

RT-Voice PRO
Hearing is understanding



API

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Contents

- 1 Namespace Index** **1**
 - 1.1 Packages 1

- 2 Hierarchical Index** **3**
 - 2.1 Class Hierarchy 3

- 3 Class Index** **7**
 - 3.1 Class List 7

- 4 Namespace Documentation** **11**
 - 4.1 Crosstales Namespace Reference 11
 - 4.2 Crosstales.Common Namespace Reference 11
 - 4.3 Crosstales.Common.Model Namespace Reference 11
 - 4.4 Crosstales.Common.Model.Enum Namespace Reference 11
 - 4.4.1 Enumeration Type Documentation 12
 - 4.4.1.1 Platform 12
 - 4.4.1.2 SampleRate 12
 - 4.5 Crosstales.Common.Util Namespace Reference 12
 - 4.6 Crosstales.RTVoice Namespace Reference 13
 - 4.7 Crosstales.RTVoice.AdventureCreator Namespace Reference 13
 - 4.8 Crosstales.RTVoice.AWSPolly Namespace Reference 14
 - 4.8.1 Enumeration Type Documentation 14
 - 4.8.1.1 Endpoint 14
 - 4.9 Crosstales.RTVoice.Azure Namespace Reference 14
 - 4.9.1 Enumeration Type Documentation 15

4.9.1.1	AudioOutputFormat	15
4.10	Crosstales.RTVoice.Demo Namespace Reference	15
4.11	Crosstales.RTVoice.Demo.Util Namespace Reference	16
4.12	Crosstales.RTVoice.Google Namespace Reference	16
4.13	Crosstales.RTVoice.Klattersynth Namespace Reference	16
4.14	Crosstales.RTVoice.Model Namespace Reference	17
4.15	Crosstales.RTVoice.Model.Enum Namespace Reference	17
4.15.1	Enumeration Type Documentation	17
4.15.1.1	ESpeakModifiers	17
4.15.1.2	Gender	17
4.15.1.3	MaryTTSType	18
4.15.1.4	ProviderType	18
4.15.1.5	SpeakMode	18
4.16	Crosstales.RTVoice.Provider Namespace Reference	18
4.17	Crosstales.RTVoice.SAPI Namespace Reference	18
4.18	Crosstales.RTVoice.SLATE Namespace Reference	18
4.19	Crosstales.RTVoice.Tool Namespace Reference	19
4.20	Crosstales.RTVoice.Util Namespace Reference	19
4.20.1	Detailed Description	19
4.21	Crosstales.RTVoice.Watson Namespace Reference	20
4.22	Crosstales.RTVoice.WebGL Namespace Reference	20
4.23	Crosstales.UI Namespace Reference	20
4.24	Crosstales.UI.Util Namespace Reference	21
4.25	HutongGames Namespace Reference	21
4.26	HutongGames.PlayMaker Namespace Reference	21
4.27	HutongGames.PlayMaker.Actions Namespace Reference	21

5	Class Documentation	23
5.1	Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference	23
5.1.1	Detailed Description	24
5.1.2	Member Data Documentation	24
5.1.2.1	CallOnStopSpeech	24
5.1.2.2	Culture	24
5.1.2.3	SimulateSkipSpeech	24
5.1.2.4	Voices	24
5.1.3	Property Documentation	24
5.1.3.1	CurrentCulture	24
5.1.3.2	isCallOnStopSpeech	24
5.1.3.3	isSimulateSkipSpeech	24
5.2	Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher Class Reference	25
5.2.1	Detailed Description	25
5.3	Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference	25
5.3.1	Detailed Description	26
5.3.2	Member Data Documentation	26
5.3.2.1	ACVoiceName	26
5.3.2.2	IgnoreCharacter	26
5.3.2.3	Mode	26
5.3.2.4	Pitch	26
5.3.2.5	Rate	26
5.3.2.6	Source	26
5.3.2.7	UseSpeechAudioSource	26
5.3.2.8	Voices	26
5.3.2.9	Volume	27
5.4	HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference	27
5.4.1	Detailed Description	27
5.4.2	Member Data Documentation	27
5.4.2.1	Obj	27

