#) [get]
 - *Returns the default voice name of the current TTS-provider.*
- System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
 - *Get all available voices from the current TTS-provider and fills it into a given list.*
- int [MaxTextLength](#) [get]
 - *Maximal length of the speech text (in characters).*
- bool [isWorkingInEditor](#) [get]
 - *Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).*
- bool [isWorkingInPlaymode](#) [get]
 - *Indicates if this provider is working with 'Play'-mode inside the Unity Editor.*
- bool [isSpeakNativeSupported](#) [get]
 - *Indicates if this provider is supporting [SpeakNative](#).*
- bool [isSpeakSupported](#) [get]
 - *Indicates if this provider is supporting [Speak](#).*
- bool [isPlatformSupported](#) [get]
 - *Indicates if this provider is supporting the current platform.*
- bool [isSSMLSupported](#) [get]
 - *Indicates if this provider is supporting SSML.*
- bool [isOnlineService](#) [get]
 - *Indicates if this provider is an online service like [MaryTTS](#) or AWS Polly.*
- bool [hasCoRoutines](#) [get]
 - *Indicates if this provider uses co-routines.*
- bool [isIL2CPPSupported](#) [get]
 - *Indicates if this provider is supporting IL2CPP.*
- bool [hasVoicesInEditor](#) [get]
 - *Indicates if this provider returns voices in the Editor mode.*
- System.Collections.Generic.List< string > [Cultures](#) [get]
 - *Get all available cultures from the current provider (ISO 639-1).*

5.69.1 Detailed Description

Interface for all voice providers.

5.69.2 Member Function Documentation

5.69.2.1 Generate()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Generate (
    Model.Wrapper wrapper )
```

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.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.MainVoiceProvider](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.BaseCrosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.69.2.2 GenerateInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.GenerateInEditor (
    Model.Wrapper wrapper )
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.Provider.MainVoiceProvider](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Provider.BaseCrosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.69.2.3 Load()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Load (
    bool forceReload = false )
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implemented in [Crosstales.RTVoice.Provider.MainVoiceProvider](#), [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#) and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.69.2.4 Silence() [1/2]

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Silence ( )
```

Silence all active TTS-providers.

Implemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.MainVoiceProvider](#), and [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.69.2.5 Silence() [2/2]

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Silence (
    string uid )
```

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Implemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.MainVoiceProvider](#), and [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.69.2.6 Speak()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Speak (
    Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.Provider.MainVoiceProvider](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.69.2.7 SpeakNative()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNative (
    Model Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.Provider.MainVoiceProvider](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.69.2.8 SpeakNativeInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNativeInEditor (
    Model Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.69.2.9 SpeakWithClip()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakWithClip (
    Model Wrapper wrapper,
    AudioClip clip )
```

The provider speaks a text with a given AudioClip.

Parameters

<i>wrapper</i>	Wrapper containing the data.
<i>clip</i>	AudioClip with the speech audio.

Implemented in [Crosstales.RTVoice.Provider.MainVoiceProvider](#), and [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.69.3 Property Documentation

5.69.3.1 AudioFileExtension

```
string Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileExtension [get]
```

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.69.3.2 AudioFileType

```
AudioType Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileType [get]
```

Returns the type of the generated audio files.

Returns

Type of the generated audio files.

5.69.3.3 Cultures

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Provider.IVoiceProvider.Cultures  
[get]
```

Get all available cultures from the current provider (ISO 639-1).

Returns

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

5.69.3.4 DefaultVoiceName

```
string Crosstales.RTVoice.Provider.IVoiceProvider.DefaultVoiceName [get]
```

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.69.3.5 hasCoRoutines

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.hasCoRoutines [get]
```

Indicates if this provider uses co-routines.

Returns

True if this provider uses co-routines.

5.69.3.6 hasVoicesInEditor

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.hasVoicesInEditor [get]
```

Indicates if this provider returns voices in the Editor mode.

Returns

True if this provider returns voices in the Editor mode.

5.69.3.7 isIL2CPPSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isIL2CPPSupported [get]
```

Indicates if this provider is supporting IL2CPP.

Returns

True if this provider supports IL2CPP.

5.69.3.8 isOnlineService

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isOnlineService [get]
```

Indicates if this provider is an online service like [MaryTTS](#) or AWS Polly.

Returns

True if this provider is an online service.

5.69.3.9 isPlatformSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isPlatformSupported [get]
```

Indicates if this provider is supporting the current platform.

Returns

True if this provider supports current platform.

5.69.3.10 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakNativeSupported [get]
```

Indicates if this provider is supporting SpeakNative.

Returns

True if this provider supports SpeakNative.

5.69.3.11 isSpeakSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakSupported [get]
```

Indicates if this provider is supporting Speak.

Returns

True if this provider supports Speak.

5.69.3.12 isSSMLSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSSMLSupported [get]
```

Indicates if this provider is supporting SSML.

Returns

True if this provider supports SSML.

5.69.3.13 isWorkingInEditor

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInEditor [get]
```

Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).

Returns

True if the provider is working directly inside the Unity Editor.

5.69.3.14 isWorkingInPlaymode

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInPlaymode [get]
```

Indicates if this provider is working with 'Play'-mode inside the Unity Editor.

Returns

True if this provider is working with 'Play'-mode inside the Unity Editor.

5.69.3.15 MaxTextLength

```
int Crosstales.RTVoice.Provider.IVoiceProvider.MaxTextLength [get]
```

Maximal length of the speech text (in characters).

Returns

The maximal length of the speech text.

5.69.3.16 Voices

`System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Provider.IVoiceProvider.Voices [get]`

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

Returns

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

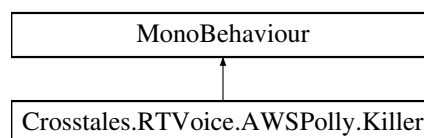
The documentation for this interface was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/IVoiceProvider.cs`

5.70 Crosstales.RTVoice.AWSPolly.Killer Class Reference

Kills AWS Polly at the end of the scene.

Inheritance diagram for `Crosstales.RTVoice.AWSPolly.Killer`:



Public Attributes

- `GameObject` **AWSPolly**

5.70.1 Detailed Description

Kills AWS Polly at the end of the scene.

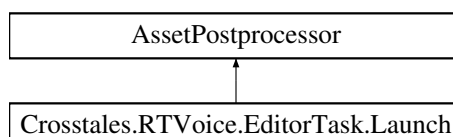
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Demo/Scripts/Killer.cs`

5.71 Crosstales.RTVoice.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for `Crosstales.RTVoice.EditorTask.Launch`:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] movedAssets, string[] movedFromAssetPaths)

5.71.1 Detailed Description

Show the configuration window on the first launch.

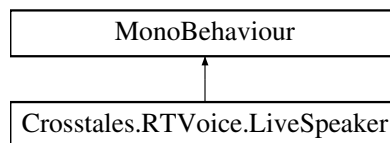
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/Launch.cs

5.72 Crosstales.RTVoice.LiveSpeaker Class Reference

Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").

Inheritance diagram for Crosstales.RTVoice.LiveSpeaker:



Public Member Functions

- void **SpeakNativeLive** (Model.Wrapper wrapper)
Speaks a text with a given wrapper -> native mode.
- void **SpeakNativeLive** (string args)
Speaks a text with a given array of arguments (native mode).
- void **SpeakNativeLive** (string[] args)
Speaks a text with a given array of arguments (native mode).
- void **SpeakLive** (Model.Wrapper wrapper)
Speaks a text with a given wrapper.
- void **SpeakLive** (string args)
Speaks a text with a given array of arguments.
- void **SpeakLive** (string[] args)
Speaks a text with a given array of arguments.
- void **SilenceLive** ()
Silence all active TTS-voices.

5.72.1 Detailed Description

Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").

5.72.2 Member Function Documentation

5.72.2.1 SilenceLive()

```
void Crosstales.RTVoice.LiveSpeaker.SilenceLive ( )
```

Silence all active TTS-voices.

5.72.2.2 SpeakLive() [1/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakLive (
    Model Wrapper wrapper )
```

Speaks a text with a given wrapper.

Parameters

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

5.72.2.3 SpeakLive() [2/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakLive (
    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).
-------------	---

5.72.2.4 SpeakLive() [3/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakLive (
    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).
-------------	---

5.72.2.5 SpeakNativeLive() [1/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNativeLive (
    Model.Wrapper wrapper )
```

Speaks a text with a given wrapper -> native mode.

Parameters

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

5.72.2.6 SpeakNativeLive() [2/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNativeLive (
    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).
-------------	---

5.72.2.7 SpeakNativeLive() [3/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNativeLive (
    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).
-------------	---

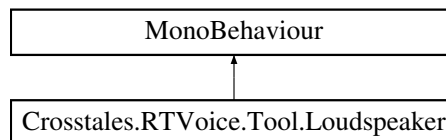
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Live↔ Speaker.cs](#)

5.73 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

[Loudspeaker](#) for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



Public Member Functions

- void **OnDisable** ()

Properties

- AudioSource [Source](#) [get, set]
Origin AudioSource.
- bool [SilenceSource](#) [get, set]
Silence the origin.

5.73.1 Detailed Description

[Loudspeaker](#) for an AudioSource.

5.73.2 Property Documentation

5.73.2.1 SilenceSource

```
bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource [get], [set]
```

Silence the origin.

5.73.2.2 Source

AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source [get], [set]

Origin AudioSource.

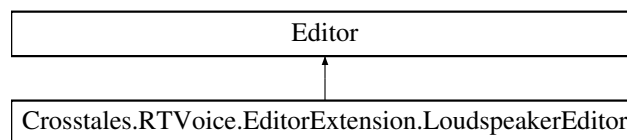
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/Loudspeaker.
↔
cs

5.74 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** ()

5.74.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

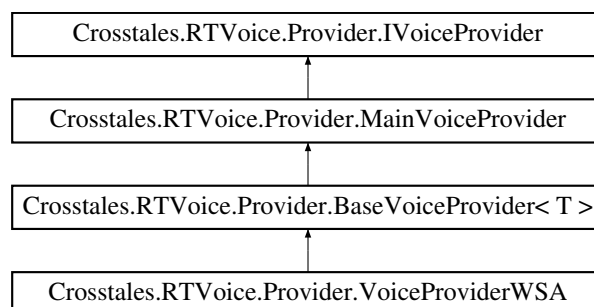
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/Loudspeaker.
↔
Editor.cs

5.75 Crosstales.RTVoice.Provider.MainVoiceProvider Class Reference

Main class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.MainVoiceProvider:



Public Member Functions

- 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.
- virtual IEnumerator [SpeakWithClip](#) ([Model.Wrapper](#) wrapper, AudioClip clip)
The provider speaks a text with a given AudioClip.
- abstract void [Load](#) (bool forceReload=false)
Load the provider (e.g. all voices).
- abstract void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).

Public Attributes

- virtual System.Collections.Generic.List< [Model.Voice](#) > **Voices** => cachedVoices

Protected Member Functions

- void **startProcess** ([Common.Util.CTProcess](#) process, int timeout=0, bool eventOutputData=false, bool eventErrorData=false, bool redirectOutputData=true, bool redirectErrorData=true) protected static void startProcess(System.Diagnostics.Process process)

Protected Attributes

- System.Collections.Generic.List< [Model.Voice](#) > **cachedVoices** = new System.Collections.Generic.List<[Model.Voice](#)>()
- readonly System.Collections.Generic.Dictionary< string, System.Diagnostics.Process > **processes**
- bool **silence**

Static Protected Attributes

- static readonly char[] **splitCharWords** = { ' ' }

Properties

- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract bool **isWorkingInPlaymode** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- abstract bool **isIL2CPPSupported** [get]
- abstract bool **hasVoicesInEditor** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

Events

- [VoicesReady](#) [OnVoicesReady](#)
An event triggered whenever the voices of a provider are ready.
- [SpeakStart](#) [OnSpeakStart](#)
An event triggered whenever a speak is started.
- [SpeakComplete](#) [OnSpeakComplete](#)
An event triggered whenever a speak is completed.
- [SpeakCurrentWord](#) [OnSpeakCurrentWord](#)
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- [SpeakCurrentPhoneme](#) [OnSpeakCurrentPhoneme](#)
An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- [SpeakCurrentViseme](#) [OnSpeakCurrentViseme](#)
An event triggered whenever a new viseme is spoken (native mode, Windows only).
- [SpeakAudioGenerationStart](#) [OnSpeakAudioGenerationStart](#)
An event triggered whenever a speak audio generation is started.
- [SpeakAudioGenerationComplete](#) [OnSpeakAudioGenerationComplete](#)
An event triggered whenever a speak audio generation is completed.
- [ErrorInfo](#) [OnErrorInfo](#)
An event triggered whenever an error occurs.

5.75.1 Detailed Description

Main class for voice providers.

5.75.2 Member Function Documentation

5.75.2.1 Generate()

```
abstract IEnumerator Crosstales.RTVoice.Provider.MainVoiceProvider.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.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.75.2.2 GenerateInEditor()

```
abstract void Crosstales.RTVoice.Provider.MainVoiceProvider.GenerateInEditor (
    Model.Wrapper wrapper ) [pure virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.75.2.3 Load()

```
abstract void Crosstales.RTVoice.Provider.MainVoiceProvider.Load (
    bool forceReload = false ) [pure virtual]
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.75.2.4 Silence() [1/2]

```
virtual void Crosstales.RTVoice.Provider.MainVoiceProvider.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.75.2.5 Silence() [2/2]

```
virtual void Crosstales.RTVoice.Provider.MainVoiceProvider.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

5.75.2.6 Speak()

```
abstract IEnumerator Crosstales.RTVoice.Provider.MainVoiceProvider.Speak (
    Model.Wrapper wrapper ) [pure virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.75.2.7 SpeakNative()

```
abstract IEnumerator Crosstales.RTVoice.Provider.MainVoiceProvider.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.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.75.2.8 SpeakWithClip()

```
virtual IEnumerator Crosstales.RTVoice.Provider.MainVoiceProvider.SpeakWithClip (
    Model.Wrapper wrapper,
    AudioClip clip ) [virtual]
```

The provider speaks a text with a given AudioClip.

Parameters

<i>wrapper</i>	Wrapper containing the data.
<i>clip</i>	AudioClip with the speech audio.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

5.75.3 Member Data Documentation

5.75.3.1 processes

readonly System.Collections.Generic.Dictionary<string, System.Diagnostics.Process> Crosstales.RTVoice.Provider.MainVoiceProvider.processes [protected]

Initial value:

```
=  
    new System.Collections.Generic.Dictionary<string, System.Diagnostics.Process>()
```

5.75.4 Event Documentation

5.75.4.1 OnErrorInfo

ErrorInfo Crosstales.RTVoice.Provider.MainVoiceProvider.OnErrorInfo

An event triggered whenever an error occurs.

5.75.4.2 OnSpeakAudioGenerationComplete

SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakAudioGenerationComplete

An event triggered whenever a speak audio generation is completed.

5.75.4.3 OnSpeakAudioGenerationStart

SpeakAudioGenerationStart Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakAudioGenerationStart

An event triggered whenever a speak audio generation is started.

5.75.4.4 OnSpeakComplete

SpeakComplete Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakComplete

An event triggered whenever a speak is completed.

5.75.4.5 OnSpeakCurrentPhoneme

SpeakCurrentPhoneme Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakCurrentPhoneme

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

5.75.4.6 OnSpeakCurrentViseme

SpeakCurrentViseme Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakCurrentViseme

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

5.75.4.7 OnSpeakCurrentWord

SpeakCurrentWord Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakCurrentWord

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

5.75.4.8 OnSpeakStart

SpeakStart Crosstales.RTVoice.Provider.MainVoiceProvider.OnSpeakStart

An event triggered whenever a speak is started.

5.75.4.9 OnVoicesReady

VoicesReady Crosstales.RTVoice.Provider.MainVoiceProvider.OnVoicesReady

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

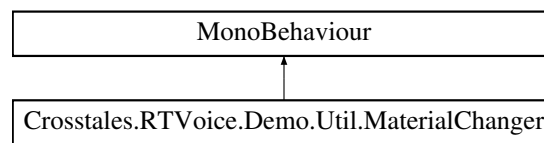
The documentation for this class was generated from the following file:

- D:/slauberberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/BaseVoiceProvider.cs

5.76 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 Attributes

- AudioSource **Source**
- Material **ActiveMaterial**

5.76.1 Detailed Description

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

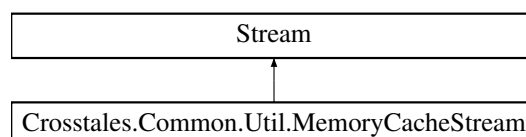
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↔ Util/MaterialChanger.cs`

5.77 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



Public Member Functions

- `MemoryCacheStream` (int cacheSize=64 *[BaseConstants.FACTOR_KB](#), int maxCacheSize=64 *[BaseConstants.FACTOR_MB](#))
Constructor with a specified cache size.
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[] buffer, int offset, int count)
- override void **Write** (byte[] buffer, int offset, int count)

Public Attributes

- override bool [CanRead](#) => true
Gets a flag flag that indicates if the stream is readable (always true).
- override bool [CanSeek](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override bool [CanWrite](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override long [Length](#) => length
Gets the current stream length.

Properties

- override long [Position](#) [get, set]
Gets or sets the current stream position.

5.77.1 Detailed Description

Memory cache stream.

5.77.2 Constructor & Destructor Documentation

5.77.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
    int cacheSize = 64 * BaseConstants.FACTOR\_KB,
    int maxCacheSize = 64 * BaseConstants.FACTOR\_MB )
```

Constructor with a specified cache size.

Parameters

<i>cacheSize</i>	Cache size of the stream in bytes.
<i>maxCacheSize</i>	Maximum cache size of the stream in bytes.

5.77.3 Member Data Documentation

5.77.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.77.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.77.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.77.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

5.77.4 Property Documentation

5.77.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position [get], [set]
```

Gets or sets the current stream position.

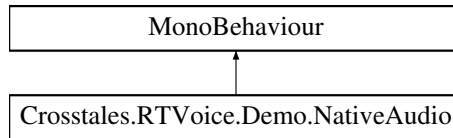
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Memory↔
CacheStream.cs

5.78 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 **StartTTS** ()
- void **Silence** ()

Public Attributes

- string **SpeechText** = "This is an example with native audio for exact timing (e.g. animations)."
- bool **PlayOnStart**
- float **Delay** = 1f

5.78.1 Detailed Description

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

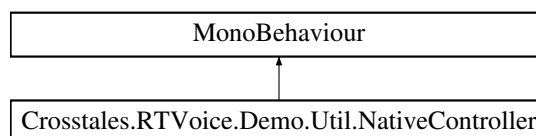
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/NativeAudio.cs

5.79 Crosstales.RTVoice.Demo.Util.NativeController Class Reference

Enables or disable game objects for native mode.

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



Public Attributes

- bool [Active](#) = true
Enable or disable the 'Objects' for native mode (default: true).
- GameObject[] **Objects**

5.79.1 Detailed Description

Enables or disable game objects for native mode.

5.79.2 Member Data Documentation

5.79.2.1 Active

```
bool Crosstales.RTVoice.Demo.Util.NativeController.Active = true
```

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

summary>Selected objects for the controller.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↵
Util/NativeController.cs

5.80 Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

5.80.1 Detailed Description

Checks if a 'Happy new year'-message must be displayed.

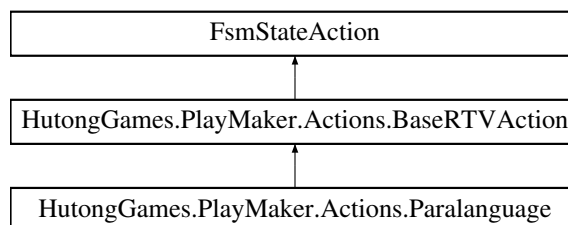
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Editor/Task/NY↵
Check.cs

5.81 HutongGames.PlayMaker.Actions.Paralanguage Class Reference

Paralanguage-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Paralanguage:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- [Crosstales.RTVoice.Tool.Paralanguage Obj](#)
Add a [Paralanguage](#) (default: first object in scene).

5.81.1 Detailed Description

Paralanguage-action for [PlayMaker](#).

