How to Run the Kinect Speech Recognition Example

1. Download and install Kinect SDK as described in the next section, if you haven't done it already.
2. Open scene 'KinectSpeechRecognition', located at Assets/SpeechRecognitionDemo-folder.
3. Run the scene.
4. Say clearly one of the enlisted commands in order to control the avatar by voice. Repeat this step as many times as you wish.
5. Locate the grammar file 'SpeechGrammar.grxml' at the root folder of Unity-project, add more audio commands and re-run the scene to test them.

Installation of Kinect Sensor with MS SDK

1. Download the Kinect SDK or Kinect Windows Runtime. Here is the download page: http://www.microsoft.com/en-us/kinectforwindowsdev/Downloads.aspx
2. Run the installer. The installation of Kinect SDK/Runtime is simple and straightforward.
3. Connect the Kinect sensor. The needed device drivers will be installed automatically.

How to Reuse the Kinect Speech Recognition in Your Own Unity Project

1. Copy folder 'KinectScripts' from Assets-folder of the example to the Assets-folder of your project. This folder contains two needed scripts – SpeechManager and SpeechWrapper.
2. Copy folder 'Resources' from Assets-folder of the example to the Assets-folder of your project. This folder contains the native libraries and grammar file, needed by the Unity-project.
3. Add 'SpeechManager'-script to the MainCamera. If you use multiple cameras, create an empty GameObject and add the script to it.
4. Set the 'Grammar File Name'-parameter of 'SpeechManager'-component of the MainCamera.
5. Use the public functions of 'SpeechManager'-script in your scripts. As an example, take a look at the FixedUpdate()-function of 'BotControlScript' – a component of the Robot-object.
6. Modify the voice commands in the grammar file 'SpeechGrammar.grxml.txt' located at Assets/Resources-folder, as to your needs.
7. If you update the grammar file in Resources-folder, don't forget to delete 'SpeechGrammar.grxml', located at the root-folder of your Unity project.

Support and Feedback
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