5.5	Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference	28
5.5.1	Detailed Description	28
5.5.2	Member Function Documentation	29
5.5.2.1	Generate()	29
5.5.3	Member Data Documentation	29
5.5.3.1	FileInsideAssets	29
5.5.3.2	GenerateOnStart	29
5.5.3.3	TextFiles	29
5.5.4	Property Documentation	29
5.5.4.1	OnAudioFileGeneratorComplete	29
5.5.4.2	OnAudioFileGeneratorStart	29
5.6	Crosstales.UI.Util.AudioFilterController Class Reference	29
5.6.1	Detailed Description	30
5.6.2	Member Function Documentation	30
5.6.2.1	FindAllAudioFilters()	30
5.6.2.2	ResetAudioFilters()	31
5.6.3	Member Data Documentation	31
5.6.3.1	FindAllAudioFiltersOnStart	31
5.7	Crosstales.UI.Util.AudioSourceController Class Reference	31
5.7.1	Detailed Description	32
5.7.2	Member Function Documentation	32
5.7.2.1	FindAllAudioSources()	32
5.7.2.2	ResetAllAudioSources()	32
5.7.3	Member Data Documentation	32
5.7.3.1	AudioSources	32
5.7.3.2	FindAllAudioSourcesOnStart	32
5.7.3.3	Loop	33
5.7.3.4	Mute	33
5.7.3.5	Pitch	33
5.7.3.6	ResetAudioSourcesOnStart	33

5.7.3.7	StereoPan	33
5.7.3.8	Volume	33
5.8	Crosstales.RTVoice.Azure.Authentication Class Reference	33
5.8.1	Detailed Description	33
5.8.2	Member Function Documentation	33
5.8.2.1	Authenticate(string issueTokenUri, string apiKey)	33
5.9	Crosstales.Common.Util.BackgroundController Class Reference	34
5.9.1	Detailed Description	34
5.9.2	Member Data Documentation	34
5.9.2.1	Objects	34
5.10	Crosstales.Common.Util.BaseConstants Class Reference	35
5.10.1	Detailed Description	37
5.10.2	Member Data Documentation	37
5.10.2.1	ASSET_3P_PLAYMAKER	37
5.10.2.2	ASSET_AUTHOR	37
5.10.2.3	ASSET_AUTHOR_URL	37
5.10.2.4	ASSET_BWF	37
5.10.2.5	ASSET_CT_URL	37
5.10.2.6	ASSET_DJ	38
5.10.2.7	ASSET_FB	38
5.10.2.8	ASSET_OC	38
5.10.2.9	ASSET_RADIO	38
5.10.2.10	ASSET_RTV	38
5.10.2.11	ASSET_SOCIAL_DISCORD	38
5.10.2.12	ASSET_SOCIAL_FACEBOOK	38
5.10.2.13	ASSET_SOCIAL_LINKEDIN	38
5.10.2.14	ASSET_SOCIAL_TWITTER	38
5.10.2.15	ASSET_SOCIAL_YOUTUBE	39
5.10.2.16	ASSET_TB	39
5.10.2.17	ASSET_TPB	39

5.10.2.18 ASSET_TPS	39
5.10.2.19 ASSET_TR	39
5.10.2.20 CMD_WINDOWS_PATH	39
5.10.2.21 DEV_DEBUG	39
5.10.2.22 FACTOR_GB	39
5.10.2.23 FACTOR_KB	39
5.10.2.24 FACTOR_MB	40
5.10.2.25 FLOAT_32768	40
5.10.2.26 FORMAT_NO_DECIMAL_PLACES	40
5.10.2.27 FORMAT_PERCENT	40
5.10.2.28 FORMAT_TWO_DECIMAL_PLACES	40
5.10.2.29 PATH_DELIMITER_UNIX	40
5.10.2.30 PATH_DELIMITER_WINDOWS	40
5.10.2.31 PROCESS_KILL_TIME	40
5.10.2.32 SHOW_BWF_BANNER	40
5.10.2.33 SHOW_DJ_BANNER	40
5.10.2.34 SHOW_FB_BANNER	41
5.10.2.35 SHOW_OC_BANNER	41
5.10.2.36 SHOW_RADIO_BANNER	41
5.10.2.37 SHOW_RTV_BANNER	41
5.10.2.38 SHOW_TB_BANNER	41
5.10.2.39 SHOW_TPB_BANNER	41
5.10.2.40 SHOW_TPS_BANNER	41
5.10.2.41 SHOW_TR_BANNER	41
5.10.3 Property Documentation	41
5.10.3.1 APPLICATION_PATH	41
5.10.3.2 PREFIX_FILE	42
5.11 Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference	42
5.11.1 Detailed Description	44
5.11.2 Member Function Documentation	44