5.81.2 Member Data Documentation

5.81.2.1 Obj

[Crosstales.RTVoice.Tool.Paralanguage](#) `HutongGames.PlayMaker.Actions.Paralanguage.Obj`

Add a [Paralanguage](#) (default: first object in scene).

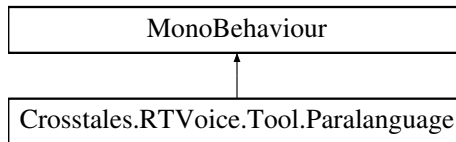
The documentation for this class was generated from the following file:

- `D:/slauberberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Paralanguage.cs`

5.82 Crosstales.RTVoice.Tool.Paralanguage Class Reference

Para-language simulator with audio files.

Inheritance diagram for Crosstales.RTVoice.Tool.Paralanguage:



Public Member Functions

- void [Speak](#) ()
Speak the text.
- void [Silence](#) ()
Silence the speech.

Public Attributes

- [ParalanguageStartEvent](#) **OnStarted**
- [ParalanguageCompleteEvent](#) **OnCompleted**

Properties

- string [Text](#) [get, set]
Text to speak.
- [Model.VoiceAlias](#) **Voices** [get, set]
Voices for the speech.
- [Model.Enum.SpeakMode](#) **Mode** [get, set]
Speak mode.
- [AudioClip\[\]](#) **Clips** [get, set]
Audio clips to play.
- float [Rate](#) [get, set]
Speech rate of the speaker in percent (range: 0-3).
- float [Pitch](#) [get, set]
Speech pitch of the speaker in percent (range: 0-2).
- float [Volume](#) [get, set]
Volume of the speaker in percent (range: 0-1).
- bool [PlayOnStart](#) [get, set]
Enable speaking of the text on start.
- float [Delay](#) [get, set]
Delay until the speech for this text starts.

Events

- ParalanguageStart [OnParalanguageStart](#)
An event triggered whenever a [Paralanguage](#) 'Speak' is started.
- ParalanguageComplete [OnParalanguageComplete](#)
An event triggered whenever a [Paralanguage](#) 'Speak' is completed.

5.82.1 Detailed Description

Para-language simulator with audio files.

5.82.2 Member Function Documentation

5.82.2.1 Silence()

```
void Crosstales.RTVoice.Tool.Paralanguage.Silence ( )
```

Silence the speech.

5.82.2.2 Speak()

```
void Crosstales.RTVoice.Tool.Paralanguage.Speak ( )
```

Speak the text.

5.82.3 Property Documentation

5.82.3.1 Clips

```
AudioClip [ ] Crosstales.RTVoice.Tool.Paralanguage.Clips [get], [set]
```

Audio clips to play.

5.82.3.2 Delay

```
float Crosstales.RTVoice.Tool.Paralanguage.Delay [get], [set]
```

Delay until the speech for this text starts.

5.82.3.3 Mode

`Model.Enum.SpeakMode` Crosstales.RTVoice.Tool.Paralanguage.Mode [get], [set]

Speak mode.

5.82.3.4 Pitch

`float` Crosstales.RTVoice.Tool.Paralanguage.Pitch [get], [set]

Speech pitch of the speaker in percent (range: 0-2).

5.82.3.5 PlayOnStart

`bool` Crosstales.RTVoice.Tool.Paralanguage.PlayOnStart [get], [set]

Enable speaking of the text on start.

5.82.3.6 Rate

`float` Crosstales.RTVoice.Tool.Paralanguage.Rate [get], [set]

Speech rate of the speaker in percent (range: 0-3).

5.82.3.7 Text

`string` Crosstales.RTVoice.Tool.Paralanguage.Text [get], [set]

Text to speak.

5.82.3.8 Voices

`Model.VoiceAlias` Crosstales.RTVoice.Tool.Paralanguage.Voices [get], [set]

Voices for the speech.

5.82.3.9 Volume

```
float Crosstales.RTVoice.Tool.Paralanguage.Volume [get], [set]
```

Volume of the speaker in percent (range: 0-1).

5.82.4 Event Documentation

5.82.4.1 OnParalanguageComplete

```
ParalanguageComplete Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageComplete
```

An event triggered whenever a [Paralanguage](#) 'Speak' is completed.

5.82.4.2 OnParalanguageStart

```
ParalanguageStart Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageStart
```

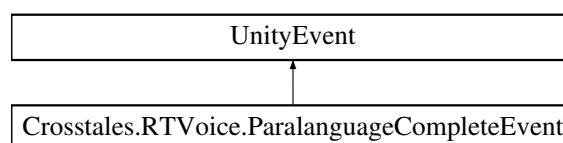
An event triggered whenever a [Paralanguage](#) 'Speak' is started.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/Paralanguage.↔
cs

5.83 Crosstales.RTVoice.ParalanguageCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ParalanguageCompleteEvent:



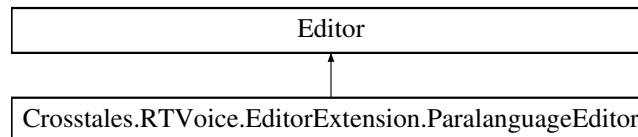
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.↔
cs

5.84 Crosstales.RTVoice.EditorExtension.ParalanguageEditor Class Reference

Custom editor for the 'Paralanguage'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ParalanguageEditor:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.84.1 Detailed Description

Custom editor for the 'Paralanguage'-class.

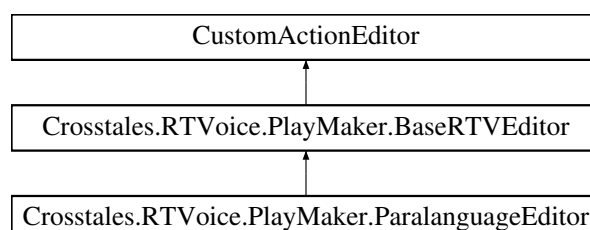
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/Paralanguage↔ Editor.cs

5.85 Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference

Custom editor for the Paralanguage-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.ParalanguageEditor:



Additional Inherited Members

5.85.1 Detailed Description

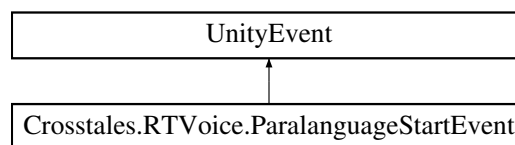
Custom editor for the Paralanguage-action.

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

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/ParalanguageEditor.cs](#)

5.86 Crosstales.RTVoice.ParalanguageStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ParalanguageStartEvent:



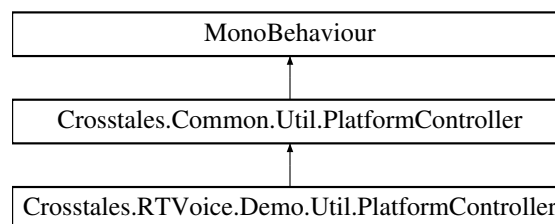
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs](#)

5.87 Crosstales.RTVoice.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

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



Additional Inherited Members

5.87.1 Detailed Description

Enables or disable game objects for a given platform.

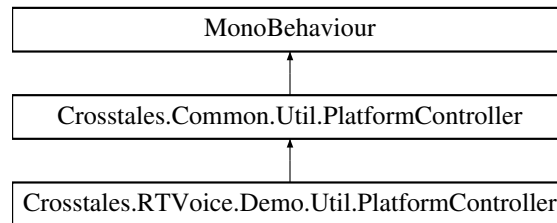
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Util/PlatformController.cs](#)

5.88 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects and scripts for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Attributes

- `System.Collections.Generic.List< Model.Enum.Platform > Platforms`
Selected platforms for the controller.
- `bool Active = true`
summary> Selected objects for the controller.
- `GameObject[] Objects`
summary> Selected scripts for the controller.
- `MonoBehaviour[] Scripts`

Protected Member Functions

- `virtual void Awake ()`
- `void selectPlatform ()`
- `void activateGameObjects ()`
- `void activateScripts ()`

Protected Attributes

- `Model.Enum.Platform currentPlatform`

5.88.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

5.88.2 Member Data Documentation

5.88.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.88.2.2 Objects

```
GameObject [ ] Crosstales.Common.Util.PlatformController.Objects
```

summary>Selected scripts for the controller.

5.88.2.3 Platforms

```
System.Collections.Generic.List<Model.Enum.Platform> Crosstales.Common.Util.PlatformController.↔  
Platforms
```

Selected platforms for the controller.

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

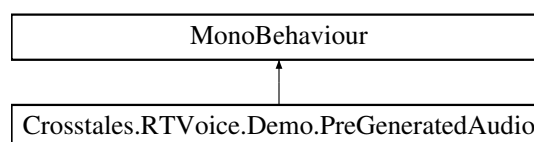
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Platform↔
Controller.cs

5.89 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 **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**

5.89.1 Detailed Description

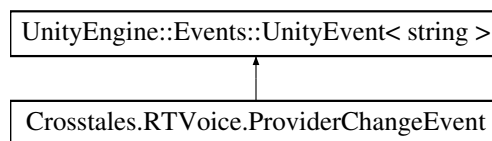
[Simple](#) example with pre-generated audio for exact timing.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/PreGeneratedAudio.cs↵

5.90 Crosstales.RTVoice.ProviderChangeEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.ProviderChangeEvent:



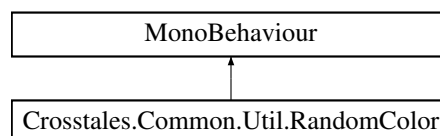
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.↵
cs

5.91 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Attributes

- bool [UseInterval](#) = true
Use intervals to change the color (default: true).
- Vector2 [ChangeInterval](#) = new Vector2(5, 10)
summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 [HueRange](#) = new Vector2(0f, 1f)
summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [SaturationRange](#) = new Vector2(1f, 1f)
summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [ValueRange](#) = new Vector2(1f, 1f)
summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [AlphaRange](#) = new Vector2(1f, 1f)
summary>Use gray scale colors (default: false).
- bool [GrayScale](#)
summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material [Material](#)
summary>Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart**

5.91.1 Detailed Description

Random color changer.

5.91.2 Member Data Documentation

5.91.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.91.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.91.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.91.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.91.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.91.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.91.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.91.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

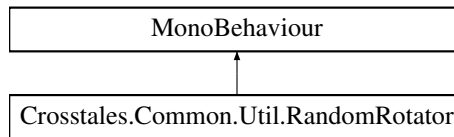
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Random↔
Color.cs

5.92 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Attributes

- bool **UseInterval** = true
Use intervals to change the rotation (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)
summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)
summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart**

5.92.1 Detailed Description

Random rotation changer.

5.92.2 Member Data Documentation

5.92.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.92.2.2 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.92.2.3 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.92.2.4 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

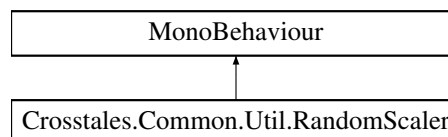
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Random↔ Rotator.cs

5.93 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Attributes

- bool **UseInterval** = true
Use intervals to change the scale (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)
summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)
summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool **Uniform** = true
summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart**

5.93.1 Detailed Description

Random scale changer.

5.93.2 Member Data Documentation

5.93.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.93.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.93.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.93.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.93.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Random↔
Scaler.cs

5.94 com.crosstales.RTVoice.RTVoiceAndroidBridge Class Reference

Public Member Functions

- [RTVoiceAndroidBridge](#) (Object appContext)

Static Public Member Functions

- static boolean [isWorking](#) ()
- static boolean [isInitialized](#) ()
- static void [Shutdown](#) ()
- static void [SpeakNative](#) (String speechText, float rate, float pitch, float inpVolume, String voiceName)
- static void [StopNative](#) ()
- static String [Speak](#) (String speechText, float rate, float pitch, String voiceName, String outputFile)
- static String[] [GetVoices](#) ()
- static String[] [GetEngines](#) ()
- static void [SetupEngine](#) (String engine)

Static Public Attributes

- static final String **VERSION** = "2020.4.7"

5.94.1 Detailed Description

Acts as a handler for all TTS functions called by RT-Voice on Android.

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5.94.2 Constructor & Destructor Documentation

5.94.2.1 RTVoiceAndroidBridge()

```
com.crosstales.RTVoice.RTVoiceAndroidBridge.RTVoiceAndroidBridge (  
    Object appContext )
```

Constructor for the [RTVoiceAndroidBridge](#) class. The appContext must contain the application context so we can initialize the TTS engine.

Parameters

<i>appContext</i>	Application context of the Unity application
-------------------	--

5.94.3 Member Function Documentation

5.94.3.1 GetVoices()

```
static String [] com.crosstales.RTVoice.RTVoiceAndroidBridge.GetVoices ( ) [static]
```

Checks if the TTS engine is initialized, then -

- if SDK \geq Lollipop: Looks for installed voices on the Android device and use their names to generate a for RTVoice readable list.
- if SDK $<$ Lollipop: Looks for installed locales on the Android device, check each if they have an available voice to them and use their names and languages to generate a for RTVoice readable list.

It returns a String array when the tasks are done, not immediately.

Returns

Multiple Log.d entries, String[] with the available voices/locales

5.94.3.2 isInitialized()

```
static boolean com.crosstales.RTVoice.RTVoiceAndroidBridge.isInitialized ( ) [static]
```

Checks if the engine has been instantiated by calling the boolean "initialized".

Returns immediately

Returns

the boolean signifying if the engine has been instantiated or not

5.94.3.3 isWorking()

```
static boolean com.crosstales.RTVoice.RTVoiceAndroidBridge.isWorking ( ) [static]
```

Checks if the TTS engine is currently busy by calling the boolean "working".

Returns immediately

Returns

the boolean signifying if the engine is busy or not

5.94.3.4 Shutdown()

```
static void com.crosstales.RTVoice.RTVoiceAndroidBridge.Shutdown ( ) [static]
```

If the TTS engine is instantiated, shut it down and set boolean "initialized" to false. Log the result.

Logs after the TTS engine has been shut down or immediately, if the TTS engine is not instantiated.

5.94.3.5 Speak()

```
static String com.crosstales.RTVoice.RTVoiceAndroidBridge.Speak (
    String speechText,
    float rate,
    float pitch,
    String voiceName,
    String outputFile ) [static]
```

Generates audio and starts the private task "generateAudio".

This method generates multiple logs in Log.d regarding its current state.

Parameters

<i>speechText</i>	the text that is supposed to be read.
<i>rate</i>	the rate at which the text is supposed to be read.
<i>pitch</i>	the pitch that gets applied to the Locale/Voice reading the text.
<i>voiceName</i>	the name of the Locale/Voice that is supposed to read the text.
<i>outputFile</i>	the target path

Returns

Multiple Log.d entries, String with the .wav-File path

5.94.3.6 SpeakNative()

```
static void com.crosstales.RTVoice.RTVoiceAndroidBridge.SpeakNative (
    String speechText,
    float rate,
    float pitch,
    float inpVolume,
    String voiceName ) [static]
```

Starts the private task "speakNative".

This method generates multiple logs in Log.d regarding its current state.

Parameters

<i>speechText</i>	the text that is supposed to be read.
<i>rate</i>	the rate at which the text is supposed to be read.
<i>pitch</i>	the pitch that gets applied to the Locale/Voice reading the text.
<i>inpVolume</i>	the volume that gets applied to the Locale/Voice reading the text.
<i>voiceName</i>	the name of the Locale/Voice reading the text.

5.94.3.7 StopNative()

```
static void com.crosstales.RTVoice.RTVoiceAndroidBridge.StopNative ( ) [static]
```

Checks if the TTS engine is busy. If it's busy, stop the engine.

This method generates a log in Log.d on call and on exit.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Libraries/Android/RTVoiceAndroidBridge.java

5.95 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.95.1 Detailed Description

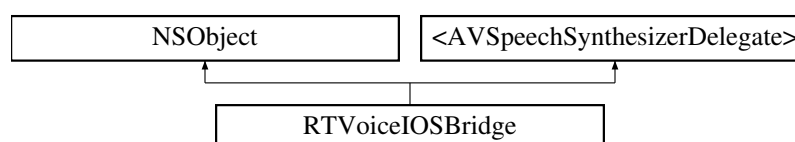
Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Integration/RTVoiceGameObject.cs

5.96 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Class Methods

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

5.96.1 Method Documentation

5.96.1.1 setVoices

```
+ (void) setVoices
```

Collects and sends all voices to RT-Voice.

5.96.1.2 speak:text:rate:pitch:volume:

```
+ (void) speak:
    (NSString *) id
    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>id</i>	ID 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

5.96.1.3 stop

```
+ (void) stop
```

Stops speaking

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RT↔VoicelOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RT↔VoicelOSBridge.mm

5.97 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

5.97.1 Detailed Description

Editor component for the "Tools"-menu.

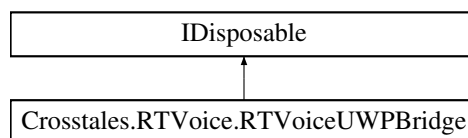
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Integration/RTVoiceMenu.cs

5.98 Crosstales.RTVoice.RTVoiceUWPBridge Class Reference

WSA (UWP) TTS bridge.

Inheritance diagram for Crosstales.RTVoice.RTVoiceUWPBridge:



Public Member Functions

- async void **SpeakNative** (string text, string voice)
- void **StopNative** ()
- async void **SynthesizeToFile** (string text, string path, string fileName, string voice)
Use the TTS engine to write the voice clip into a pre-defined Folder.
- void **Dispose** ()

Properties

- bool **isBusy** [get, set]
Indicates if the TTS-Engine is currently busy.
- bool **isBusyNative** [get, set]
Indicates if the TTS-Engine is currently busy in native mode.
- static string **TargetFolder** [get]
Returns the target Folder of the last Speak call. If there hasn't been a Speak call so far, returns ApplicationData.Current.LocalFolder.
- string[] **Voices** [get]
Returns the available voices.
- bool **DEBUG** [get, set]
DEBUG mode to on/off

5.98.1 Detailed Description

WSA (UWP) TTS bridge.

5.98.2 Member Function Documentation

5.98.2.1 SynthesizeToFile()

```
async void Crosstales.RTVoice.RTVoiceUWPBridge.SynthesizeToFile (
    string text,
    string path,
    string fileName,
    string voice )
```

Use the TTS engine to write the voice clip into a pre-defined Folder.

Parameters

<i>text</i>	Spoken text
<i>path</i>	Target folder
<i>fileName</i>	File name
<i>voice</i>	Desired voice

5.98.3 Property Documentation

5.98.3.1 DEBUG

```
bool Crosstales.RTVoice.RTVoiceUWPBridge.DEBUG [get], [set]
```

DEBUG mode to on/off

5.98.3.2 isBusy

```
bool Crosstales.RTVoice.RTVoiceUWPBridge.isBusy [get], [set]
```

Indicates if the TTS-Engine is currently busy.

Returns

True if the TTS-Engine is currently busy.

5.98.3.3 isBusyNative

```
bool Crosstales.RTVoice.RTVoiceUWPBridge.isBusyNative [get], [set]
```

Indicates if the TTS-Engine is currently busy in native mode.

Returns

True if the TTS-Engine is currently busy in native mode.

5.98.3.4 TargetFolder

```
string Crosstales.RTVoice.RTVoiceUWPBridge.TargetFolder [static], [get]
```

Returns the target Folder of the last Speak call. If there hasn't been a Speak call so far, returns ApplicationData.Current.LocalFolder.

Returns

The target Folder of the last Speak call.

5.98.3.5 Voices

```
string [] Crosstales.RTVoice.RTVoiceUWPBridge.Voices [get]
```

Returns the available voices.

Returns

Available voices as string-array. Format: DisplayName;Language</string>

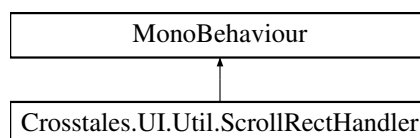
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Native/RTVoiceUWPBridge.cs

5.99 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.99.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

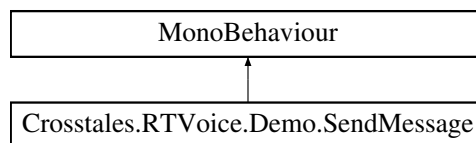
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/↔ Util/ScrollRectHandler.cs

5.100 Crosstales.RTVoice.Demo.SendMessage Class Reference

[Simple](#) "SendMessage" example.

Inheritance diagram for Crosstales.RTVoice.Demo.SendMessage:



Public Member Functions

- 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**

5.100.1 Detailed Description

[Simple](#) "SendMessage" example.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/↔ SendMessage.cs

5.101 Crosstales.RTVoice.Model.Sequence Class Reference

[Model](#) for a sequence.

Public Member Functions

- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Properties

- string [Text](#) [get, set]
Text to speak.
- [VoiceAlias](#) [Voices](#) [get, set]
Voices for the speech.
- [Model.Enum.SpeakMode](#) [Mode](#) [get, set]
Speak mode.
- AudioSource [Source](#) [get, set]
AudioSource for the output.
- float [Rate](#) [get, set]
Speech rate of the speaker in percent (1 = 100%, range: 0.01-3).
- float [Pitch](#) [get, set]
Speech pitch of the speaker in percent (1 = 100%, range: 0-2).
- float [Volume](#) [get, set]
Volume of the speaker in percent (1 = 100%, range: 0-1).
- bool **Initialized** [get, set]

5.101.1 Detailed Description

[Model](#) for a sequence.

5.101.2 Property Documentation

5.101.2.1 Mode

[Model.Enum.SpeakMode](#) Crosstales.RTVoice.Model.Sequence.Mode [get], [set]

Speak mode.

5.101.2.2 Pitch

```
float Crosstales.RTVoice.Model.Sequence.Pitch [get], [set]
```

Speech pitch of the speaker in percent (1 = 100%, range: 0-2).

5.101.2.3 Rate

```
float Crosstales.RTVoice.Model.Sequence.Rate [get], [set]
```

Speech rate of the speaker in percent (1 = 100%, range: 0.01-3).

5.101.2.4 Source

```
AudioSource Crosstales.RTVoice.Model.Sequence.Source [get], [set]
```

AudioSource for the output.

5.101.2.5 Text

```
string Crosstales.RTVoice.Model.Sequence.Text [get], [set]
```

Text to speak.

5.101.2.6 Voices

```
VoiceAlias Crosstales.RTVoice.Model.Sequence.Voices [get], [set]
```

Voices for the speech.

5.101.2.7 Volume

```
float Crosstales.RTVoice.Model.Sequence.Volume [get], [set]
```

Volume of the speaker in percent (1 = 100%, range: 0-1).

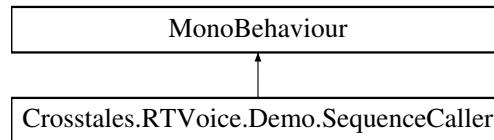
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Sequence.[↵](#)
cs

5.102 Crosstales.RTVoice.Demo.SequenceCaller Class Reference

[Simple](#) Sequence caller example.

Inheritance diagram for Crosstales.RTVoice.Demo.SequenceCaller:



Public Attributes

- `GameObject` **receiver**
- `int` **NumberOfSequences**
- `float` **SequenceDelay** = 1f

5.102.1 Detailed Description

[Simple](#) Sequence caller example.

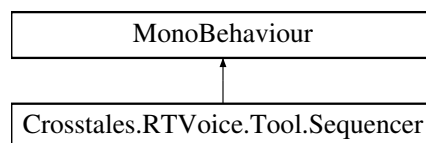
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/SequenceCaller.cs`

5.103 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer for dialogues.

Inheritance diagram for Crosstales.RTVoice.Tool.Sequencer:



Public Member Functions

- `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.
- float [Delay](#)
Delay in seconds before the [Sequencer](#) starts processing (default: 0).
- bool [PlayOnStart](#)
Enable the [Sequencer](#) on start (default: false).
- [Model.Sequence CurrentSequence](#) => [Sequences\[currentIndex\]](#)
Returns the current Sequence.

5.103.1 Detailed Description

Simple sequencer for dialogues.

5.103.2 Member Function Documentation

5.103.2.1 PlayAllSequences()

```
void Crosstales.RTVoice.Tool.Sequencer.PlayAllSequences ( )
```

Plays all Sequences.

5.103.2.2 PlayNextSequence()

```
void Crosstales.RTVoice.Tool.Sequencer.PlayNextSequence ( )
```

Plays the next Sequence in the array.

5.103.2.3 PlaySequence()

```
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).
--------------	---

5.103.2.4 StopAllSequences()

```
void Crosstales.RTVoice.Tool.Sequencer.StopAllSequences ( )
```

Stops and silences all active Sequences.

5.103.3 Member Data Documentation

5.103.3.1 CurrentSequence

```
Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence => Sequences[currentIndex]
```

Returns the current Sequence.

Returns

The current Sequence.

5.103.3.2 Delay

```
float Crosstales.RTVoice.Tool.Sequencer.Delay
```

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

5.103.3.3 PlayOnStart

```
bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart
```

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

5.103.3.4 Sequences

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

All available sequences.

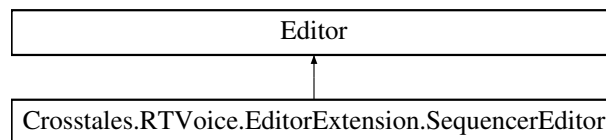
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/Sequencer.↔
CS

5.104 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** ()

5.104.1 Detailed Description

Custom editor for the 'Sequencer'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/Sequencer↔ Editor.cs

5.105 Crosstales.RTVoice.Util.SetupProject Class Reference

Setup the project to use RT-Voice.

5.105.1 Detailed Description

Setup the project to use RT-Voice.

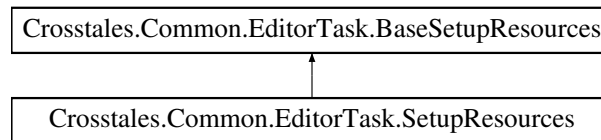
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/Setup↔ Project.cs

5.106 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.106.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

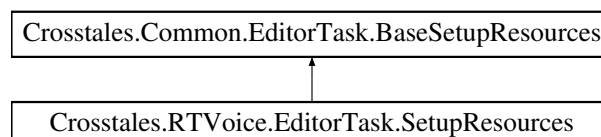
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Editor/Task/SetupResources.cs

5.107 Crosstales.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.RTVoice.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.107.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

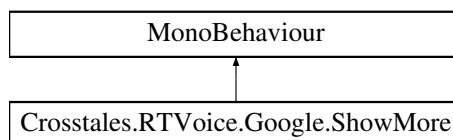
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/SetupResources.cs](#)

5.108 Crosstales.RTVoice.Google.ShowMore Class Reference

Shows the details for [Google](#) Cloud Speech.

Inheritance diagram for Crosstales.RTVoice.Google.ShowMore:



Public Member Functions

- void **Show** ()

5.108.1 Detailed Description

Shows the details for [Google](#) Cloud Speech.

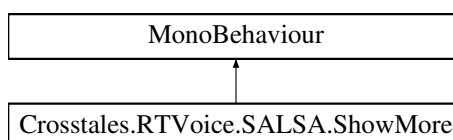
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Demo/Scripts/ShowMore.cs](#)

5.109 Crosstales.RTVoice.SALSA.ShowMore Class Reference

Shows the details for [SALSA](#).

Inheritance diagram for Crosstales.RTVoice.SALSA.ShowMore:



Public Member Functions

- void **Show** ()

5.109.1 Detailed Description

Shows the details for [SALSA](#).

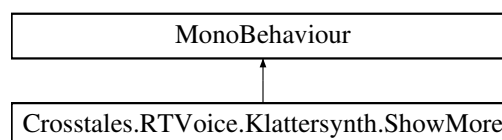
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SALSA/Scripts/ShowMore.cs

5.110 Crosstales.RTVoice.Klattersynth.ShowMore Class Reference

Shows the details for [Klattersynth](#).

Inheritance diagram for Crosstales.RTVoice.Klattersynth.ShowMore:



Public Member Functions

- void **Show** ()

5.110.1 Detailed Description

Shows the details for [Klattersynth](#).

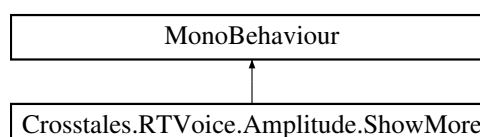
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/Demo/Scripts/ShowMore.cs

5.111 Crosstales.RTVoice.Amplitude.ShowMore Class Reference

Shows the details for [Amplitude](#).

Inheritance diagram for Crosstales.RTVoice.Amplitude.ShowMore:



Public Member Functions

- void **Show** ()

5.111.1 Detailed Description

Shows the details for [Amplitude](#).

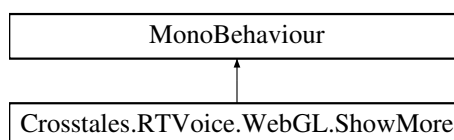
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/↔
Amplitude/Scripts/ShowMore.cs

5.112 Crosstales.RTVoice.WebGL.ShowMore Class Reference

Shows the details for [WebGL](#) Speech Synthesis.

Inheritance diagram for Crosstales.RTVoice.WebGL.ShowMore:



Public Member Functions

- void **Show** ()

5.112.1 Detailed Description

Shows the details for [WebGL](#) Speech Synthesis.

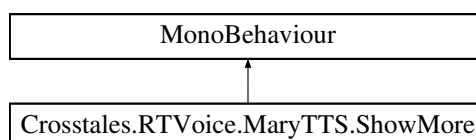
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/↔
Speech Synthesis/Demo/Scripts/ShowMore.cs

5.113 Crosstales.RTVoice.MaryTTS.ShowMore Class Reference

Shows the details for [MaryTTS](#).

Inheritance diagram for Crosstales.RTVoice.MaryTTS.ShowMore:



Public Member Functions

- void **Show** ()

5.113.1 Detailed Description

Shows the details for [MaryTTS](#).

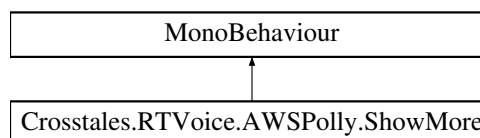
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/MaryTTS/Demo/Scripts/ShowMore.cs

5.114 Crosstales.RTVoice.AWSPolly.ShowMore Class Reference

Shows the details for AWS Polly.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.ShowMore:



Public Member Functions

- void **Show** ()

5.114.1 Detailed Description

Shows the details for AWS Polly.

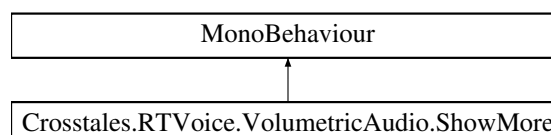
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWSPolly/Demo/Scripts/ShowMore.cs

5.115 Crosstales.RTVoice.VolumetricAudio.ShowMore Class Reference

Shows the details for Volumetric Audio.

Inheritance diagram for Crosstales.RTVoice.VolumetricAudio.ShowMore:



Public Member Functions

- void **Show** ()

5.115.1 Detailed Description

Shows the details for Volumetric Audio.

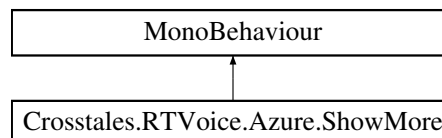
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/↔
Volumetric Audio/Scripts/ShowMore.cs

5.116 Crosstales.RTVoice.Azure.ShowMore Class Reference

Shows the details for [Azure](#).

Inheritance diagram for Crosstales.RTVoice.Azure.ShowMore:



Public Member Functions

- void **Show** ()

5.116.1 Detailed Description

Shows the details for [Azure](#).

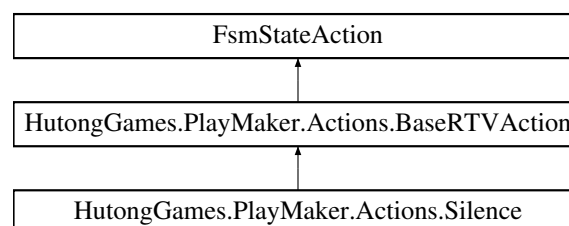
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔
Demo/Scripts/ShowMore.cs

5.117 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



Public Member Functions

- override void **OnEnter** ()

Additional Inherited Members

5.117.1 Detailed Description

Silence-action for [PlayMaker](#).

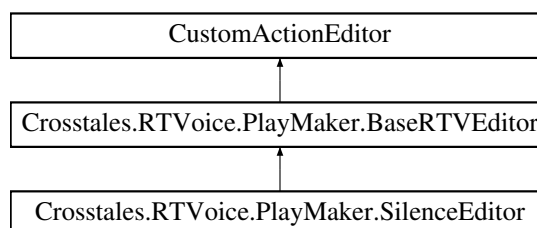
The documentation for this class was generated from the following file:

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

5.118 Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SilenceEditor:



Additional Inherited Members

5.118.1 Detailed Description

Custom editor for the Silence-action.

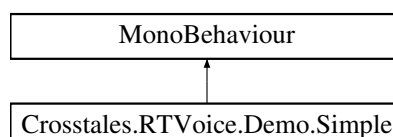
The documentation for this class was generated from the following file:

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

5.119 Crosstales.RTVoice.Demo.Simple Class Reference

[Simple](#) TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:



Public Member Functions

- void **Start** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- bool **PlayOnStart**
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**

5.119.1 Detailed Description

[Simple](#) TTS example.

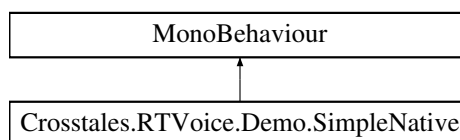
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Simple.
cs ↔

5.120 Crosstales.RTVoice.Demo.SimpleNative Class Reference

[Simple](#) native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



Public Member Functions

- 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**
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **TextSpeakerC**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **PhonemeSpeakerC**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- Text **VisemeSpeakerC**

5.120.1 Detailed Description

[Simple](#) native TTS example.

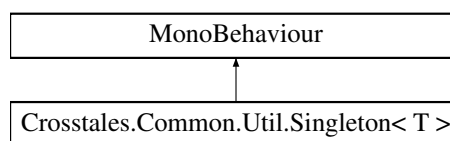
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Simple↔ Native.cs

5.121 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



Static Public Member Functions

- static void [CreateInstance](#) (bool searchExistingGameObject=true, bool deleteExistingInstance=false)
Creates an instance of this object.
- static void [DeleteInstance](#) ()
Deletes the instance of this object.

Static Public Attributes

- static string [PrefabPath](#)
Fully qualified prefab path.

Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

Static Protected Attributes

- static T **instance**

Properties

- static T **Instance** [get, protected set]
Returns the singleton instance of this class.
- bool **DontDestroy** [get, set]
Don't destroy gameobject during scene switches.

5.121.1 Detailed Description

Base-class for all singletons.

Type Constraints

T: **Singleton**< *T* >

5.121.2 Member Function Documentation

5.121.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (  
    bool searchExistingGameObject = true,  
    bool deleteExistingInstance = false ) [static]
```

Creates an instance of this object.

Parameters

<i>searchExistingGameObject</i>	Search for existing GameObjects of this object (default: true, optional)
<i>deleteExistingInstance</i>	Delete existing instance of this object (default: false, optional)

5.121.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]
```

Deletes the instance of this object.

5.121.3 Member Data Documentation

5.121.3.1 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

5.121.4 Property Documentation

5.121.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

5.121.4.2 Instance

```
T Crosstales.Common.Util.Singleton< T >.Instance [static], [get], [protected set]
```

Returns the singleton instance of this class.

Returns

[Singleton](#) instance of this class.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.↔cs

5.122 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- static bool **isQuitting** [get, set]

5.122.1 Detailed Description

Helper-class for singletons.

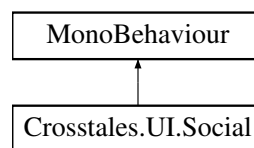
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/Common/Scripts/Util/Singleton.↔
cs

5.123 Crosstailes.UI.Social Class Reference

[Crosstailes](#) social media links.

Inheritance diagram for Crosstailes.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.123.1 Detailed Description

[Crosstailes](#) social media links.

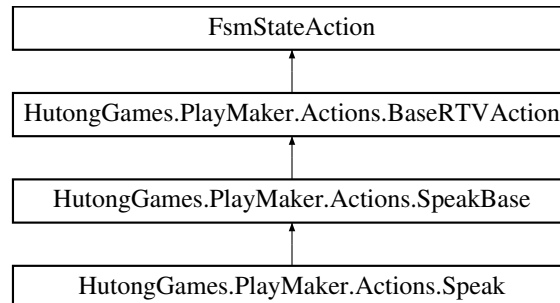
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/Common/UI/Scripts/Social.↔
cs

5.124 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** = "David"
Name of the RT-Voice under Windows.
- FsmString **RTVoiceNameMac** = "Alex"
Name of the RT-Voice under macOS.
- FsmString **RTVoiceNameAndroid** = "en"
Name of the RT-Voice under Android.
- FsmString **RTVoiceNameIOS** = "Daniel"
Name of the RT-Voice under iOS.
- FsmString **RTVoiceNameWSA** = "David"
Name of the RT-Voice under WSA.
- FsmString **RTVoiceNameCustom** = string.Empty
Name of the RT-Voice in a custom provider.
- FsmString **Culture** = "en"
Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.124.1 Detailed Description

Speak-action for [PlayMaker](#).

5.124.2 Member Data Documentation

5.124.2.1 Culture

```
FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"
```

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

5.124.2.2 RTVoiceNameAndroid

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = "en"
```

Name of the RT-Voice under Android.

5.124.2.3 RTVoiceNameCustom

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameCustom = string.Empty
```

Name of the RT-Voice in a custom provider.

5.124.2.4 RTVoiceNameIOS

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"
```

Name of the RT-Voice under iOS.

5.124.2.5 RTVoiceNameMac

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"
```

Name of the RT-Voice under macOS.

5.124.2.6 RTVoiceNameWindows

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "David"
```

Name of the RT-Voice under Windows.

5.124.2.7 RTVoiceNameWSA

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "David"
```

Name of the RT-Voice under WSA.

5.124.2.8 Text

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

Text to speak.

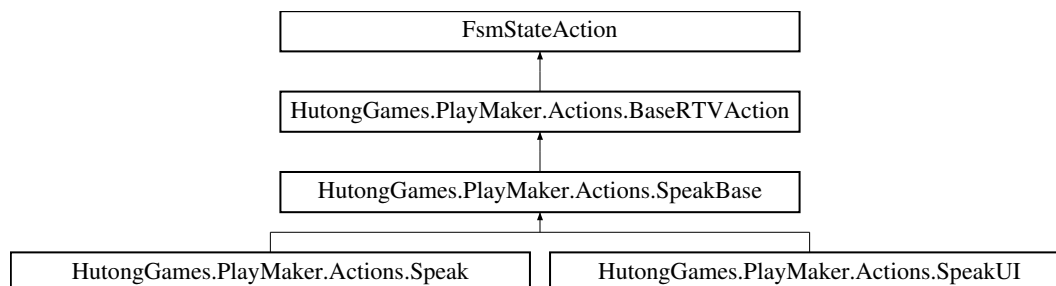
The documentation for this class was generated from the following file:

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

5.125 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

- [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**

5.125.1 Detailed Description

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

5.125.2 Member Data Documentation

5.125.2.1 AudioSource

`FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource`

AudioSource for the output (optional).

5.125.2.2 Mode

`Crosstales.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode`

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

5.125.2.3 Pitch

`FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f`

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

5.125.2.4 Rate

`FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1`

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

5.125.2.5 Volume

```
FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1
```

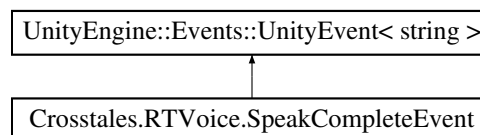
Volume of the speaker in percent (1 = 100%, default: 1, optional).

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

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

5.126 Crosstales.RTVoice.SpeakCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeakCompleteEvent:



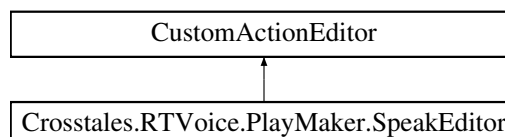
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.127 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** ()

5.127.1 Detailed Description

Custom editor for the Speak-action.