5.11.2.1	Generate(Model.Wrapper wrapper)	44
5.11.2.2	Load()	44
5.11.2.3	Silence()	45
5.11.2.4	Silence(string uid)	45
5.11.2.5	Speak(Model.Wrapper wrapper)	45
5.11.2.6	SpeakNative(Model.Wrapper wrapper)	45
5.11.3	Property Documentation	46
5.11.3.1	OnErrorInfo	46
5.11.3.2	OnSpeakAudioGenerationComplete	46
5.11.3.3	OnSpeakAudioGenerationStart	46
5.11.3.4	OnSpeakComplete	46
5.11.3.5	OnSpeakCurrentPhoneme	46
5.11.3.6	OnSpeakCurrentViseme	46
5.11.3.7	OnSpeakCurrentWord	46
5.11.3.8	OnSpeakStart	46
5.11.3.9	OnVoicesReady	47
5.12	Crosstales.Common.Util.BaseHelper Class Reference	47
5.12.1	Detailed Description	50
5.12.2	Member Function Documentation	50
5.12.2.1	ClearLineEndings(string text)	50
5.12.2.2	ClearSpaces(string text)	50
5.12.2.3	ClearTags(string text)	50
5.12.2.4	CreateString(string replaceChars, int stringLength)	50
5.12.2.5	FileCopy(string inputFile, string outputFile, bool move=false)	51
5.12.2.6	FormatBytesToHRF(long bytes)	51
5.12.2.7	FormatSecondsToHourMinSec(double seconds)	51
5.12.2.8	GetDirectories(string path, bool isRecursive=false)	51
5.12.2.9	GetFiles(string path, bool isRecursive=false, params string[] extensions)	52
5.12.2.10	hasActiveClip(AudioSource source)	52
5.12.2.11	HSVToRGB(float h, float s, float v, float a=1f)	52

5.12.2.12	isValidURL(string url)	53
5.12.2.13	OpenFile(string file)	53
5.12.2.14	RemoteCertificateValidationCallback(System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)	53
5.12.2.15	ShowFileLocation(string file)	53
5.12.2.16	SplitStringToLines(string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)	53
5.12.2.17	ValidateFile(string path)	54
5.12.2.18	ValidatePath(string path, bool addEndDelimiter=true)	54
5.12.2.19	ValidURLFromFilePath(string path)	54
5.12.3	Property Documentation	54
5.12.3.1	CurrentPlatform	54
5.12.3.2	isAndroidPlatform	55
5.12.3.3	isAppleBasedPlatform	55
5.12.3.4	isEditor	55
5.12.3.5	isEditorMode	55
5.12.3.6	isIL2CPP	55
5.12.3.7	isInternetAvailable	56
5.12.3.8	isIOSBasedPlatform	56
5.12.3.9	isIOSPlatform	56
5.12.3.10	isLinuxEditor	56
5.12.3.11	isLinuxPlatform	56
5.12.3.12	isMacOSEditor	56
5.12.3.13	isMacOSPlatform	57
5.12.3.14	isPS4Platform	57
5.12.3.15	isStandalonePlatform	57
5.12.3.16	isTvOSPlatform	57
5.12.3.17	isWebGLPlatform	57
5.12.3.18	isWebPlatform	57
5.12.3.19	isWindowsBasedPlatform	58

5.12.3.20	isWindowsEditor	58
5.12.3.21	isWindowsPlatform	58
5.12.3.22	isWSABasedPlatform	58
5.12.3.23	isWSAPlatform	58
5.12.3.24	isXboxOnePlatform	58
5.12.3.25	StreamingAssetsPath	59
5.13	HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference	59
5.13.1	Detailed Description	59
5.14	Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference	60
5.14.1	Detailed Description	62
5.14.2	Constructor & Destructor Documentation	62
5.14.2.1	BaseVoiceProvider(MonoBehaviour obj)	62
5.14.3	Member Function Documentation	62
5.14.3.1	Generate(Model.Wrapper wrapper)	62
5.14.3.2	Silence()	62
5.14.3.3	Silence(string uid)	62
5.14.3.4	Speak(Model.Wrapper wrapper)	63
5.14.3.5	SpeakNative(Model.Wrapper wrapper)	63
5.14.4	Property Documentation	63
5.14.4.1	OnErrorInfo	63
5.14.4.2	OnSpeakAudioGenerationComplete	63
5.14.4.3	OnSpeakAudioGenerationStart	63
5.14.4.4	OnSpeakComplete	63
5.14.4.5	OnSpeakCurrentPhoneme	64
5.14.4.6	OnSpeakCurrentViseme	64
5.14.4.7	OnSpeakCurrentWord	64
5.14.4.8	OnSpeakStart	64
5.14.4.9	OnVoicesReady	64
5.15	Crosstales.RTVoice.Tool.ChangeGender Class Reference	64
5.15.1	Detailed Description	65