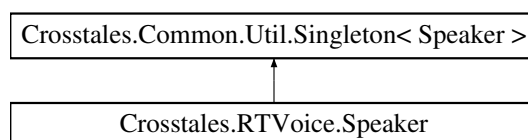
The documentation for this class was generated from the following file:

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

5.128 Crosstales.RTVoice.Speaker Class Reference

Main component of RT-Voice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Member Functions

- float [ApproximateSpeechLength](#) (string text, float rate=1f, float wordsPerMinute=175f, float timeFactor=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"!
- bool [isVoiceForGenderAvailable](#) ([Model.Enum.Gender](#) gender, string culture="")
Is a voice available for a given gender and optional culture from the current TTS-system?
- System.Collections.Generic.List< [Model.Voice](#) > [VoicesForGender](#) ([Model.Enum.Gender](#) gender, string culture="", bool isFuzzy=false)
Get all available voices for a given gender and optional culture from the current TTS-system.
- [Model.Voice](#) [VoiceForGender](#) ([Model.Enum.Gender](#) gender, string culture="", int index=0, string fallbackCulture="", bool isFuzzy=false)
Get a voice from for a given gender and optional culture and optional index from the current TTS-system.
- bool [isVoiceForCultureAvailable](#) (string culture)
Is a voice available for a given culture from the current TTS-system?
- System.Collections.Generic.List< [Model.Voice](#) > [VoicesForCulture](#) (string culture, bool isFuzzy=false)
Get all available voices for a given culture from the current TTS-system.
- [Model.Voice](#) [VoiceForCulture](#) (string culture, int index=0, string fallbackCulture="", bool isFuzzy=false)
Get a voice from for a given culture and optional index from the current TTS-system.
- bool [isVoiceForNameAvailable](#) (string _name, bool isExact=false)
Is a voice available for a given name from the current TTS-system?
- [Model.Voice](#) [VoiceForName](#) (string _name, bool isExact=false)
Get a voice for a given name from the current TTS-system.
- string [SpeakNative](#) (string text, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
Speaks a text with a given voice (native mode).
- void [SpeakNativeWithUID](#) ([Model Wrapper](#) wrapper)
Speaks a text with a given voice (native mode).

- string [SpeakNative](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given wrapper (native mode).
- string [Speak](#) (string text, AudioSource source=null, [Model.Voice](#) voice=null, bool speakImmediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="", bool forceSSML=true)
Speaks a text with a given voice.
- void [SpeakWithUID](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given voice.
- string [Speak](#) ([Model.Wrapper](#) wrapper)
Speaks a text with a given wrapper.
- void [SpeakMarkedWordsWithUID](#) ([Model.Wrapper](#) wrapper)
Speaks and marks a text with a given wrapper.
- void [SpeakMarkedWordsWithUID](#) (string uid, string text, AudioSource source, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, bool forceSSML=true)
Speaks and marks a text with a given voice and tracks the word position.
- string [Generate](#) ([Model.Wrapper](#) wrapper)
Generates an audio file from a given wrapper.
- string [Generate](#) (string text, string outputFile, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
Generates an audio file from a text with a given voice.
- void [Silence](#) (string uid=null)
Silence all active TTS-voices (optional with a UID).
- void [Pause](#) (string uid=null)
Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void [UnPause](#) (string uid=null)
Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void [PauseOrUnPause](#) (string uid=null)
Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void [Mute](#) (string uid=null)
Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void [UnMute](#) (string uid=null)
Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void [MuteOrUnMute](#) (string uid=null)
Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).
- void [ReloadProvider](#) ()
Reloads the provider.
- void [DeleteAudioFiles](#) ()
Deletes all generated audio files.
- 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.

Static Public Member Functions

- static void [ResetObject](#) ()
Resets this object.

Public Attributes

- bool **isSpeaking** => **SpeechCount** > 0
Checks if RT-Voice is speaking on this system.
- bool **isBusy** => **BusyCount** > 0
Checks if RT-Voice is busy on this system.
- bool **isPlatformSupported** => **voiceProvider?.isPlatformSupported** == true
Indicates if this TTS-system is supporting the current platform.
- **VoicesReadyEvent** **OnReady**
- **SpeakStartEvent** **OnSpeakStarted**
- **SpeakCompleteEvent** **OnSpeakCompleted**
- **ProviderChangeEvent** **OnProviderChanged**
- **ErrorEvent** **OnError**

Protected Member Functions

- override void **Awake** ()
- override void **OnDestroy** ()
- override void **OnApplicationQuit** ()

Properties

- **Provider.BaseCustomVoiceProvider CustomProvider** [get, set]
Custom provider for RT-Voice.
- bool **CustomMode** [get, set]
Enables or disables the custom provider.
- bool **ESpeakMode** [get, set]
Enable or disable eSpeak for standalone platforms.
- string **ESpeakApplication** [get, set]
eSpeak application name/path.
- string **ESpeakDataPath** [get, set]
eSpeak application data path.
- **Model.Enum.ESpeakModifiers ESpeakModifier** [get, set]
Active modifier for all eSpeak voices.
- string **AndroidEngine** [get, set]
Active speech engine under Android.
- bool **AutoClearTags** [get, set]
Automatically clear tags from speeches depending on the capabilities of the current TTS-system.
- bool **Caching** [get, set]
Enable or disable the caching of generated speeches.
- bool **SilenceOnDisable** [get, set]
Silence any speeches if this component gets disabled.
- bool **SilenceOnFocusLost** [get, set]
Silence any speeches if the application loses the focus.
- bool **HandleFocus** [get, set]
*Starts and stops the **Speaker** depending on the focus and running state.*
- int? **SpeechCount** [get]
Number of active speeches.
- int? **BusyCount** [get]
Number of active calls.

- bool [areVoicesReady](#) [get]
Are all voices ready to speak?
- bool [isTTSAvailable](#) [get]
Checks if TTS is available on this system.
- bool [enforcedStandaloneTTS](#) [get]
Is standalone TTS enforced?
- bool [isPaused](#) [get]
Is RT-Voice paused?
- bool [isMuted](#) [get]
Is RT-Voice muted?
- string [AudioFileExtension](#) [get]
Returns the extension of the generated audio files.
- string [DefaultVoiceName](#) [get]
Returns the default voice name of the current TTS-provider.
- System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
Get all available voices from the current TTS-system.
- bool [isWorkingInEditor](#) [get]
Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).
- bool [isWorkingInPlaymode](#) [get]
Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.
- int [MaxTextLength](#) [get]
Maximal length of the speech text (in characters) for the current TTS-system.
- bool [isSpeakNativeSupported](#) [get]
Indicates if this TTS-system is supporting SpeakNative.
- bool [isSpeakSupported](#) [get]
Indicates if this TTS-system is supporting Speak.
- bool [isSSMLSupported](#) [get]
Indicates if this TTS-system is supporting SSML.
- bool [isOnlineService](#) [get]
Indicates if this TTS-system is an online service like [MaryTTS](#) or AWS Polly.
- bool [hasCoRoutines](#) [get]
Indicates if this TTS-system uses co-routines.
- bool [isIL2CPPSupported](#) [get]
Indicates if this TTS-system is supporting IL2CPP.
- bool [hasVoicesInEditor](#) [get]
Indicates if this provider returns voices in the Editor mode.
- System.Collections.Generic.List< string > [Cultures](#) [get]
Get all available cultures from the current TTS-system (ISO 639-1).
- System.Collections.Generic.List< string > [Engines](#) [get]
Get all available speech engines (works only for Android).

Events

- VoicesReady [OnVoicesReady](#)
An event triggered whenever the voices of a provider are ready.
- SpeakStart [OnSpeakStart](#)
An event triggered whenever a speak is started.
- SpeakComplete [OnSpeakComplete](#)
An event triggered whenever a speak is completed.
- SpeakCurrentWord [OnSpeakCurrentWord](#)

- An event triggered whenever a new word is spoken (native, Windows and iOS only).*
- SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)
- An event triggered whenever a new phoneme is spoken (native, Windows only).*
- SpeakCurrentViseme [OnSpeakCurrentViseme](#)
- An event triggered whenever a new viseme is spoken (native, Windows only).*
- SpeakAudioGenerationStart [OnSpeakAudioGenerationStart](#)
- An event triggered whenever a speak audio generation is started.*
- SpeakAudioGenerationComplete [OnSpeakAudioGenerationComplete](#)
- An event triggered whenever a speak audio generation is completed.*
- ProviderChange [OnProviderChange](#)
- An event triggered whenever a provider changes (e.g. Windows to [MaryTTS](#)).*
- ErrorInfo [OnErrorInfo](#)
- An event triggered whenever an error occurs.*

Additional Inherited Members

5.128.1 Detailed Description

Main component of RT-Voice.

5.128.2 Member Function Documentation

5.128.2.1 ApproximateSpeechLength()

```
float Crosstales.RTVoice.Speaker.ApproximateSpeechLength (
    string text,
    float rate = 1f,
    float wordsPerMinute = 175f,
    float timeFactor = 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"!

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.

5.128.2.2 DeleteAudioFiles()

```
void Crosstales.RTVoice.Speaker.DeleteAudioFiles ( )
```

Deletes all generated audio files.

5.128.2.3 Generate() [1/2]

```
string Crosstales.RTVoice.Speaker.Generate (
    Model.Wrapper wrapper )
```

Generates an audio file from a given wrapper.

Parameters

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

Returns

UID of the generator.

5.128.2.4 Generate() [2/2]

```
string Crosstales.RTVoice.Speaker.Generate (
    string text,
    string outputFile,
    Model.Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    bool forceSSML = true )
```

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).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the generator.

5.128.2.5 isVoiceForCultureAvailable()

```
bool Crosstales.RTVoice.Speaker.isVoiceForCultureAvailable (
    string culture )
```

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.

5.128.2.6 isVoiceForGenderAvailable()

```
bool Crosstales.RTVoice.Speaker.isVoiceForGenderAvailable (
    Model.Enum.Gender gender,
    string culture = "" )
```

Is a voice available for a given gender and optional culture from the current TTS-system?

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)

Returns

True if a voice is available for a given gender and culture.

5.128.2.7 isVoiceForNameAvailable()

```
bool Crosstales.RTVoice.Speaker.isVoiceForNameAvailable (
    string _name,
    bool isExact = false )
```

Is a voice available for a given name from the current TTS-system?

Parameters

<i>_name</i>	Name of the voice (e.g. "Alex")
<i>isExact</i>	Exact match for the voice name (default: false, optional)

Returns

True if a voice is available for a given name.

5.128.2.8 Mute()

```
void Crosstales.RTVoice.Speaker.Mute (
    string uid = null )
```

Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.128.2.9 MuteOrUnMute()

```
void Crosstales.RTVoice.Speaker.MuteOrUnMute (
    string uid = null )
```

Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.128.2.10 Pause()

```
void Crosstales.RTVoice.Speaker.Pause (
    string uid = null )
```

Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.128.2.11 PauseOrUnPause()

```
void Crosstales.RTVoice.Speaker.PauseOrUnPause (
    string uid = null )
```

Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.128.2.12 ReloadProvider()

```
void Crosstales.RTVoice.Speaker.ReloadProvider ( )
```

Reloads the provider.

5.128.2.13 ResetObject()

```
static void Crosstales.RTVoice.Speaker.ResetObject ( ) [static]
```

Resets this object.

5.128.2.14 SetState()

```
void Crosstales.RTVoice.Speaker.SetState (
    string state )
```

Sets the state from iOS.

Parameters

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

5.128.2.15 SetVoices()

```
void Crosstales.RTVoice.Speaker.SetVoices (
    string voices )
```


Sets all voices from iOS.

Parameters

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

5.128.2.16 Silence()

```
void Crosstales.RTVoice.Speaker.Silence (
    string uid = null )
```

Silence all active TTS-voices (optional with a UID).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.128.2.17 Speak() [1/2]

```
string Crosstales.RTVoice.Speaker.Speak (
    Model Wrapper wrapper )
```

Speaks a text with a given wrapper.

Parameters

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

Returns

UID of the speaker.

5.128.2.18 Speak() [2/2]

```
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 = "",  
bool forceSSML = true )
```

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.
<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).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.128.2.19 SpeakMarkedWordsWithUID() [1/2]

```
void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (
    Model.Wrapper wrapper )
```

Speaks and marks a text with a given wrapper.

Parameters

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

5.128.2.20 SpeakMarkedWordsWithUID() [2/2]

```
void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (
    string uid,
    string text,
    AudioSource source,
    Model.Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    bool forceSSML = true )
```

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.

Parameters

<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>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.128.2.21 SpeakNative() [1/2]

```
string Crosstales.RTVoice.Speaker.SpeakNative (  
    Model.Wrapper wrapper )
```

Speaks a text with a given wrapper (native mode).

Parameters

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

Returns

UID of the speaker.

5.128.2.22 SpeakNative() [2/2]

```
string Crosstales.RTVoice.Speaker.SpeakNative (  
    string text,  
    Model.Voice voice = null,  
    float rate = 1f,  
    float pitch = 1f,  
    float volume = 1f,  
    bool forceSSML = true )
```

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).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.128.2.23 SpeakNativeWithUID()

```
void Crosstales.RTVoice.Speaker.SpeakNativeWithUID (
    Model.Wrapper wrapper )
```

Speaks a text with a given voice (native mode).

Parameters

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

5.128.2.24 SpeakWithUID()

```
void Crosstales.RTVoice.Speaker.SpeakWithUID (
    Model.Wrapper wrapper )
```

Speaks a text with a given voice.

Parameters

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

5.128.2.25 UnMute()

```
void Crosstales.RTVoice.Speaker.UnMute (
    string uid = null )
```

Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.128.2.26 UnPause()

```
void Crosstales.RTVoice.Speaker.UnPause (
```

```
string uid = null )
```

Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.128.2.27 VoiceForCulture()

```
Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (
    string culture,
    int index = 0,
    string fallbackCulture = "",
    bool isFuzzy = false )
```

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

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
<i>index</i>	Index of the voice (default: 0, optional)
<i>fallbackCulture</i>	Fallback culture of the voice (e.g. "en", default "", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the culture (default: false, optional)

Returns

Voice for the given culture and index.

5.128.2.28 VoiceForGender()

```
Model.Voice Crosstales.RTVoice.Speaker.VoiceForGender (
    Model.Enum.Gender gender,
    string culture = "",
    int index = 0,
    string fallbackCulture = "",
    bool isFuzzy = false )
```

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

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)
<i>index</i>	Index of the voice (default: 0, optional)
<i>fallbackCulture</i>	Fallback culture of the voice (e.g. "en", default "", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or culture (default: false, optional)

Returns

Voice for the given culture and index.

5.128.2.29 VoiceForName()

```
Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (
    string _name,
    bool isExact = false )
```

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

Parameters

<i>_name</i>	Name of the voice (e.g. "Alex")
<i>isExact</i>	Exact match for the voice name (default: false, optional)

Returns

Voice for the given name or null if not found.

5.128.2.30 VoicesForCulture()

```
System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForCulture (
    string culture,
    bool isFuzzy = false )
```

Get all available voices for a given culture from the current TTS-system.

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
<i>isFuzzy</i>	Always returns voices if there is no match with the culture (default: false, optional)

Returns

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

5.128.2.31 VoicesForGender()

```
System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForGender (
    Model.Enum.Gender gender,
```

```
string culture = "",  
bool isFuzzy = false )
```

Get all available voices for a given gender and optional culture from the current TTS-system.

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or culture (default: false, optional)

Returns

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

5.128.2.32 WordSpoken()

```
void Crosstales.RTVoice.Speaker.WordSpoken (
    string word )
```

The current spoken word from iOS.

Parameters

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

5.128.3 Member Data Documentation**5.128.3.1 isBusy**

```
bool Crosstales.RTVoice.Speaker.isBusy => BusyCount > 0
```

Checks if RT-Voice is busy on this system.

Returns

True if RT-Voice is busy on this system.

5.128.3.2 isPlatformSupported

```
bool Crosstales.RTVoice.Speaker.isPlatformSupported => voiceProvider?.isPlatformSupported == true
```

Indicates if this TTS-system is supporting the current platform.

Returns

True if this TTS-system supports current platform.

5.128.3.3 isSpeaking

```
bool Crosstales.RTVoice.Speaker.isSpeaking => SpeechCount > 0
```

Checks if RT-Voice is speaking on this system.

Returns

True if RT-Voice is speaking on this system.

5.128.4 Property Documentation

5.128.4.1 AndroidEngine

```
string Crosstales.RTVoice.Speaker.AndroidEngine [get], [set]
```

Active speech engine under Android.

5.128.4.2 areVoicesReady

```
bool Crosstales.RTVoice.Speaker.areVoicesReady [get]
```

Are all voices ready to speak?

5.128.4.3 AudioFileExtension

```
string Crosstales.RTVoice.Speaker.AudioFileExtension [get]
```

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.128.4.4 AutoClearTags

```
bool Crosstales.RTVoice.Speaker.AutoClearTags [get], [set]
```

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

5.128.4.5 BusyCount

```
int? Crosstales.RTVoice.Speaker.BusyCount [get]
```

Number of active calls.

5.128.4.6 Caching

```
bool Crosstales.RTVoice.Speaker.Caching [get], [set]
```

Enable or disable the caching of generated speeches.

5.128.4.7 Cultures

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

Get all available cultures from the current TTS-system (ISO 639-1).

Returns

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

5.128.4.8 CustomMode

```
bool Crosstales.RTVoice.Speaker.CustomMode [get], [set]
```

Enables or disables the custom provider.

5.128.4.9 CustomProvider

```
Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomProvider [get], [set]
```

Custom provider for RT-Voice.

5.128.4.10 DefaultVoiceName

```
string Crosstales.RTVoice.Speaker.DefaultVoiceName [get]
```

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.128.4.11 enforcedStandaloneTTS

```
bool Crosstales.RTVoice.Speaker.enforcedStandaloneTTS [get]
```

Is standalone TTS enforced?

5.128.4.12 Engines

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Engines [get]
```

Get all available speech engines (works only for Android).

Returns

All available speech engines as a list.

5.128.4.13 ESpeakApplication

```
string Crosstales.RTVoice.Speaker.ESpeakApplication [get], [set]
```

eSpeak application name/path.

5.128.4.14 ESpeakDataPath

```
string Crosstales.RTVoice.Speaker.ESpeakDataPath [get], [set]
```

eSpeak application data path.

5.128.4.15 ESpeakMode

```
bool Crosstales.RTVoice.Speaker.ESpeakMode [get], [set]
```

Enable or disable eSpeak for standalone platforms.

5.128.4.16 ESpeakModifier

```
Model.Enum.ESpeakModifiers Crosstales.RTVoice.Speaker.ESpeakModifier [get], [set]
```

Active modifier for all eSpeak voices.

5.128.4.17 HandleFocus

```
bool Crosstales.RTVoice.Speaker.HandleFocus [get], [set]
```

Starts and stops the [Speaker](#) depending on the focus and running state.

5.128.4.18 hasCoRoutines

```
bool Crosstales.RTVoice.Speaker.hasCoRoutines [get]
```

Indicates if this TTS-system uses co-routines.

Returns

True if this TTS-system uses co-routines.

5.128.4.19 hasVoicesInEditor

```
bool Crosstales.RTVoice.Speaker.hasVoicesInEditor [get]
```

Indicates if this provider returns voices in the Editor mode.

Returns

True if this provider returns voices in the Editor mode.

5.128.4.20 isIL2CPPSupported

```
bool Crosstales.RTVoice.Speaker.isIL2CPPSupported [get]
```

Indicates if this TTS-system is supporting IL2CPP.

Returns

True if this TTS-system supports IL2CPP.

5.128.4.21 isMuted

```
bool Crosstales.RTVoice.Speaker.isMuted [get]
```

Is RT-Voice muted?

5.128.4.22 isOnlineService

```
bool Crosstales.RTVoice.Speaker.isOnlineService [get]
```

Indicates if this TTS-system is an online service like [MaryTTS](#) or AWS Polly.

Returns

True if this TTS-system is an online service.

5.128.4.23 isPaused

```
bool Crosstales.RTVoice.Speaker.isPaused [get]
```

Is RT-Voice paused?

5.128.4.24 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakNativeSupported [get]
```

Indicates if this TTS-system is supporting SpeakNative.

Returns

True if this TTS-system supports SpeakNative.

5.128.4.25 isSpeakSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakSupported [get]
```

Indicates if this TTS-system is supporting Speak.

Returns

True if this TTS-system supports Speak.

5.128.4.26 isSSMLSupported

```
bool Crosstales.RTVoice.Speaker.isSSMLSupported [get]
```

Indicates if this TTS-system is supporting SSML.

Returns

True if this TTS-system supports SSML.

5.128.4.27 isTTSAvailable

```
bool Crosstales.RTVoice.Speaker.isTTSAvailable [get]
```

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

5.128.4.28 isWorkingInEditor

```
bool Crosstales.RTVoice.Speaker.isWorkingInEditor [get]
```

Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).

Returns

True if this TTS-system is working directly inside the Unity Editor.

5.128.4.29 isWorkingInPlaymode

```
bool Crosstales.RTVoice.Speaker.isWorkingInPlaymode [get]
```

Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.

Returns

True if this TTS-system is working with 'Play'-mode inside the Unity Editor.

5.128.4.30 MaxTextLength

```
int Crosstales.RTVoice.Speaker.MaxTextLength [get]
```

Maximal length of the speech text (in characters) for the current TTS-system.

Returns

The maximal length of the speech text.

5.128.4.31 SilenceOnDisable

```
bool Crosstales.RTVoice.Speaker.SilenceOnDisable [get], [set]
```

Silence any speeches if this component gets disabled.

5.128.4.32 SilenceOnFocusLost

```
bool Crosstales.RTVoice.Speaker.SilenceOnFocusLost [get], [set]
```

Silence any speeches if the application loses the focus.

5.128.4.33 SpeechCount

```
int? Crosstales.RTVoice.Speaker.SpeechCount [get]
```

Number of active speeches.

5.128.4.34 Voices

```
System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.Voices [get]
```

Get all available voices from the current TTS-system.

Returns

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

5.128.5 Event Documentation

5.128.5.1 OnErrorInfo

```
ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo
```

An event triggered whenever an error occurs.

5.128.5.2 OnProviderChange

```
ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange
```

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

5.128.5.3 OnSpeakAudioGenerationComplete

```
SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete
```

An event triggered whenever a speak audio generation is completed.

5.128.5.4 OnSpeakAudioGenerationStart

```
SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart
```

An event triggered whenever a speak audio generation is started.

5.128.5.5 OnSpeakComplete

SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete

An event triggered whenever a speak is completed.

5.128.5.6 OnSpeakCurrentPhoneme

SpeakCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme

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

5.128.5.7 OnSpeakCurrentViseme

SpeakCurrentViseme Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme

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

5.128.5.8 OnSpeakCurrentWord

SpeakCurrentWord Crosstales.RTVoice.Speaker.OnSpeakCurrentWord

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

5.128.5.9 OnSpeakStart

SpeakStart Crosstales.RTVoice.Speaker.OnSpeakStart

An event triggered whenever a speak is started.

5.128.5.10 OnVoicesReady

VoicesReady Crosstales.RTVoice.Speaker.OnVoicesReady

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

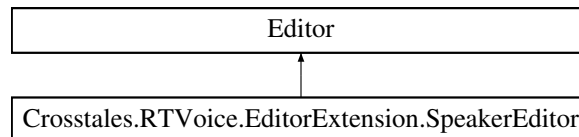
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Speaker.cs

5.129 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 bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.129.1 Detailed Description

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

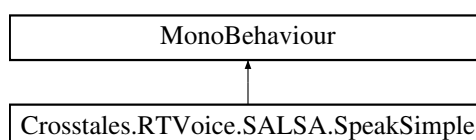
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/Speaker↔ Editor.cs

5.130 Crosstales.RTVoice.SALSA.SpeakSimple Class Reference

Speaks a given text with RT-Voice and [SALSA](#).

Inheritance diagram for Crosstales.RTVoice.SALSA.SpeakSimple:



Public Member Functions

- void **Silence** ()
- void **Talk** ()

Public Attributes

- AudioSource **Source**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

5.130.1 Detailed Description

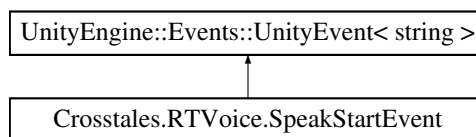
Speaks a given text with RT-Voice and [SALSA](#).

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

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

5.131 Crosstales.RTVoice.SpeakStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeakStartEvent:



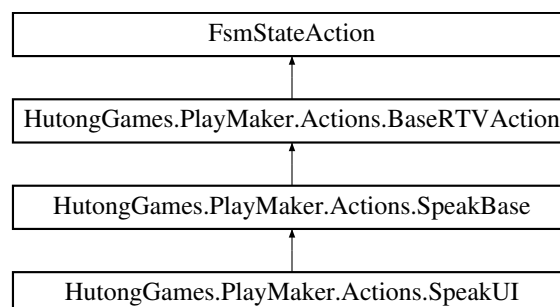
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.132 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.
- FString **Culture** = "en"
Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.132.1 Detailed Description

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

5.132.2 Member Data Documentation

5.132.2.1 Culture

```
FString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"
```

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

5.132.2.2 RTVoiceName

```
InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName
```

Name of the RT-Voice.

5.132.2.3 Text

```
InputField HutongGames.PlayMaker.Actions.SpeakUI.Text
```

Text to speak.

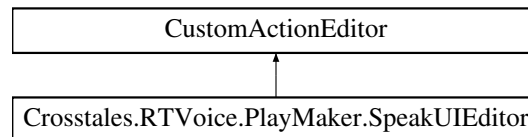
The documentation for this class was generated from the following file:

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

5.133 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** ()

5.133.1 Detailed Description

Custom editor for the SpeakUI-action.

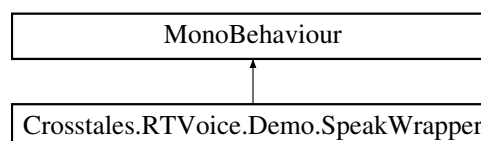
The documentation for this class was generated from the following file:

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

5.134 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Wrapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:



Public Member Functions

- void **Speak** ()

Public Attributes

- [Model.Voice](#) **SpeakerVoice**
- InputField **Input**
- Text **Label**
- AudioSource **Audio**

5.134.1 Detailed Description

Wrapper for the dynamic speakers.

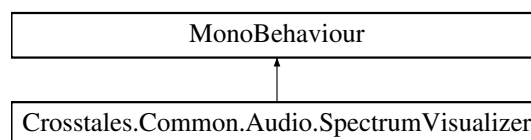
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Demos/Scripts/Speak↔
Wrapper.cs`

5.135 Crosstales.Common.Audio.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Audio.SpectrumVisualizer:



Public Attributes

- [FFTAnalyzer Analyzer](#)
FFT-analyzer with the spectrum data.
- `GameObject` [VisualPrefab](#)
summary> Width per prefab.
- `float` [Width](#) = 0.075f
summary> Gain-power for the frequency.
- `float` [Gain](#) = 70f
summary> Frequency band from left-to-right (default: true).
- `bool` [LeftToRight](#) = true
summary> Opacity of the material of the prefab (default: 1).
- `float` [Opacity](#) = 1f

5.135.1 Detailed Description

Simple spectrum visualizer.

5.135.2 Member Data Documentation

5.135.2.1 Analyzer

`FFTAnalyzer` `Crosstales.Common.Audio.SpectrumVisualizer.Analyzer`

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.135.2.2 Gain

`float` `Crosstales.Common.Audio.SpectrumVisualizer.Gain` = 70f

summary>Frequency band from left-to-right (default: true).

5.135.2.3 LeftToRight

`bool` `Crosstales.Common.Audio.SpectrumVisualizer.LeftToRight` = true

summary>Opacity of the material of the prefab (default: 1).

5.135.2.4 VisualPrefab

`GameObject` `Crosstales.Common.Audio.SpectrumVisualizer.VisualPrefab`

summary>Width per prefab.

5.135.2.5 Width

`float` `Crosstales.Common.Audio.SpectrumVisualizer.Width` = 0.075f

summary>Gain-power for the frequency.

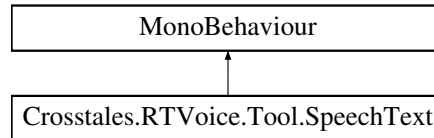
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Audio/SpectrumVisualizer.cs`

5.136 Crosstales.RTVoice.Tool.SpeechText Class Reference

Allows to speak and store generated audio.

Inheritance diagram for Crosstales.RTVoice.Tool.SpeechText:



Public Member Functions

- void [Speak](#) ()
Speak the text.
- void [Silence](#) ()
Silence the speech.

Public Attributes

- [SpeechTextStartEvent](#) **OnStarted**
- [SpeechTextStartEvent](#) **OnCompleted**

Properties

- string [Text](#) [get, set]
Text to speak.
- [Model.VoiceAlias](#) **Voices** [get, set]
Voices for the speech.
- [Model.Enum.SpeakMode](#) **Mode** [get, set]
Speak mode.
- AudioSource [Source](#) [get, set]
AudioSource for the output (optional).
- float [Rate](#) [get, set]
Speech rate of the speaker in percent (range: 0-3).
- float [Pitch](#) [get, set]
Speech pitch of the speaker in percent (range: 0-2).
- float [Volume](#) [get, set]
Volume of the speaker in percent (range: 0-1).
- bool [PlayOnStart](#) [get, set]
Enable speaking of the text on start.
- float [Delay](#) [get, set]
Delay until the speech for this text starts.
- bool [GenerateAudioFile](#) [get, set]
Generate audio file on/off.
- string [FileName](#) [get, set]
File name (incl. path) for the generated audio.
- bool [FileInsideAssets](#) [get, set]
Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

Events

- `SpeechTextStart` [OnSpeechTextStart](#)
An event triggered whenever a [SpeechText](#) 'Speak' is started.
- `SpeechTextComplete` [OnSpeechTextComplete](#)
An event triggered whenever a [SpeechText](#) 'Speak' is completed.

5.136.1 Detailed Description

Allows to speak and store generated audio.

5.136.2 Member Function Documentation

5.136.2.1 Silence()

```
void Crosstales.RTVoice.Tool.SpeechText.Silence ( )
```

Silence the speech.

5.136.2.2 Speak()

```
void Crosstales.RTVoice.Tool.SpeechText.Speak ( )
```

Speak the text.

5.136.3 Property Documentation

5.136.3.1 Delay

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

Delay until the speech for this text starts.

5.136.3.2 FileInsideAssets

```
bool Crosstales.RTVoice.Tool.SpeechText.FileInsideAssets [get], [set]
```

Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

5.136.3.3 FileName

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

File name (incl. path) for the generated audio.

5.136.3.4 GenerateAudioFile

```
bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile [get], [set]
```

Generate audio file on/off.

5.136.3.5 Mode

```
Model.Enum.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode [get], [set]
```

Speak mode.

5.136.3.6 Pitch

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

Speech pitch of the speaker in percent (range: 0-2).

5.136.3.7 PlayOnStart

```
bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart [get], [set]
```

Enable speaking of the text on start.

5.136.3.8 Rate

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

Speech rate of the speaker in percent (range: 0-3).

5.136.3.9 Source

```
AudioSource Crosstales.RTVoice.Tool.SpeechText.Source [get], [set]
```

AudioSource for the output (optional).

5.136.3.10 Text

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

Text to speak.

5.136.3.11 Voices

```
Model.VoiceAlias Crosstales.RTVoice.Tool.SpeechText.Voices [get], [set]
```

Voices for the speech.

5.136.3.12 Volume

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

Volume of the speaker in percent (range: 0-1).

5.136.4 Event Documentation

5.136.4.1 OnSpeechTextComplete

```
SpeechTextComplete Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextComplete
```

An event triggered whenever a [SpeechText](#) 'Speak' is completed.

5.136.4.2 OnSpeechTextStart

SpeechTextStart Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextStart

An event triggered whenever a [SpeechText](#) 'Speak' is started.

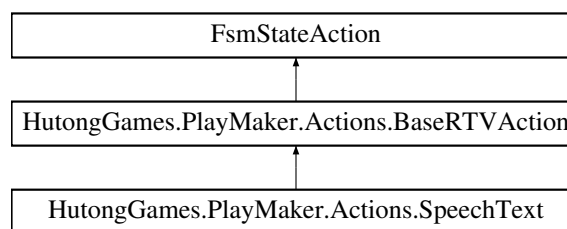
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/SpeechText.cs

5.137 HutongGames.PlayMaker.Actions.SpeechText Class Reference

SpeechText-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeechText:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- [Crosstales.RTVoice.Tool.SpeechText](#) Obj
Add a [SpeechText](#) (default: first object in scene).

5.137.1 Detailed Description

SpeechText-action for [PlayMaker](#).

5.137.2 Member Data Documentation

5.137.2.1 Obj

`Crosstales.RTVoice.Tool.SpeechText` `HutongGames.PlayMaker.Actions.SpeechText.Obj`

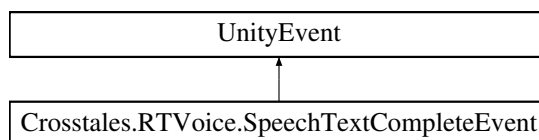
Add a `SpeechText` (default: first object in scene).

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

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

5.138 Crosstales.RTVoice.SpeechTextCompleteEvent Class Reference

Inheritance diagram for `Crosstales.RTVoice.SpeechTextCompleteEvent`:



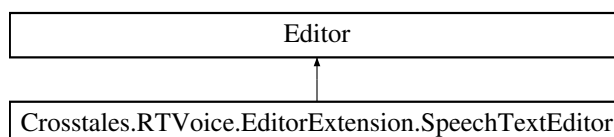
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs`

5.139 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 ()`

5.139.1 Detailed Description

Custom editor for the 'SpeechText'-class.

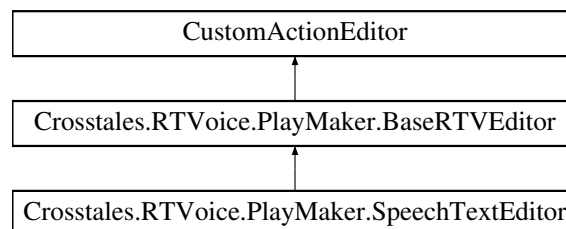
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/SpeechTextEditor.cs

5.140 Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference

Custom editor for the SpeechText-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeechTextEditor:



Additional Inherited Members

5.140.1 Detailed Description

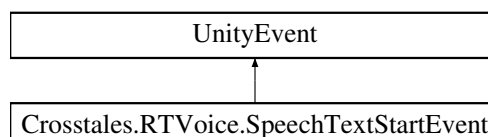
Custom editor for the SpeechText-action.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/SpeechTextEditor.cs

5.141 Crosstales.RTVoice.SpeechTextStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.SpeechTextStartEvent:



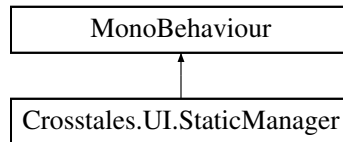
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.142 Crosstailes.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstailes.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.142.1 Detailed Description

Static Button Manager.

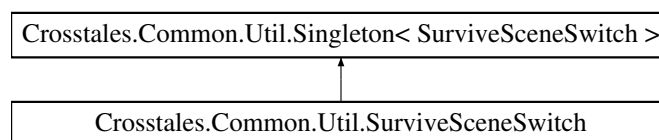
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/Common/UI/Scripts/StaticManager.cs

5.143 Crosstailes.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstailes.Common.Util.SurviveSceneSwitch:



Public Attributes

- GameObject[] **Survivors**
Objects which have to survive a scene switch.

Additional Inherited Members

5.143.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.143.2 Member Data Documentation

5.143.2.1 Survivors

```
GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors
```

Objects which have to survive a scene switch.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Tool/Survive↔ SceneSwitch.cs

5.144 Crosstales.RTVoice.Azure.Synthesize Class Reference

Sample synthesize request

Classes

- class [InputOptions](#)
Inputs Options for the TTS Service.

Public Member Functions

- [Synthesize](#) ()
Initializes a new instance of the [Synthesize](#) class.
- async System.Threading.Tasks.Task< System.IO.Stream > [Speak](#) (System.Threading.CancellationToken cancellationToken, [InputOptions](#) inputOptions)
Sends the specified text to be spoken to the TTS service and saves the response audio to a file.

5.144.1 Detailed Description

Sample synthesize request

5.144.2 Constructor & Destructor Documentation

5.144.2.1 Synthesize()

```
Crosstales.RTVoice.Azure.Synthesize.Synthesize ( )
```

Initializes a new instance of the [Synthesize](#) class.

5.144.3 Member Function Documentation

5.144.3.1 Speak()

```
async System.Threading.Tasks.Task<System.IO.Stream> Crosstales.RTVoice.Azure.Synthesize.Speak  
(  
    System.Threading.CancellationToken cancellationToken,  
    InputOptions inputOptions )
```

Sends the specified text to be spoken to the TTS service and saves the response audio to a file.

Parameters

<i>cancellationToken</i>	The cancellation token.
<i>inputOptions</i>	Input options for the speech.

Returns

A Task

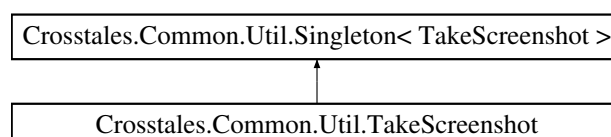
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/TTSCClient.cs

5.145 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:



Public Member Functions

- void **Capture** ()
Capture the screen.
- void **Start** ()

Public Attributes

- string **Prefix** = "CT_Screenshot"
Prefix for the generate file names.
- int **Scale** = 1
summary>Key-press to capture the screen (default: F8).
- KeyCode **KeyCode** = KeyCode.F8
summary>Show file location (default: true).
- bool **ShowFileLocation** = true

Additional Inherited Members

5.145.1 Detailed Description

Take screen shots inside an application.

5.145.2 Member Function Documentation

5.145.2.1 Capture()

```
void Crosstales.Common.Util.TakeScreenshot.Capture ( )
```

Capture the screen.

5.145.3 Member Data Documentation

5.145.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.TakeScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

5.145.3.2 Prefix

```
string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.145.3.3 Scale

```
int Crosstales.Common.Util.TakeScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

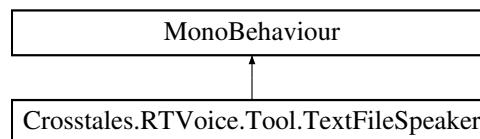
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/Scripts/Tool/TakeScreenshot.cs

5.146 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



Public Member Functions

- void **SpeakAll** ()
Speaks all texts until StopAll is called.
- void **StopAll** ()
Stops speaking all texts.
- void **Next** ()
Speaks the next text (main use for UI).
- void **Next** (bool random)
Speaks the next text.
- void **Previous** ()
Speaks the previous text (main use for UI).
- void **Previous** (bool random)
Speaks the previous text.
- void **Speak** ()
Speaks a text (main use for UI).
- string **SpeakText** (int index=-1, bool random=false)
Speaks a text with an optional index.
- void **Silence** ()
Silence the speech.
- void **Reload** ()
Reloads all text files (e.g. when new text files were added during runtime).

Public Attributes

- [TextFileSpeakerStartEvent](#) **OnStarted**
- [TextFileSpeakerCompleteEvent](#) **OnCompleted**

Properties

- TextAsset[] [TextFiles](#) [get, set]
Text files to speak.
- [Model.VoiceAlias](#) **Voices** [get, set]
Voices for the speech.
- [Model.Enum.SpeakMode](#) **Mode** [get, set]
Speak mode.
- AudioSource [Source](#) [get, set]
AudioSource for the output (optional).
- float [Rate](#) [get, set]
Speech rate of the speaker in percent (range: 0-3).
- float [Pitch](#) [get, set]
Speech pitch of the speaker in percent (range: 0-2).
- float [Volume](#) [get, set]
Volume of the speaker in percent (range: 0-1).
- bool [PlayOnStart](#) [get, set]
Enable speaking of the text on start.
- bool [PlayAllOnStart](#) [get, set]
Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "StopAll"-method
- bool [SpeakRandom](#) [get, set]
Speaks the text files in random order.
- float [Delay](#) [get, set]
Delay until the speech for this text starts.