5.15.2	Member Data Documentation	65
5.15.2.1	ESpeakOnly	65
5.15.2.2	NewGender	65
5.15.2.3	RefreshOnVoicesReady	65
5.16	Crosstales.RTVoice.Util.Config Class Reference	65
5.16.1	Detailed Description	66
5.16.2	Member Function Documentation	66
5.16.2.1	Load()	66
5.16.2.2	Reset()	66
5.16.2.3	Save()	67
5.16.3	Member Data Documentation	67
5.16.3.1	ASSET_PATH	67
5.16.3.2	AUDIOFILE_AUTOMATIC_DELETE	67
5.16.3.3	DEBUG	67
5.16.3.4	ENFORCE_32BIT_WINDOWS	67
5.16.3.5	ENFORCE_STANDALONE_TTS	67
5.16.3.6	ENSURE_NAME	67
5.16.3.7	isLoading	67
5.16.3.8	TTS_LINUX	67
5.16.3.9	TTS_LINUX_DATA	68
5.16.3.10	TTS_MACOS	68
5.16.3.11	TTS_WINDOWS_BUILD	68
5.16.4	Property Documentation	68
5.16.4.1	AUDIOFILE_PATH	68
5.16.4.2	TTS_WINDOWS_EDITOR	68
5.16.4.3	TTS_WINDOWS_EDITOR_x86	68
5.17	Crosstales.RTVoice.Util.Constants Class Reference	68
5.17.1	Detailed Description	71
5.17.2	Member Data Documentation	71
5.17.2.1	ASSET_2019_URL	71

5.17.2.2	ASSET_3P_ADVENTURE_CREATOR	71
5.17.2.3	ASSET_3P_AMPLITUDE	71
5.17.2.4	ASSET_3P_CINEMA_DIRECTOR	71
5.17.2.5	ASSET_3P_DIALOGUE_SYSTEM	71
5.17.2.6	ASSET_3P_GOOGLE	71
5.17.2.7	ASSET_3P_KLATTERSYNTH	71
5.17.2.8	ASSET_3P_LIPSYNC	72
5.17.2.9	ASSET_3P_LOCALIZED_DIALOGS	72
5.17.2.10	ASSET_3P_NPC_CHAT	72
5.17.2.11	ASSET_3P_QUEST_SYSTEM	72
5.17.2.12	ASSET_3P_SALSA	72
5.17.2.13	ASSET_3P_SLATE	72
5.17.2.14	ASSET_3P_URL	72
5.17.2.15	ASSET_3P_WEBGL	72
5.17.2.16	ASSET_API_URL	72
5.17.2.17	ASSET_BUILD	73
5.17.2.18	ASSET_CHANGED	73
5.17.2.19	ASSET_CONTACT	73
5.17.2.20	ASSET_CREATED	73
5.17.2.21	ASSET_FORUM_URL	73
5.17.2.22	ASSET_MANUAL_URL	73
5.17.2.23	ASSET_NAME	73
5.17.2.24	ASSET_PRO_URL	73
5.17.2.25	ASSET_UPDATE_CHECK_URL	73
5.17.2.26	ASSET_VERSION	74
5.17.2.27	ASSET_VIDEO_PROMO	74
5.17.2.28	ASSET_VIDEO_TUTORIAL	74
5.17.2.29	ASSET_WEB_URL	74
5.17.2.30	AUDIOFILE_PREFIX	74
5.17.2.31	ESPEAK_FEMALE_MODIFIER	74

5.17.2.32	RTVOICE_SCENE_OBJECT_NAME	74
5.17.2.33	SPEAK_CALL_SPEED	74
5.17.2.34	TTS_WINDOWS_SUBPATH	74
5.17.2.35	TTS_WINDOWS_x86_SUBPATH	75
5.18	Crosstales.Common.Util.CTPlayerPrefs Class Reference	75
5.18.1	Detailed Description	75
5.18.2	Member Function Documentation	76
5.18.2.1	DeleteAll()	76
5.18.2.2	DeleteKey(string key)	76
5.18.2.3	GetBool(string key)	76
5.18.2.4	GetDate(string key)	76
5.18.2.5	GetFloat(string key)	76
5.18.2.6	GetInt(string key)	77
5.18.2.7	GetString(string key)	77
5.18.2.8	HasKey(string key)	77
5.18.2.9	Save()	78
5.18.2.10	SetBool(string key, bool value)	78
5.18.2.11	SetDate(string key, System.DateTime value)	78
5.18.2.12	SetFloat(string key, float value)	78
5.18.2.13	SetInt(string key, int value)	78
5.18.2.14	SetString(string key, string value)	78
5.19	Crosstales.Common.Util.CTWebClient Class Reference	79
5.19.1	Detailed Description	79
5.19.2	Property Documentation	80
5.19.2.1	ConnectionLimit	80
5.19.2.2	Timeout	80
5.20	Crosstales.RTVoice.SLATE.CutSceneStart Class Reference	80
5.21	Crosstales.RTVoice.Demo.Dialog Class Reference	80
5.21.1	Detailed Description	81
5.22	Crosstales.ExtensionMethods Class Reference	81