Events

- TextFileSpeakerStart [OnTextFileSpeakerStart](#)
An event triggered whenever a [TextFileSpeaker](#) 'Speak' is started.
- TextFileSpeakerComplete [OnTextFileSpeakerComplete](#)
An event triggered whenever a [TextFileSpeaker](#) 'Speak' is completed.

5.146.1 Detailed Description

Allows to speak text files.

5.146.2 Member Function Documentation

5.146.2.1 Next() [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ( )
```

Speaks the next text (main use for [UI](#)).

5.146.2.2 Next() [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next (
    bool random )
```

Speaks the next text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.146.2.3 Previous() [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ( )
```

Speaks the previous text (main use for [UI](#)).

5.146.2.4 Previous() [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous (
    bool random )
```

Speaks the previous text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.146.2.5 Reload()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Reload ( )
```

Reloads all text files (e.g. when new text files were added during runtime).

5.146.2.6 Silence()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ( )
```

Silence the speech.

5.146.2.7 Speak()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ( )
```

Speaks a text (main use for [UI](#)).

5.146.2.8 SpeakAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakAll ( )
```

Speaks all texts until StopAll is called.

5.146.2.9 SpeakText()

```
string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (
    int index = -1,
    bool random = false )
```

Speaks a text with an optional index.

Parameters

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

Returns

UID of the speaker.

5.146.2.10 StopAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.StopAll ( )
```

Stops speaking all texts.

5.146.3 Property Documentation

5.146.3.1 Delay

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

Delay until the speech for this text starts.

5.146.3.2 Mode

```
Model.Enum.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode [get], [set]
```

Speak mode.

5.146.3.3 Pitch

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

Speech pitch of the speaker in percent (range: 0-2).

5.146.3.4 PlayAllOnStart

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayAllOnStart [get], [set]
```

Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "Stop↵All"-method

5.146.3.5 PlayOnStart

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart [get], [set]
```

Enable speaking of the text on start.

5.146.3.6 Rate

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

Speech rate of the speaker in percent (range: 0-3).

5.146.3.7 Source

```
AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source [get], [set]
```

AudioSource for the output (optional).

5.146.3.8 SpeakRandom

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakRandom [get], [set]
```

Speaks the text files in random order.

5.146.3.9 TextFiles

```
TextAsset [ ] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles [get], [set]
```

Text files to speak.

5.146.3.10 Voices

```
Model.VoiceAlias Crosstales.RTVoice.Tool.TextFileSpeaker.Voices [get], [set]
```

Voices for the speech.

5.146.3.11 Volume

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

Volume of the speaker in percent (range: 0-1).

5.146.4 Event Documentation

5.146.4.1 OnTextFileSpeakerComplete

TextFileSpeakerComplete Crosstales.RTVoice.Tool.TextFileSpeaker.OnTextFileSpeakerComplete

An event triggered whenever a [TextFileSpeaker](#) 'Speak' is completed.

5.146.4.2 OnTextFileSpeakerStart

TextFileSpeakerStart Crosstales.RTVoice.Tool.TextFileSpeaker.OnTextFileSpeakerStart

An event triggered whenever a [TextFileSpeaker](#) 'Speak' is started.

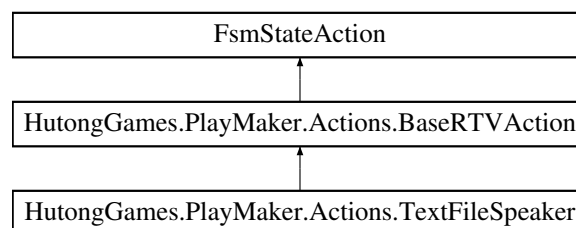
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/TextFileSpeaker.cs

5.147 HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference

TextFileSpeaker-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.TextFileSpeaker:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.RTVoice.Tool.TextFileSpeaker Obj](#)
Add a [TextFileSpeaker](#) (default: first object in scene).

5.147.1 Detailed Description

TextFileSpeaker-action for [PlayMaker](#).

5.147.2 Member Data Documentation

5.147.2.1 Obj

[Crosstales.RTVoice.Tool.TextFileSpeaker](#) [HutongGames.PlayMaker.Actions.TextFileSpeaker.Obj](#)

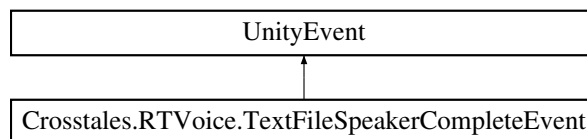
Add a [TextFileSpeaker](#) (default: first object in scene).

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/TextFileSpeaker.cs

5.148 Crosstales.RTVoice.TextFileSpeakerCompleteEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.TextFileSpeakerCompleteEvent:



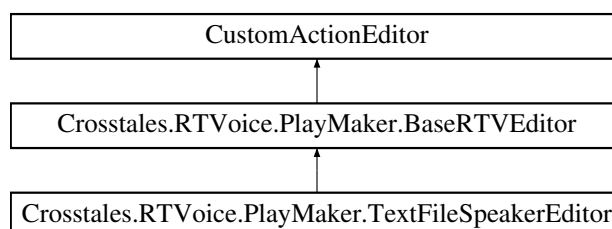
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.149 Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference

Custom editor for the TextFileSpeaker-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor:



Additional Inherited Members

5.149.1 Detailed Description

Custom editor for the TextFileSpeaker-action.

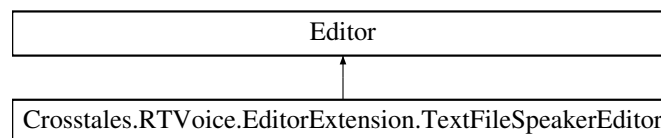
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/TextFileSpeakerEditor.cs

5.150 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** ()

5.150.1 Detailed Description

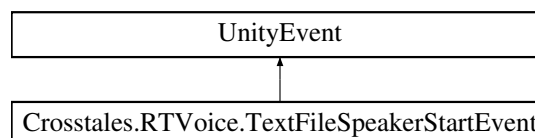
Custom editor for the 'TextFileSpeaker'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/TextFileSpeakerEditor.cs

5.151 Crosstales.RTVoice.TextFileSpeakerStartEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.TextFileSpeakerStartEvent:



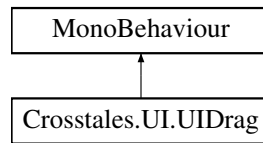
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.cs

5.152 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstailes.UI.UIDrag:



Public Member Functions

- void **OnDrag** ()

5.152.1 Detailed Description

Allow to Drag the Windows around.

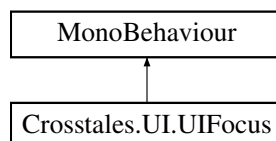
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/Common/UI/Scripts/UI↔
Drag.cs

5.153 Crosstailes.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstailes.UI.UIFocus:



Public Member Functions

- void **OnPanelEnter** ()
Panel entered.

Public Attributes

- string **ManagerName** = "Canvas"
Name of the gameobject containing the [UIWindowManager](#).

5.153.1 Detailed Description

Change the Focus on from a Window.

5.153.2 Member Function Documentation

5.153.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.153.3 Member Data Documentation

5.153.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

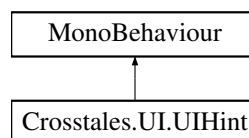
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔
Focus.cs

5.154 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup [Group](#)
Group to fade.
- float [Delay](#) = 2f
Delay in seconds before fading (default: 2).
- float [FadeTime](#) = 2f
Fade time in seconds (default: 2).
- bool [Disable](#) = true
Disable [UI](#) element after the fade (default: true).
- bool [FadeAtStart](#) = true
Fade at Start (default: true).

5.154.1 Detailed Description

Controls a [UI](#) group (hint).

5.154.2 Member Data Documentation

5.154.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.154.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable [UI](#) element after the fade (default: true).

5.154.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.154.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.154.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

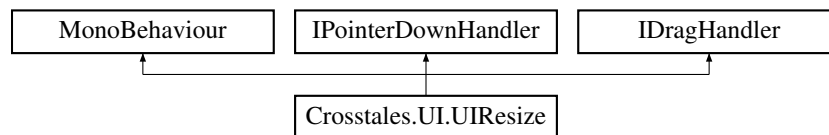
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.cs

5.155 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the [UI](#) element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the [UI](#) element.

5.155.1 Detailed Description

Resize a [UI](#) element.

5.155.2 Member Data Documentation

5.155.2.1 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the [UI](#) element.

5.155.2.2 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the [UI](#) element.

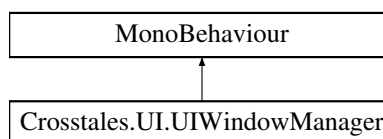
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔
Resize.cs

5.156 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void [ChangeState](#) (GameObject active)
Change the state of all windows.

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.156.1 Detailed Description

Change the state of all Window panels.

5.156.2 Member Function Documentation

5.156.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
    GameObject active )
```

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.156.3 Member Data Documentation

5.156.3.1 Windows

```
GameObject [ ] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

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

- D:/slauberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔WindowManager.cs

5.157 Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.157.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Task/Update↔
Check.cs

5.158 Crosstales.RTVoice.Model.Voice Class Reference

[Model](#) for a voice.

Public Member Functions

- [Voice](#) (string name, string description, [Enum.Gender](#) gender, string age, string culture, string id="", string vendor="unknown", string version="unknown", int sampleRate=0)
Instantiate the class.
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Public Attributes

- string [Name](#)
Name of the voice.
- string [Description](#)
Description of the voice.
- [Enum.Gender](#) [Gender](#)
Gender of the voice.
- string [Age](#)
Age of the voice.
- string [Identifier](#) = string.Empty
Identifier of the voice.
- string [Vendor](#) = string.Empty
Vendor of the voice.
- string [Version](#) = string.Empty
Version of the voice.
- int [SampleRate](#)
Sample rate in Hz of the voice.

Properties

- string [Culture](#) [get, set]
Culture of the voice (ISO 639-1).
- string [SimplifiedCulture](#) [get]
Simplified culture of the voice.

5.158.1 Detailed Description

[Model](#) for a voice.

5.158.2 Constructor & Destructor Documentation

5.158.2.1 Voice()

```
Crosstales.RTVoice.Model.Voice.Voice (
    string name,
    string description,
    Enum.Gender gender,
    string age,
    string culture,
    string id = "",
    string vendor = "unknown",
    string version = "unknown",
    int sampleRate = 0 )
```

Instantiate the class.

Parameters

<i>name</i>	Name of the voice.
<i>description</i>	Description of the voice.
<i>gender</i>	Gender of the voice.
<i>age</i>	Age of the voice.
<i>culture</i>	Culture of the voice.
<i>id</i>	Identifier of the voice (optional).
<i>vendor</i>	Vendor of the voice (optional).
<i>version</i>	Version of the voice (optional).
<i>sampleRate</i>	Sample rate in Hz of the voice (optional).

5.158.3 Member Data Documentation

5.158.3.1 Age

```
string Crosstales.RTVoice.Model.Voice.Age
```

Age of the voice.

5.158.3.2 Description

```
string Crosstales.RTVoice.Model.Voice.Description
```

Description of the voice.

5.158.3.3 Gender

```
Enum.Gender Crosstales.RTVoice.Model.Voice.Gender
```

Gender of the voice.

5.158.3.4 Identifier

```
string Crosstales.RTVoice.Model.Voice.Identifier = string.Empty
```

Identifier of the voice.

5.158.3.5 Name

```
string Crosstales.RTVoice.Model.Voice.Name
```

Name of the voice.

5.158.3.6 SampleRate

```
int Crosstales.RTVoice.Model.Voice.SampleRate
```

Sample rate in Hz of the voice.

5.158.3.7 Vendor

```
string Crosstales.RTVoice.Model.Voice.Vendor = string.Empty
```

Vendor of the voice.

5.158.3.8 Version

```
string Crosstales.RTVoice.Model.Voice.Version = string.Empty
```

Version of the voice.

5.158.4 Property Documentation

5.158.4.1 Culture

```
string Crosstales.RTVoice.Model.Voice.Culture [get], [set]
```

Culture of the voice (ISO 639-1).

5.158.4.2 SimplifiedCulture

```
string Crosstales.RTVoice.Model.Voice.SimplifiedCulture [get]
```

Simplified culture of the voice.

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

- D:/slauberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Voice.[↵](#)
CS

5.159 Crosstales.RTVoice.Model.VoiceAlias Class Reference

Alias for multiple voices on different platforms.

Public Member Functions

- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Public Attributes

- string `VoiceNameWindows` = "David"
Name of the voice under Windows.
- string `VoiceNameMac` = "Alex"
Name of the voice under macOS.
- string `VoiceNameLinux` = "en"
Name of the voice under Linux and for eSpeak.
- string `VoiceNameAndroid` = "en"
Name of the voice under Android.
- string `VoiceNameIOS` = "Daniel"
Name of the voice under iOS.
- string `VoiceNameWSA` = "David"
Name of the voice under WSA.
- string `VoiceNameCustom` = string.Empty
Name of the voice for custom TTS-systems.
- string `Culture` = "en"
Fallback culture for the text (e.g. 'en', optional).
- `Enum.Gender Gender` = Enum.Gender.UNKNOWN
Fallback gender for the text.

Properties

- string `VoiceName` [get]
Returns the name of the voice for the current platform.
- `Voice?? Voice` [get]
Returns the voice for the current platform.

5.159.1 Detailed Description

Alias for multiple voices on different platforms.

5.159.2 Member Data Documentation

5.159.2.1 Culture

```
string Crosstales.RTVoice.Model.VoiceAlias.Culture = "en"
```

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

5.159.2.2 Gender

`Enum.Gender` Crosstales.RTVoice.Model.VoiceAlias.Gender = Enum.Gender.UNKNOWN

Fallback gender for the text.

5.159.2.3 VoiceNameAndroid

`string` Crosstales.RTVoice.Model.VoiceAlias.VoiceNameAndroid = "en"

Name of the voice under Android.

5.159.2.4 VoiceNameCustom

`string` Crosstales.RTVoice.Model.VoiceAlias.VoiceNameCustom = string.Empty

Name of the voice for custom TTS-systems.

5.159.2.5 VoiceNameIOS

`string` Crosstales.RTVoice.Model.VoiceAlias.VoiceNameIOS = "Daniel"

Name of the voice under iOS.

5.159.2.6 VoiceNameLinux

`string` Crosstales.RTVoice.Model.VoiceAlias.VoiceNameLinux = "en"

Name of the voice under Linux and for eSpeak.

5.159.2.7 VoiceNameMac

`string` Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMac = "Alex"

Name of the voice under macOS.

5.159.2.8 VoiceNameWindows

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWindows = "David"
```

Name of the voice under Windows.

5.159.2.9 VoiceNameWSA

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWSA = "David"
```

Name of the voice under WSA.

5.159.3 Property Documentation

5.159.3.1 Voice

```
Voice?? Crosstales.RTVoice.Model.VoiceAlias.Voice [get]
```

Returns the voice for the current platform.

Returns

The voice for the current platform.

5.159.3.2 VoiceName

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceName [get]
```

Returns the name of the voice for the current platform.

Returns

The name of the voice for the current platform.

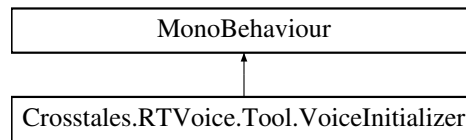
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/VoiceAlias.cs

5.160 Crosstales.RTVoice.Tool.VoiceInitializer Class Reference

Allows to initialize voices (useful on Android).

Inheritance diagram for Crosstales.RTVoice.Tool.VoiceInitializer:



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](#)
Initialize all voices (default: false).
- [bool DestroyWhenFinished](#) = true
Destroy the gameobject after initialize (default: true).

5.160.1 Detailed Description

Allows to initialize voices (useful on Android).

5.160.2 Member Data Documentation

5.160.2.1 AllVoices

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices
```

Initialize all voices (default: false).

5.160.2.2 DestroyWhenFinished

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true
```

Destroy the gameobject after initialize (default: true).

5.160.2.3 Provider

`Model.Enum.ProviderType` Crosstales.RTVoice.Tool.VoiceInitializer.Provider = Model.Enum.ProviderType.Android

Selected provider to initialize the voices (default: Android).

5.160.2.4 VoiceNames

`string []` Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames

Initialize voices by name.

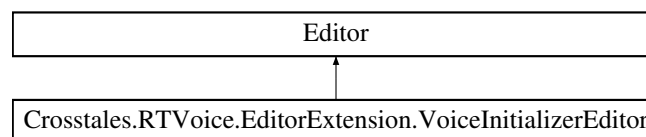
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/VoiceInitializer.cs

5.161 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** ()

5.161.1 Detailed Description

Custom editor for the 'VoiceInitializer'-class.

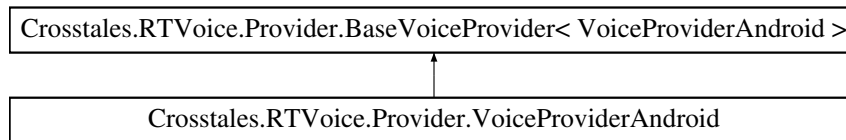
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Editor/Extension/VoiceInitializerEditor.cs

5.162 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** ([Model.Wrapper](#) wrapper)
- override IEnumerator **Speak** ([Model.Wrapper](#) wrapper)
- override IEnumerator **Generate** ([Model.Wrapper](#) wrapper)
- override void **Silence** ()
- override void **GenerateInEditor** ([Model.Wrapper](#) wrapper)
- override void **SpeakNativeInEditor** ([Model.Wrapper](#) wrapper)

Static Public Member Functions

- static void **ShutdownTTS** ()

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "English (United States)"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 3999
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => [Util.Helper.isAndroidPlatform](#)
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- System.Collections.Generic.List< string > **Engines** => cachedEngines

Returns all installed TTS engines on Android.

Additional Inherited Members

5.162.1 Detailed Description

Android voice provider.

5.162.2 Member Data Documentation

5.162.2.1 Engines

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Provider.VoiceProviderAndroid.↔
Engines => cachedEngines
```

Returns all installed TTS engines on Android.

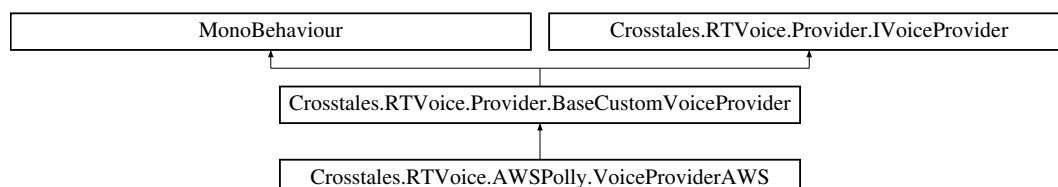
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/Voice↔
ProviderAndroid.cs

5.163 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference

AWS Polly voice provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWS:



Public Member Functions

- override void [Load](#) (bool forceReload=false)
Load the provider (e.g. all voices).
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- 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 void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => ".ogg"
- override AudioType **AudioFileType** => AudioType.OGGVORBIS
- override string **DefaultVoiceName** => "Matthew"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => !Util.Helper.isWebPlatform
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- bool **isValidCognitoCredentials** => !string.IsNullOrEmpty([CognitoCredentials](#)) && apiRegex.IsMatch([CognitoCredentials](#))
Indicates if the Cognito Credentials are valid.
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** => useNeuralVoices && [hasNeuralVoices](#)
? cachedNeuralVoices : cachedVoices
- bool [hasNeuralVoices](#)
Checks if neural voices are supported on the current AWS endpoint.

Protected Member Functions

- override string **getVoiceName** ([Model.Wrapper](#) wrapper)

Properties

- string? [CognitoCredentials](#) [get, set]
Cognito credentials to access AWS Polly.
- string **CognitoCredentials** [get, set]
- [Endpoint Endpoint](#) [get, set]
AWS endpoint for the connection.
- bool [AutoBreath](#) [get, set]
Enables or disables the simulation of natural breathing while speaking.
- [SampleRate SampleRate](#) [get, set]
Desired sample rate in Hz.
- bool [UseNeuralVoices](#) [get, set]
Enable or disable neural voices.

Additional Inherited Members

5.163.1 Detailed Description

AWS Polly voice provider.

5.163.2 Member Function Documentation

5.163.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.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.BaseCustomVoiceProvider](#).

5.163.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.163.2.3 Load()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.163.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.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.BaseCustomVoiceProvider](#).

5.163.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.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.BaseCustomVoiceProvider](#).

5.163.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNativeInEditor (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.163.3 Member Data Documentation

5.163.3.1 hasNeuralVoices

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.hasNeuralVoices
```

Initial value:

```
=>
    endpoint == Endpoint.USEast1 ||
    endpoint == Endpoint.USWest2 ||
    endpoint == Endpoint.EUWest1 ||
    endpoint == Endpoint.EUWest2 ||
    endpoint == Endpoint.EUCentral1 ||
    endpoint == Endpoint.APNortheast1 ||
    endpoint == Endpoint.APSoutheast1 ||
    endpoint == Endpoint.APSoutheast2
```

Checks if neural voices are supported on the current AWS endpoint.

Returns

True if neural voices are supported on the current AWS endpoint.

5.163.3.2 isValidCognitoCredentials

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.isValidCognitoCredentials => !string.Is↔
NullOrEmpty(CognitoCredentials) && apiRegex.IsMatch(CognitoCredentials)
```

Indicates if the Cognito Credentials are valid.

Returns

True if the Cognito Credentials are valid.

5.163.4 Property Documentation

5.163.4.1 AutoBreath

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.AutoBreath [get], [set]
```

Enables or disables the simulation of natural breathing while speaking.

5.163.4.2 CognitoCredentials

```
string? Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.CognitoCredentials [get], [set]
```

Cognito credentials to access AWS Polly.

5.163.4.3 Endpoint

`Endpoint` Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Endpoint [get], [set]

AWS endpoint for the connection.

5.163.4.4 SampleRate

`SampleRate` Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SampleRate [get], [set]

Desired sample rate in Hz.

5.163.4.5 UseNeuralVoices

`bool` Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.UseNeuralVoices [get], [set]

Enable or disable neural voices.

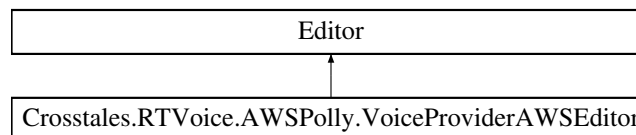
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Scripts/VoiceProviderAWS.cs

5.164 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor Class Reference

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

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("AWS Polly") != null

5.164.1 Detailed Description

Custom editor for the 'VoiceProviderAWS'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Editor/VoiceProviderAWSEditor.cs

5.165 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

5.165.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Editor/VoiceProviderAWSGameObject.cs

5.166 Crosstales.RTVoice.Azure.VoiceProviderAWSMenu Class Reference

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

5.166.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/Editor/VoiceProviderAzureMenu.cs

5.167 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

5.167.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

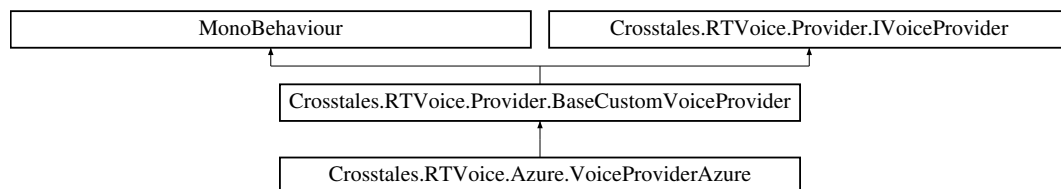
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWS Polly/Editor/VoiceProviderAWSMenu.cs

5.168 Crosstales.RTVoice.Azure.VoiceProviderAzure Class Reference

[Azure](#) (Bing Speech) voice provider.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzure:



Public Member Functions

- override void [Load](#) (bool forceReload=false)
Load the provider (e.g. all voices).
- override IEnumerable [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- 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 void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "JessaRUS"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => [!Util.Helper.isWebPlatform](#)
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true

- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true
- bool **isValidAPIKey** => **APIKey**?.Length >= 32
Indicates if the API key is valid.
- bool **isValidEndpoint** => !string.IsNullOrEmpty(endpoint) && endpoint.Contains("api.cognitive.microsoft.<↵com")
Indicates if the endpoint is valid.
- bool **isValidRequestUri** => !string.IsNullOrEmpty(requestUri) && requestUri.Contains("tts.speech.<↵microsoft.com")
Indicates if the request URI is valid.

Properties

- string? **APIKey** [get, set]
API-key to access [Azure](#).
- string **APIKey** [get, set]
- string **Endpoint** [get, set]
Endpoint to access [Azure](#).
- string **RequestUri** [get, set]
Request URI associated with the API-key.
- **SampleRate** **SampleRate** [get, set]
Desired sample rate in Hz.

Additional Inherited Members

5.168.1 Detailed Description

[Azure](#) (Bing Speech) voice provider.

5.168.2 Member Function Documentation

5.168.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.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.BaseCustomVoiceProvider](#).

5.168.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.168.2.3 Load()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.168.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.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.BaseCustomVoiceProvider](#).

5.168.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.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.BaseCustomVoiceProvider](#).

5.168.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.168.3 Member Data Documentation

5.168.3.1 isValidAPIKey

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidAPIKey => APIKey?.Length >= 32
```

Indicates if the API key is valid.

Returns

True if the API key is valid.

5.168.3.2 isValidEndpoint

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidEndpoint => !string.IsNullOrEmpty(endpoint)
&& endpoint.Contains("api.cognitive.microsoft.com")
```

Indicates if the endpoint is valid.

Returns

True if the endpoint is valid.

5.168.3.3 isValidRequestUri

```
bool Crosstales.RTVoice.Azure.VoiceProviderAzure.isValidRequestUri => !string.IsNullOrEmpty(requestUri)
&& requestUri.Contains("tts.speech.microsoft.com")
```

Indicates if the request URI is valid.

Returns

True if the request URI is valid.

5.168.4 Property Documentation

5.168.4.1 APIKey

```
string? Crosstales.RTVoice.Azure.VoiceProviderAzure.APIKey [get], [set]
```

API-key to access [Azure](#).

5.168.4.2 Endpoint

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.Endpoint [get], [set]
```

Endpoint to access [Azure](#).

5.168.4.3 RequestUri

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.RequestUri [get], [set]
```

Request URI associated with the API-key.

5.168.4.4 SampleRate

`SampleRate` Crosstales.RTVoice.Azure.VoiceProviderAzure.SampleRate [get], [set]

Desired sample rate in Hz.

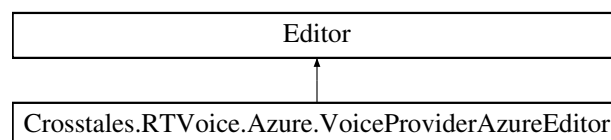
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Scripts/VoiceProviderAzure.cs

5.169 Crosstales.RTVoice.Azure.VoiceProviderAzureEditor Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzureEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Azure") != null

5.169.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Editor/VoiceProviderAzureEditor.cs

5.170 Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject Class Reference

Editor component for for adding the prefabs from '[Azure](#)' in the "Hierarchy"-menu.

5.170.1 Detailed Description

Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu.

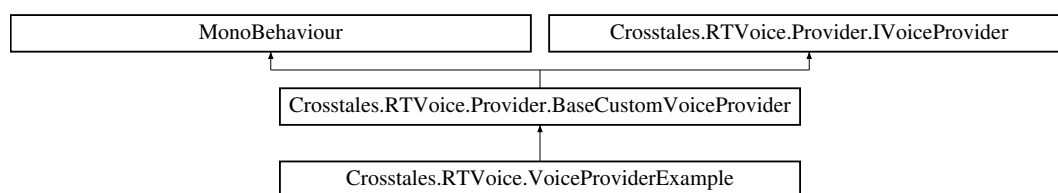
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/↔ Editor/VoiceProviderAzureGameObject.cs

5.171 Crosstales.RTVoice.VoiceProviderExample Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.VoiceProviderExample:



Public Member Functions

- override void **Load** (bool forceReload=false)
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.171.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables

5.171.2 Member Function Documentation

5.171.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.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.BaseCustomVoiceProvider](#).

5.171.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.VoiceProviderExample.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.171.2.3 Load()

```
override void Crosstales.RTVoice.VoiceProviderExample.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.171.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.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.BaseCustomVoiceProvider](#).

5.171.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.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.BaseCustomVoiceProvider](#).

5.171.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.VoiceProviderExample.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

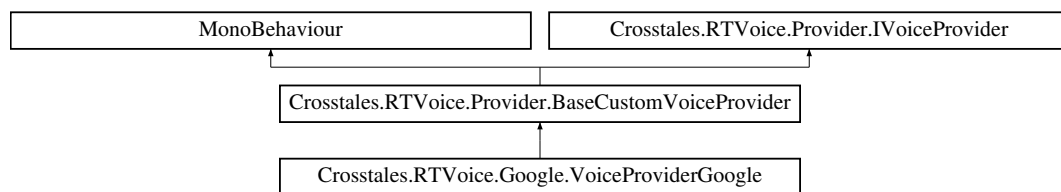
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/VoiceProviderExample.cs

5.172 Crosstales.RTVoice.Google.VoiceProviderGoogle Class Reference

[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogle:



Public Member Functions

- override void [Load](#) (bool forceReload=false)
Load the provider (e.g. all voices).
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- 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 void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "en-US-Standard-B"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => true
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false
- bool **isValidAPIKey** => GCTextToSpeech.Instance.apiKey?.Length >= 32
Indicates if the API key is valid.

Additional Inherited Members

5.172.1 Detailed Description

[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

5.172.2 Member Function Documentation

5.172.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.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.BaseCustomVoiceProvider](#).

5.172.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.172.2.3 Load()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.172.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.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.BaseCustomVoiceProvider](#).

5.172.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.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.BaseCustomVoiceProvider](#).

5.172.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.172.3 Member Data Documentation

5.172.3.1 isValidAPIKey

```
bool Crosstales.RTVoice.Google.VoiceProviderGoogle.isValidAPIKey => GCTextToSpeech.Instance.↔
apiKey?.Length >= 32
```

Indicates if the API key is valid.

Returns

True if the API key is valid.

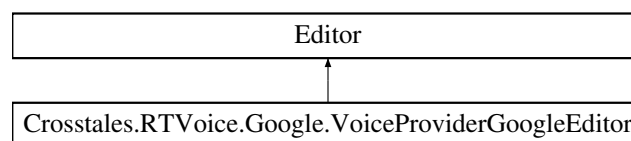
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Scripts/VoiceProviderGoogle.cs

5.173 Crosstales.RTVoice.Google.VoiceProviderGoogleEditor Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogleEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Google Cloud") != null

5.173.1 Detailed Description

Custom editor for the 'VoiceProviderGoogle'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Editor/VoiceProviderGoogleEditor.cs

5.174 Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject Class Reference

Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.

5.174.1 Detailed Description

Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Editor/VoiceProviderGoogleGameObject.cs

5.175 Crosstales.RTVoice.Google.VoiceProviderGoogleMenu Class Reference

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

5.175.1 Detailed Description

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

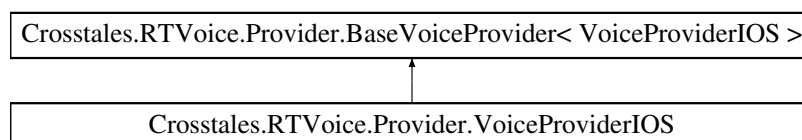
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Google Cloud/Editor/VoiceProviderGoogleMenu.cs

5.176 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** ([Model.Wrapper](#) wrapper)
- override IEnumerator **Speak** ([Model.Wrapper](#) wrapper)
- override IEnumerator **Generate** ([Model.Wrapper](#) wrapper)
- override void **Silence** ()
- override void **Silence** (string uid)
- void **Pause** ()
- override void **GenerateInEditor** ([Model.Wrapper](#) wrapper)
- override void **SpeakNativeInEditor** ([Model.Wrapper](#) wrapper)

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 every time a new word is spoken.

Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "Daniel"
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** => cachediOSVoices
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isPlatformSupported** => [Util.Helper.isIOSBasedPlatform](#)
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false

Additional Inherited Members

5.176.1 Detailed Description

iOS voice provider.

5.176.2 Member Function Documentation

5.176.2.1 SetState()

```
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.
--------------	---------------------------

5.176.2.2 SetVoices()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices (
    string voicesText ) [static]
```

Receives all voices

Parameters

<i>voicesText</i>	All voices as text string.
-------------------	----------------------------

5.176.2.3 WordSpoken()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken ( ) [static]
```

Called every time a new word is spoken.

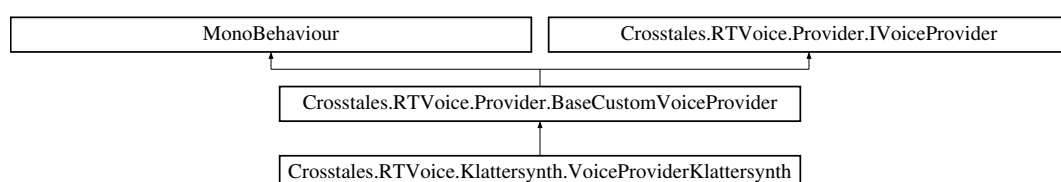
The documentation for this class was generated from the following file:

- D:/slauberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderIOS.cs

5.177 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference

Klattersynth voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth:



Public Member Functions

- override void **Load** (bool forceReload=false)
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- 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 void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => string.Empty
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => true
- override int **MaxTextLength** => 2150
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => false
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true

Properties

- Strobotnik.Klattersynth.Speech[] **Speeches** [get, set]
All available speeches (=voice configurations) from [Klattersynth](#).
- Crosstales.Common.Model.Enum.SampleRate **SampleRate** [get, set]
Desired sample rate.

Additional Inherited Members

5.177.1 Detailed Description

[Klattersynth](#) voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

5.177.2 Member Function Documentation

5.177.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.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.BaseCustomVoiceProvider](#).

5.177.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.177.2.3 Load()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.177.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.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.BaseCustomVoiceProvider](#).

5.177.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.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.BaseCustomVoiceProvider](#).

5.177.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.177.3 Property Documentation

5.177.3.1 SampleRate

[Crosstales.Common.Model.Enum.SampleRate](#) Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.[↔](#)
 SampleRate [get], [set]

Desired sample rate.

5.177.3.2 Speeches

StroboTnik.Klattersynth.Speech [] Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.
Speeches [get], [set]

All available speeches (=voice configurations) from [Klattersynth](#).

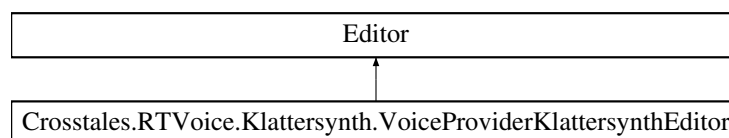
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/
Klattersynth/Scripts/VoiceProviderKlattersynth.cs

5.178 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Klattersynth") != null

5.178.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/
Klattersynth/Editor/VoiceProviderKlattersynthEditor.cs

5.179 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

5.179.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/Editor/VoiceProviderKlattersynthGameObject.cs

5.180 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference

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

5.180.1 Detailed Description

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

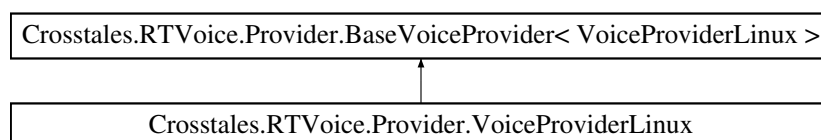
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/Editor/VoiceProviderKlattersynthMenu.cs

5.181 Crosstales.RTVoice.Provider.VoiceProviderLinux Class Reference

Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderLinux:



Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** ([Model.Wrapper](#) wrapper)
- override IEnumerator **Speak** ([Model.Wrapper](#) wrapper)
- override IEnumerator **Generate** ([Model.Wrapper](#) wrapper)
- override void **Silence** ()
- override void **Silence** (string uid)
- override void **GenerateInEditor** ([Model.Wrapper](#) wrapper)
- override void **SpeakNativeInEditor** ([Model.Wrapper](#) wrapper)

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "en"
- override bool **isWorkingInEditor** => true
- override bool **isWorkingInPlaymode** => true
- override int **MaxTextLength** => 32000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => isSupported
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true

Static Public Attributes

- static bool **isSupported** => [Util.Helper.isWindowsPlatform](#) || [Util.Helper.isMacOSPlatform](#) || [Util.Helper.isLinuxPlatform](#)

Protected Member Functions

- override string **getVoiceName** ([Model.Wrapper](#) wrapper)

Additional Inherited Members

5.181.1 Detailed Description

Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>

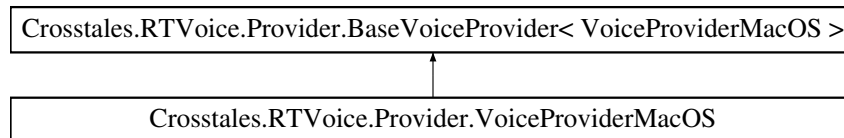
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/Voice↔
ProviderLinux.cs

5.182 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** ([Model.Wrapper](#) wrapper)
- override IEnumerator **Speak** ([Model.Wrapper](#) wrapper)

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "Alex"
- override bool **isWorkingInEditor** => [Util.Helper.isMacOSEditor](#)
- override bool **isWorkingInPlaymode** => [Util.Helper.isMacOSEditor](#)
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => [Util.Helper.isMacOSPlatform](#)
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true

Additional Inherited Members

5.182.1 Detailed Description

MacOS voice provider.

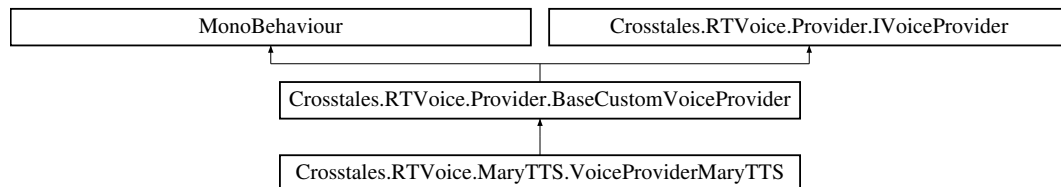
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderMacOS.cs

5.183 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS Class Reference

[MaryTTS](#) voice provider.

Inheritance diagram for Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS:



Public Member Functions

- override void [Load](#) (bool forceReload=false)
Load the provider (e.g. all voices).
- 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 [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "cmu-rms-hsmm"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => true
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => true
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true

Properties

- string [URL](#) [get, set]
Server URL for [MaryTTS](#).
- int [Port](#) [get, set]
Server port for [MaryTTS](#).
- string [Username](#) [get, set]
User name for [MaryTTS](#).
- string [Password](#) [get, set]
User password for [MaryTTS](#).
- [Model.Enum.MaryTTSType](#) Type [get, set]
Input type for [MaryTTS](#).

Additional Inherited Members

5.183.1 Detailed Description

[MaryTTS](#) voice provider.

5.183.2 Member Function Documentation

5.183.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.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.BaseCustomVoiceProvider](#).

5.183.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.183.2.3 Load()

```
override void Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.183.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.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.BaseCustomVoiceProvider](#).

5.183.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.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.BaseCustomVoiceProvider](#).

5.183.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.183.3 Property Documentation

5.183.3.1 Password

```
string Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Password [get], [set]
```

User password for [MaryTTS](#).

5.183.3.2 Port

```
int Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Port [get], [set]
```

Server port for [MaryTTS](#).

5.183.3.3 Type

```
Model.Enum.MaryTTSType Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Type [get], [set]
```

Input type for [MaryTTS](#).

5.183.3.4 URL

```
string Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.URL [get], [set]
```

Server URL for [MaryTTS](#).

5.183.3.5 Username

```
string Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTS.Username [get], [set]
```

User name for [MaryTTS](#).