5.22.1	Detailed Description	83
5.22.2	Member Function Documentation	83
5.22.2.1	CTAddRange< K, V >(this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection)	83
5.22.2.2	CTContains(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	83
5.22.2.3	CTContainsAll(this string str, string searchTerms, char splitChar= ' ')	83
5.22.2.4	CTContainsAny(this string str, string searchTerms, char splitChar= ' ')	84
5.22.2.5	CTDump(this Quaternion[] array)	84
5.22.2.6	CTDump(this Vector2[] array)	84
5.22.2.7	CTDump(this Vector3[] array)	84
5.22.2.8	CTDump(this Vector4[] array)	85
5.22.2.9	CTDump(this System.Collections.Generic.IList< Quaternion > list)	85
5.22.2.10	CTDump(this System.Collections.Generic.IList< Vector2 > list)	85
5.22.2.11	CTDump(this System.Collections.Generic.IList< Vector3 > list)	86
5.22.2.12	CTDump(this System.Collections.Generic.IList< Vector4 > list)	86
5.22.2.13	CTDump< K, V >(this System.Collections.Generic.IDictionary< K, V > dict, string prefix="\"", string postfix="\"")	86
5.22.2.14	CTDump< T >(this T[] array, string prefix="\"", string postfix="\"")	87
5.22.2.15	CTDump< T >(this System.Collections.Generic.IList< T > list, string prefix="\"", string postfix="\"")	87
5.22.2.16	CTEquals(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	87
5.22.2.17	CTIsVisibleFrom(this Renderer renderer, Camera camera)	88
5.22.2.18	CTReplace(this string str, string oldString, string newString, System.String↔ Comparison comp=System.StringComparison.OrdinalIgnoreCase)	88
5.22.2.19	CTReverse(this string str)	88
5.22.2.20	CTShuffle< T >(this T[] array, int seed=0)	88
5.22.2.21	CTShuffle< T >(this System.Collections.Generic.IList< T > list, int seed=0)	89
5.22.2.22	CTToString< T >(this T[] array)	89
5.22.2.23	CTToString< T >(this System.Collections.Generic.IList< T > list)	89
5.22.2.24	CTToTitleCase(this string str)	89
5.23	Crosstales.Common.Util.FFTAnalyzer Class Reference	90

5.23.1	Detailed Description	90
5.23.2	Member Data Documentation	90
5.23.2.1	Channel	90
5.23.2.2	Samples	91
5.24	Crosstales.UI.Util.FPSDisplay Class Reference	91
5.24.1	Detailed Description	91
5.24.2	Member Data Documentation	91
5.24.2.1	FPS	91
5.25	Crosstales.Common.Util.FreeCam Class Reference	92
5.25.1	Detailed Description	92
5.25.2	Member Function Documentation	92
5.25.2.1	StartLooking()	92
5.25.2.2	StopLooking()	93
5.25.3	Member Data Documentation	93
5.25.3.1	FastMovementSpeed	93
5.25.3.2	FastZoomSensitivity	93
5.25.3.3	FreeLookSensitivity	93
5.25.3.4	MovementSpeed	93
5.25.3.5	ZoomSensitivity	93
5.26	Crosstales.RTVoice.Azure.GenericEventArgs< T > Class Template Reference	93
5.26.1	Detailed Description	94
5.26.2	Constructor & Destructor Documentation	94
5.26.2.1	GenericEventArgs(T eventData)	94
5.26.3	Property Documentation	94
5.26.3.1	EventData	94
5.27	HutongGames.PlayMaker.Actions.GetCultures Class Reference	94
5.27.1	Detailed Description	95
5.27.2	Member Data Documentation	95
5.27.2.1	Cultures	95
5.28	HutongGames.PlayMaker.Actions.GetVoices Class Reference	95

5.28.1	Detailed Description	96
5.28.2	Member Data Documentation	96
5.28.2.1	Culture	96
5.28.2.2	Gender	96
5.28.2.3	Voices	96
5.29	Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference	96
5.29.1	Detailed Description	97
5.30	Crosstales.RTVoice.Demo.GUIDialog Class Reference	97
5.30.1	Detailed Description	98
5.31	Crosstales.RTVoice.Demo.GUIMain Class Reference	98
5.31.1	Detailed Description	99
5.32	Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference	99
5.32.1	Detailed Description	100
5.33	Crosstales.RTVoice.Demo.GUIScenes Class Reference	100
5.33.1	Detailed Description	101
5.34	Crosstales.RTVoice.Demo.GUISpeech Class Reference	101
5.34.1	Detailed Description	102
5.35	Crosstales.RTVoice.Util.Helper Class Reference	102
5.35.1	Detailed Description	103
5.35.2	Member Function Documentation	103
5.35.2.1	AppleVoiceNameToGender(string voiceName)	103
5.35.2.2	CleanText(string text, bool removeTags=true, bool clearSpaces=true, bool clear↵ LineEndings=true)	104
5.35.2.3	MarkSpokenText(string[] speechTextArray, int wordIndex, bool markAll↵ SpokenWords=false, string markPrefix=""<color=green>""", string mark↵ Postfix=""</color>""")	104
5.35.2.4	StringToGender(string gender)	104
5.35.2.5	WSAVoiceNameToGender(string voiceName)	105
5.35.3	Property Documentation	105
5.35.3.1	CurrentProviderType	105
5.35.3.2	hasBuiltInTTS	105
5.36	Crosstales.RTVoice.Azure.Synthesize.InputOptions Class Reference	105