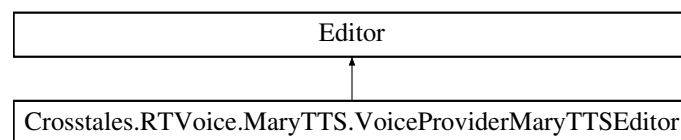
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/MaryTTS/Scripts/VoiceProviderMaryTTS.cs

5.184 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSEditor Class Reference

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

Inheritance diagram for Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("MaryTTS") != null

5.184.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/MaryTTS/Editor/VoiceProviderMaryTTSEditor.cs

5.185 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSGameObject Class Reference

Editor component for for adding the prefabs from 'MaryTTS' in the "Hierarchy"-menu.

5.185.1 Detailed Description

Editor component for for adding the prefabs from 'MaryTTS' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/MaryTTS/Editor/VoiceProviderMaryTTSGameObject.cs

5.186 Crosstales.RTVoice.MaryTTS.VoiceProviderMaryTTSMenu Class Reference

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

5.186.1 Detailed Description

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

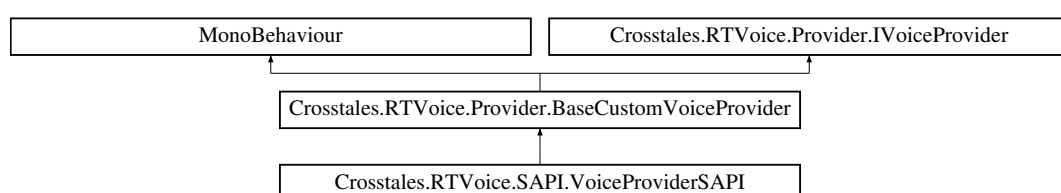
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/MaryTTS/Editor/VoiceProviderMaryTTSMenu.cs

5.187 Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPI:



Public Member Functions

- override void **Load** (bool forceReload=false)
Load the provider (e.g. all voices).
- override IEnumerator **Generate** ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- 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 void **Silence** ()
Silence all active TTS-providers.
- override void **Silence** (string uid)
Silence the current TTS-provider (native mode).
- override void **GenerateInEditor** ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "David"
- override bool **isWorkingInEditor** => [Util.Helper.isWindowsEditor](#)
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => [Util.Helper.isWindowsPlatform](#)
- override int **MaxTextLength** => 256000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true

Additional Inherited Members

5.187.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables

5.187.2 Member Function Documentation

5.187.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.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.BaseCustomVoiceProvider](#).

5.187.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.187.2.3 Load()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.187.2.4 Silence() [1/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.187.2.5 Silence() [2/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.187.2.6 Speak()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.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.BaseCustomVoiceProvider](#).

5.187.2.7 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.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.BaseCustomVoiceProvider](#).

5.187.2.8 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

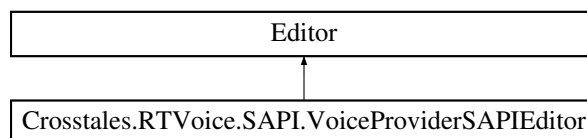
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SAP↔ I Unity/Scripts/VoiceProviderSAPI.cs

5.188 Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor Class Reference

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

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("SAPI Unity") != null

5.188.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SAP↔ I Unity/Editor/VoiceProviderSAPIEditor.cs

5.189 Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject Class Reference

Editor component for for adding the prefabs from '[SAPI](#) Unity' in the "Hierarchy"-menu.

5.189.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SAPI Unity/Editor/VoiceProviderSAPIGameObject.cs

5.190 Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

5.190.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

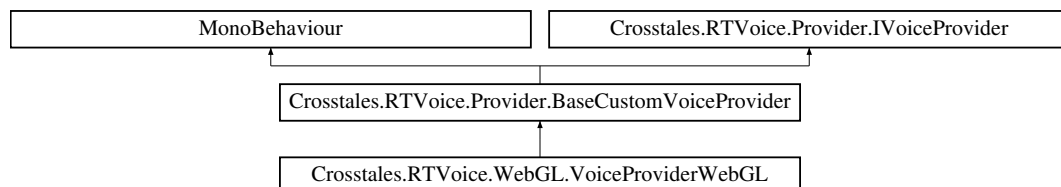
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/SAPI Unity/Editor/VoiceProviderSAPIMenu.cs

5.191 Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference

WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGL:



Public Member Functions

- override void **Load** (bool forceReload=false)
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- 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 void **Silence** ()
Silence all active TTS-providers.
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => "none"
- override AudioType **AudioFileType** => AudioType.UNKNOWN
- override string **DefaultVoiceName** => "Google US English"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => true
- override bool **isPlatformSupported** => [Util.Helper.isWebGLPlatform](#) || [Util.Helper.isStandalonePlatform](#) || [Util.Helper.isEditor](#)
- override int **MaxTextLength** => 32000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => false
- override bool **isSSMLSupported** => false
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false

Additional Inherited Members

5.191.1 Detailed Description

[WebGL](#) voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

5.191.2 Member Function Documentation

5.191.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.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.BaseCustomVoiceProvider](#).

5.191.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```


Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.191.2.3 Load()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.191.2.4 Silence()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.191.2.5 Speak()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.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.BaseCustomVoiceProvider](#).

5.191.2.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.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.BaseCustomVoiceProvider](#).

5.191.2.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNativeInEditor (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

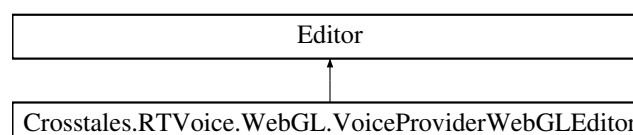
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Scripts/VoiceProviderWebGL.cs

5.192 Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor Class Reference

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

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("WebGL Speech Synthesis") != null

5.192.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Editor/VoiceProviderWebGLEditor.cs

5.193 Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject Class Reference

Editor component for for adding the prefabs from '[WebGL](#)' in the "Hierarchy"-menu.

5.193.1 Detailed Description

Editor component for for adding the prefabs from '[WebGL](#)' in the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Editor/VoiceProviderWebGLGameObject.cs

5.194 Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu Class Reference

Editor component for for adding the prefabs from '[WebGL](#)' in the "Tools"-menu.

5.194.1 Detailed Description

Editor component for for adding the prefabs from '[WebGL](#)' in the "Tools"-menu.

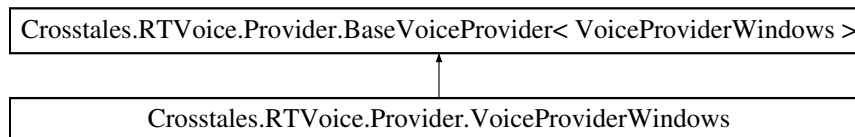
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/WebGL Speech Synthesis/Editor/VoiceProviderWebGLMenu.cs

5.195 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



Public Member Functions

- override void **Load** (bool forceReload=false)
- override IEnumerator **SpeakNative** ([Model.Wrapper](#) wrapper)

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "Microsoft David Desktop"
- override bool **isWorkingInEditor** => [Util.Helper.isWindowsEditor](#)
- override bool **isWorkingInPlaymode** => [Util.Helper.isWindowsEditor](#)
- override int **MaxTextLength** => 32000
- override bool **isSpeakNativeSupported** => true
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => [Util.Helper.isWindowsPlatform](#)
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => true

Additional Inherited Members

5.195.1 Detailed Description

Windows voice provider.

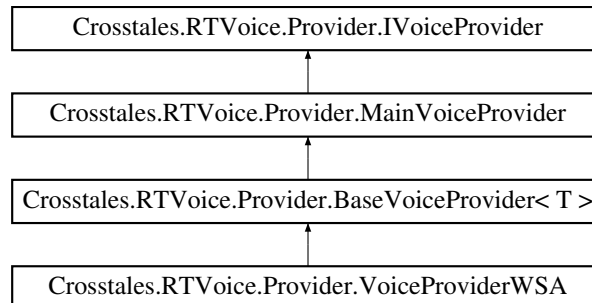
The documentation for this class was generated from the following file:

- D:/slauberberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderWindows.cs

5.196 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

WSA (UWP) voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:



Public Member Functions

- override void [Load](#) (bool forceReload=false)
Load the provider (e.g. all voices).
- 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.
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- override string **AudioFileExtension** => ".wav"
- override AudioType **AudioFileType** => AudioType.WAV
- override string **DefaultVoiceName** => "Microsoft David"
- override bool **isWorkingInEditor** => false
- override bool **isWorkingInPlaymode** => false
- override int **MaxTextLength** => 64000
- override bool **isSpeakNativeSupported** => false
- override bool **isSpeakSupported** => true
- override bool **isPlatformSupported** => [Util.Helper.isWSABasedPlatform](#)
- override bool **isSSMLSupported** => true
- override bool **isOnlineService** => false
- override bool **hasCoRoutines** => true
- override bool **isIL2CPPSupported** => true
- override bool **hasVoicesInEditor** => false

Properties

- static [VoiceProviderWSA Instance](#) [get]
Returns the singleton instance of this class.

Additional Inherited Members

5.196.1 Detailed Description

WSA (UWP) voice provider.

5.196.2 Member Function Documentation

5.196.2.1 Generate()

```
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.MainVoiceProvider](#).

5.196.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.GenerateInEditor (  
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.MainVoiceProvider](#).

5.196.2.3 Load()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Load (
    bool forceReload = false ) [virtual]
```

Load the provider (e.g. all voices).

Parameters

<i>forceReload</i>	Force reload the provider (default: false, optional).
--------------------	---

Implements [Crosstales.RTVoice.Provider.MainVoiceProvider](#).

5.196.2.4 Silence()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.MainVoiceProvider](#).

5.196.2.5 Speak()

```
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.MainVoiceProvider](#).

5.196.2.6 SpeakNative()

```
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.MainVoiceProvider](#).

5.196.2.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

5.196.3 Property Documentation

5.196.3.1 Instance

```
VoiceProviderWSA Crosstales.RTVoice.Provider.VoiceProviderWSA.Instance [static], [get]
```

Returns the singleton instance of this class.

Returns

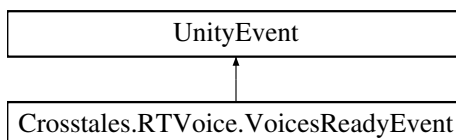
Singleton instance of this class.

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

- D:/slauberberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderWSA.cs

5.197 Crosstales.RTVoice.VoicesReadyEvent Class Reference

Inheritance diagram for Crosstales.RTVoice.VoicesReadyEvent:



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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Delegates.↵
cs

5.198 Crosstales.RTVoice.Util.WavMaster Class Reference

WAV utility for recording and audio playback functions in Unity.

Static Public Member Functions

- static AudioClip [ToAudioClip](#) (string filePath, string name="wav")
*Load PCM format *.wav audio file (using Unity's Application data path) and convert to AudioClip.*
- static AudioClip [ToAudioClip](#) (byte[] fileBytes, string name="wav")
Load PCM format byte-array and convert to AudioClip.
- static byte[] [FromAudioClip](#) (AudioClip audioClip)
Convert an AudioClip to a byte-array.
- static byte[] [FromAudioClip](#) (AudioClip audioClip, string filepath, bool saveAsFile=true)
Convert an AudioClip to a byte-array and save it to a file.
- static ushort [BitDepth](#) (AudioClip audioClip)
Calculates the bit depth of an AudioClip.

5.198.1 Detailed Description

WAV utility for recording and audio playback functions in Unity.

- Use "ToAudioClip" method for loading wav file / bytes. Loads .wav (PCM uncompressed) files at 8,16,24 and 32 bits and converts data to Unity's AudioClip.
- Use "FromAudioClip" method for saving wav file / bytes. Converts an AudioClip's float data into wav byte array at 16 bit.

Partially based on: <https://github.com/deadlyfingers/UnityWav>

5.198.2 Member Function Documentation

5.198.2.1 BitDepth()

```
static ushort Crosstales.RTVoice.Util.WavMaster.BitDepth (
    AudioClip audioClip ) [static]
```

Calculates the bit depth of an AudioClip.

Parameters

<i>audioClip</i>	Audio clip.
------------------	-------------

Returns

The bit depth. Should be 8 or 16 or 32 bit.

5.198.2.2 FromAudioClip() [1/2]

```
static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (  
    AudioClip audioClip ) [static]
```

Convert an AudioClip to a byte-array.

Parameters

<i>audioClip</i>	AudioClip to convert
------------------	----------------------

Returns

AudioClip as byte-array.

5.198.2.3 FromAudioClip() [2/2]

```
static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (  
    AudioClip audioClip,  
    string filepath,  
    bool saveAsFile = true ) [static]
```

Convert an AudioClip to a byte-array and save it to a file.

Parameters

<i>audioClip</i>	AudioClip to save
<i>filepath</i>	File path
<i>saveAsFile</i>	Save the file (default: true, optional)

Returns

AudioClip as byte-array.

5.198.2.4 ToAudioClip() [1/2]

```
static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (
    byte[] fileBytes,
    string name = "wav" ) [static]
```

Load PCM format byte-array and convert to AudioClip.

Parameters

<i>fileBytes</i>	Byte array with the PCM data
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

5.198.2.5 ToAudioClip() [2/2]

```
static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (
    string filePath,
    string name = "wav" ) [static]
```

Load PCM format *.wav audio file (using Unity's Application data path) and convert to AudioClip.

Parameters

<i>filePath</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

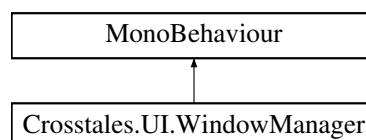
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Util/WavMaster.cs

5.199 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **ClosePanel** ()

Public Attributes

- float **Speed** = 3f
Window movement speed (default: 3).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).

5.199.1 Detailed Description

Manager for a Window.

5.199.2 Member Data Documentation

5.199.2.1 Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

5.199.2.2 Speed

```
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/RTVoicePro/Assets/Plugins/crosstales/Common/UI/Scripts/Window↵
Manager.cs

5.200 Crosstales.RTVoice.Model.Wrapper Class Reference

[Wrapper](#) for "Speak"-function calls.

Public Member Functions

- [Wrapper](#) ()
Default.
- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
Instantiate the class.
- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)
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="", bool forceSSML=true)
Instantiate the class.
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Public Attributes

- System.DateTime [Created](#) => created
Returns the creation time of the [Wrapper](#).

Properties

- string [Text](#) [get, set]
Text for the speech.
- AudioSource [Source](#) [get, set]
AudioSource for the speech.
- [Voice](#) [Voice](#) [get, set]
Voice for the speech.
- bool [SpeakImmediately](#) [get, set]
Speak immediately after the audio generation. Only works if 'Source' is not null.
- float [Rate](#) [get, set]
Rate of the speech (range: 0.01-3).
- float [Pitch](#) [get, set]
Pitch of the speech (range: 0-2).
- float [Volume](#) [get, set]
Volume of the speech (range: 0-1).
- string [OutputFile](#) [get, set]
Output file (without extension) for the generated audio.
- bool [ForceSSML](#) [get, set]
Force SSML on supported platforms.
- bool [isPartial](#) [get, set]
Is the current wrapper just a part of a speech (only used in iOS).
- string [Uid](#) [get]
UID of the speech.
- float [SpeechTime](#) [get]
Returns the speech time in seconds (0: no audio file was generated).

5.200.1 Detailed Description

[Wrapper](#) for "Speak"-function calls.

5.200.2 Constructor & Destructor Documentation

5.200.2.1 Wrapper() [1/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper ( )
```

Default.

5.200.2.2 Wrapper() [2/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (
    string text,
    Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    bool forceSSML = true )
```

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice 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>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.200.2.3 Wrapper() [3/4]

```
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 = "",
bool forceSSML = true )

```

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice 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).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.200.2.4 Wrapper() [4/4]

```

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 = "",
    bool forceSSML = true )

```

Instantiate the class.

Parameters

<i>uid</i>	UID of the speech.
<i>text</i>	Text for the speech.
<i>voice</i>	Voice 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).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.200.3 Member Data Documentation

5.200.3.1 Created

```
System.DateTime Crosstales.RTVoice.Model.Wrapper.Created => created
```

Returns the creation time of the [Wrapper](#).

Returns

Creation time of the [Wrapper](#).

5.200.4 Property Documentation

5.200.4.1 ForceSSML

```
bool Crosstales.RTVoice.Model.Wrapper.ForceSSML [get], [set]
```

Force SSML on supported platforms.

5.200.4.2 isPartial

```
bool Crosstales.RTVoice.Model.Wrapper.isPartial [get], [set]
```

Is the current wrapper just a part of a speech (only used in iOS).

5.200.4.3 OutputFile

```
string Crosstales.RTVoice.Model.Wrapper.OutputFile [get], [set]
```

Output file (without extension) for the generated audio.

5.200.4.4 Pitch

```
float Crosstales.RTVoice.Model.Wrapper.Pitch [get], [set]
```

Pitch of the speech (range: 0-2).

5.200.4.5 Rate

```
float Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]
```

Rate of the speech (range: 0.01-3).

5.200.4.6 Source

```
AudioSource Crosstales.RTVoice.Model.Wrapper.Source [get], [set]
```

AudioSource for the speech.

5.200.4.7 SpeakImmediately

```
bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately [get], [set]
```

Speak immediately after the audio generation. Only works if 'Source' is not null.

5.200.4.8 SpeechTime

```
float Crosstales.RTVoice.Model.Wrapper.SpeechTime [get]
```

Returns the speech time in seconds (0: no audio file was generated).

Returns

Speech time in seconds.

5.200.4.9 Text

```
string Crosstales.RTVoice.Model.Wrapper.Text [get], [set]
```

Text for the speech.

5.200.4.10 Uid

```
string Crosstales.RTVoice.Model.Wrapper.Uid [get]
```

UID of the speech.

5.200.4.11 Voice

`Voice` Crosstales.RTVoice.Model.Wrapper.Voice [get], [set]

`Voice` for the speech.

5.200.4.12 Volume

`float` Crosstales.RTVoice.Model.Wrapper.Volume [get], [set]

Volume of the speech (range: 0-1).

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Wrapper.
cs ↩

5.201 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void `SerializeToFile< T >` (T obj, string filename)
Serialize an object to an XML-file.
- static T `DeserializeFromFile< T >` (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static string `SerializeToString< T >` (T obj)
Serialize an object to an XML-string.
- static T `DeserializeFromString< T >` (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T `DeserializeFromResource< T >` (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.201.1 Detailed Description

Helper-class for XML.

5.201.2 Member Function Documentation

5.201.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
    string filename,
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.201.2.2 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.201.2.3 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.201.2.4 SerializeToFile< T >()

```
static void Crosstailes.Common.Util.XmlHelper.SerializeToFile< T > (
    T obj,
    string filename ) [static]
```

Serialize an object to an XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.201.2.5 SerializeToString< T >()

```
static string Crosstailes.Common.Util.XmlHelper.SerializeToString< T > (
    T obj ) [static]
```

Serialize an object to an XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-stringValid path

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/Common/Scripts/Util/XML↔Helper.cs

5.202 Crosstailes.RTVoice.Demo.ZInstaller Class Reference

Installs the 'UI'-package from [Common](#).

5.202.1 Detailed Description

Installs the 'UI'-package from [Common](#).

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstailes/RTVoice/Demos/Editor/Z↔Installer.cs

5.203 Crosstales.RTVoice.AWSPolly.ZInstaller Class Reference

Installs the 'AWSSDK'-package.

5.203.1 Detailed Description

Installs the 'AWSSDK'-package.

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoicePro/Assets/Plugins/crosstales/RTVoice/3rd party/AWSSDK/Editor/ZInstaller.cs`

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/rtvoice/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/rtvoice/webgl/>

6.6.2 Windows

https://drive.google.com/file/d/11BFDLbj9vmyrfltXeS_d9zK3oM9h8TaS/view?usp=sharing

6.6.3 macOS

<https://drive.google.com/file/d/11A7u7g7Cs63Bu7lv7ER9KFTVCU9oWAaT/view?usp=sharing>

6.6.4 Linux

https://drive.google.com/file/d/1XViADtStr8NXKHPMejXQ6iY4C2U_Bh3o/view?usp=sharing

6.6.5 Android

<https://drive.google.com/file/d/11FUbuvSAAT5JgdolUKZO1sCPkTAFYJG/view?usp=sharing>

6.7 Videos

<https://www.youtube.com/c/Crosstales>

6.7.1 Promotion

<https://youtu.be/iVhTWDLY7g8?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/OJyVgCmX3wU?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

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