5.36.1	Detailed Description	106
5.36.2	Constructor & Destructor Documentation	106
5.36.2.1	InputOptions()	106
5.36.3	Property Documentation	106
5.36.3.1	AuthorizationToken	106
5.36.3.2	Headers	106
5.36.3.3	Locale	107
5.36.3.4	OutputFormat	107
5.36.3.5	RequestUri	107
5.36.3.6	Text	107
5.36.3.7	VoiceName	107
5.36.3.8	VoiceType	107
5.37	Crosstales.RTVoice.Demo.Util.iOSController Class Reference	107
5.37.1	Detailed Description	108
5.38	Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference	108
5.38.1	Detailed Description	109
5.38.2	Member Function Documentation	109
5.38.2.1	Generate(Model.Wrapper wrapper)	109
5.38.2.2	Silence()	110
5.38.2.3	Silence(string uid)	110
5.38.2.4	Speak(Model.Wrapper wrapper)	110
5.38.2.5	SpeakNative(Model.Wrapper wrapper)	110
5.38.3	Property Documentation	111
5.38.3.1	AudioFileExtension	111
5.38.3.2	AudioFileType	111
5.38.3.3	Cultures	111
5.38.3.4	DefaultVoiceName	111
5.38.3.5	hasCoRoutines	111
5.38.3.6	hasVoicesInEditor	112
5.38.3.7	isIL2CPPSupported	112

5.38.3.8	isOnlineService	112
5.38.3.9	isPlatformSupported	112
5.38.3.10	isSpeakNativeSupported	112
5.38.3.11	isSpeakSupported	112
5.38.3.12	isSSMLSupported	113
5.38.3.13	isWorkingInEditor	113
5.38.3.14	isWorkingInPlaymode	113
5.38.3.15	MaxTextLength	113
5.38.3.16	Voices	113
5.39	Crosstales.RTVoice.LiveSpeaker Class Reference	114
5.39.1	Detailed Description	114
5.39.2	Member Function Documentation	114
5.39.2.1	Silence()	114
5.39.2.2	Speak(Model.Wrapper wrapper)	114
5.39.2.3	Speak(string args)	115
5.39.2.4	Speak(string[] args)	115
5.39.2.5	SpeakNative(Model.Wrapper wrapper)	115
5.39.2.6	SpeakNative(string args)	115
5.39.2.7	SpeakNative(string[] args)	115
5.40	Crosstales.RTVoice.Tool.Loudspeaker Class Reference	116
5.40.1	Detailed Description	117
5.40.2	Member Data Documentation	117
5.40.2.1	SilenceSource	117
5.40.2.2	Source	117
5.40.2.3	Synchronized	117
5.40.3	Property Documentation	117
5.40.3.1	isSilenceSource	117
5.40.3.2	isSynchronized	117
5.41	Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference	117
5.41.1	Detailed Description	118

5.42	Crosstales.RTVoice.Demo.NativeAudio Class Reference	118
5.42.1	Detailed Description	119
5.43	Crosstales.RTVoice.Demo.Util.NativeController Class Reference	119
5.43.1	Detailed Description	119
5.43.2	Member Data Documentation	119
5.43.2.1	Active	119
5.43.2.2	Objects	120
5.44	Crosstales.RTVoice.Tool.Paralanguage Class Reference	120
5.44.1	Detailed Description	121
5.44.2	Member Function Documentation	121
5.44.2.1	Silence()	121
5.44.2.2	Speak()	121
5.44.3	Member Data Documentation	121
5.44.3.1	Clips	121
5.44.3.2	Delay	121
5.44.3.3	Mode	121
5.44.3.4	Pitch	122
5.44.3.5	PlayOnStart	122
5.44.3.6	Rate	122
5.44.3.7	Text	122
5.44.3.8	Voices	122
5.44.3.9	Volume	122
5.44.4	Property Documentation	122
5.44.4.1	CurrentPitch	122
5.44.4.2	CurrentRate	122
5.44.4.3	CurrentText	122
5.44.4.4	CurrentVolume	122
5.44.4.5	OnParalanguageComplete	123
5.44.4.6	OnParalanguageStart	123
5.45	HutongGames.PlayMaker.Actions.Paralanguage Class Reference	123

5.45.1	Detailed Description	123
5.45.2	Member Data Documentation	124
5.45.2.1	Obj	124
5.46	Crosstales.RTVoice.Demo.Util.PlatformController Class Reference	124
5.46.1	Detailed Description	124
5.47	Crosstales.Common.Util.PlatformController Class Reference	125
5.47.1	Detailed Description	125
5.47.2	Member Data Documentation	125
5.47.2.1	Objects	125
5.47.2.2	Platforms	126
5.48	Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference	126
5.48.1	Detailed Description	126
5.49	Crosstales.Common.Util.RandomColor Class Reference	127
5.49.1	Detailed Description	127
5.49.2	Member Data Documentation	127
5.49.2.1	AlphaRange	127
5.49.2.2	ChangeInterval	128
5.49.2.3	GrayScale	128
5.49.2.4	HueRange	128
5.49.2.5	Material	128
5.49.2.6	SaturationRange	128
5.49.2.7	UseInterval	128
5.49.2.8	ValueRange	128
5.50	Crosstales.Common.Util.RandomRotator Class Reference	128
5.50.1	Detailed Description	129
5.50.2	Member Data Documentation	129
5.50.2.1	ChangeInterval	129
5.50.2.2	SpeedMax	129
5.50.2.3	SpeedMin	129
5.50.2.4	UseInterval	129

5.51	Crosstales.Common.Util.RandomScaler Class Reference	130
5.51.1	Detailed Description	130
5.51.2	Member Data Documentation	130
5.51.2.1	ChangeInterval	130
5.51.2.2	ScaleMax	130
5.51.2.3	ScaleMin	131
5.51.2.4	Uniform	131
5.51.2.5	UseInterval	131
5.52	RTVoiceIOSBridge Class Reference	131
5.52.1	Method Documentation	131
5.52.1.1	setVoices()	131
5.52.1.2	speak:text:rate:pitch:volume:(NSString *id,[text] NSString *text,[rate] float rate,[pitch] float pitch,[volume] float volume)	131
5.52.1.3	stop()	132
5.53	RTVoiceIOSBridge() Category Reference	132
5.54	Crosstales.UI.Util.ScrollRectHandler Class Reference	132
5.54.1	Detailed Description	133
5.55	Crosstales.RTVoice.Demo.SendMessage Class Reference	133
5.55.1	Detailed Description	134
5.56	Crosstales.RTVoice.Model.Sequence Class Reference	134
5.56.1	Detailed Description	134
5.56.2	Member Data Documentation	134
5.56.2.1	Mode	134
5.56.2.2	Pitch	135
5.56.2.3	Rate	135
5.56.2.4	Source	135
5.56.2.5	Text	135
5.56.2.6	Voices	135
5.56.2.7	Volume	135
5.57	Crosstales.RTVoice.Demo.SequenceCaller Class Reference	135
5.57.1	Detailed Description	136

5.58	Crosstales.RTVoice.Tool.Sequencer Class Reference	136
5.58.1	Detailed Description	137
5.58.2	Member Function Documentation	137
5.58.2.1	PlayAllSequences()	137
5.58.2.2	PlayNextSequence()	137
5.58.2.3	PlaySequence(int index=0)	137
5.58.2.4	StopAllSequences()	137
5.58.3	Member Data Documentation	137
5.58.3.1	Delay	137
5.58.3.2	PlayOnStart	137
5.58.3.3	Sequences	138
5.58.4	Property Documentation	138
5.58.4.1	CurrentSequence	138
5.59	Crosstales.Common.Util.SerializableDictionary< TKey, TValue > Class Template Reference	138
5.59.1	Detailed Description	139
5.60	Crosstales.Common.Util.SerializeDeSerialize Class Reference	139
5.60.1	Detailed Description	139
5.60.2	Member Function Documentation	139
5.60.2.1	DeserializeFromByteArray< T >(byte[] data)	139
5.60.2.2	DeserializeFromFile< T >(string filename)	139
5.60.2.3	SerializeToByteArray< T >(T obj)	140
5.60.2.4	SerializeToFile< T >(T obj, string filename)	140
5.61	HutongGames.PlayMaker.Actions.Silence Class Reference	140
5.61.1	Detailed Description	141
5.62	Crosstales.RTVoice.Demo.Simple Class Reference	141
5.62.1	Detailed Description	142
5.63	Crosstales.RTVoice.Demo.SimpleNative Class Reference	142
5.63.1	Detailed Description	143
5.64	Crosstales.UI.Social Class Reference	143
5.64.1	Detailed Description	144

5.65	HutongGames.PlayMaker.Actions.Speak Class Reference	144
5.65.1	Detailed Description	145
5.65.2	Member Data Documentation	145
5.65.2.1	Culture	145
5.65.2.2	RTVoiceNameAndroid	145
5.65.2.3	RTVoiceNameCustom	145
5.65.2.4	RTVoiceNameIOS	145
5.65.2.5	RTVoiceNameMac	145
5.65.2.6	RTVoiceNameMaryTTS	145
5.65.2.7	RTVoiceNameWindows	145
5.65.2.8	RTVoiceNameWSA	145
5.65.2.9	Text	146
5.66	HutongGames.PlayMaker.Actions.SpeakBase Class Reference	146
5.66.1	Detailed Description	147
5.66.2	Member Data Documentation	147
5.66.2.1	AudioSource	147
5.66.2.2	Mode	147
5.66.2.3	Pitch	147
5.66.2.4	Rate	147
5.66.2.5	Volume	147
5.67	Crosstales.RTVoice.Speaker Class Reference	147
5.67.1	Detailed Description	151
5.67.2	Member Function Documentation	152
5.67.2.1	ApproximateSpeechLength(string text, float rate=1f, float wordsPerMinute=175f, float timeFactor=0.9f)	152
5.67.2.2	DeleteAudioFiles()	152
5.67.2.3	Generate(Model.Wrapper wrapper)	152
5.67.2.4	Generate(string text, string outputFile, Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)	152
5.67.2.5	isVoiceForCultureAvailable(string culture)	153
5.67.2.6	isVoiceForGenderAvailable(Model.Enum.Gender gender, string culture="")	153

5.67.2.7	isVoiceForNameAvailable(string name, bool isExact=false)	153
5.67.2.8	Pause(string uid=null)	154
5.67.2.9	ReloadProvider()	154
5.67.2.10	Reset()	154
5.67.2.11	Silence()	154
5.67.2.12	Silence(string uid)	154
5.67.2.13	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)	154
5.67.2.14	Speak(Model.Wrapper wrapper)	155
5.67.2.15	SpeakMarkedWordsWithUID(Model.Wrapper wrapper)	155
5.67.2.16	SpeakMarkedWordsWithUID(string uid, string text, AudioSource source, Model.Voice voice=null, float rate=1f, float pitch=1f, bool forceSSML=true)	155
5.67.2.17	SpeakNative(string text, Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)	156
5.67.2.18	SpeakNative(Model.Wrapper wrapper)	156
5.67.2.19	SpeakNativeWithUID(Model.Wrapper wrapper)	156
5.67.2.20	SpeakWithUID(Model.Wrapper wrapper)	156
5.67.2.21	UnPause(string uid=null)	157
5.67.2.22	VoiceForCulture(string culture, int index=0, string fallbackCulture="","", bool isFuzzy=true)	157
5.67.2.23	VoiceForGender(Model.Enum.Gender gender, string culture="","", int index=0, string fallbackCulture="","", bool isFuzzy=true)	157
5.67.2.24	VoiceForName(string name, bool isExact=false)	157
5.67.2.25	VoicesForCulture(string culture, bool isFuzzy=true)	158
5.67.2.26	VoicesForGender(Model.Enum.Gender gender, string culture="","", bool isFuzzy=true)	158
5.67.3	Member Data Documentation	158
5.67.3.1	AutoClearTags	158
5.67.3.2	CustomMode	159
5.67.3.3	CustomProvider	159
5.67.3.4	DontDestroy	159
5.67.3.5	ESpeakMode	159

5.67.3.6	ESpeakModifier	159
5.67.3.7	MaryTTSMode	159
5.67.3.8	MaryTTSPassword	159
5.67.3.9	MaryTTSPort	159
5.67.3.10	MaryTTSType	159
5.67.3.11	MaryTTSUrl	159
5.67.3.12	MaryTTSUser	160
5.67.3.13	SilenceOnDisable	160
5.67.3.14	SilenceOnFocustLost	160
5.67.3.15	WSANative	160
5.67.4	Property Documentation	160
5.67.4.1	areVoicesReady	160
5.67.4.2	AudioFileExtension	160
5.67.4.3	BusyCount	160
5.67.4.4	Cultures	160
5.67.4.5	CustomVoiceProvider	161
5.67.4.6	DefaultVoiceName	161
5.67.4.7	enforcedStandaloneTTS	161
5.67.4.8	ESpeakMod	161
5.67.4.9	hasCoRoutines	161
5.67.4.10	hasVoicesInEditor	161
5.67.4.11	isAutoClearTags	161
5.67.4.12	isBusy	162
5.67.4.13	isCustomMode	162
5.67.4.14	isESpeakMode	162
5.67.4.15	isIL2CPPSupported	162
5.67.4.16	isMaryMode	162
5.67.4.17	isOnlineService	162
5.67.4.18	isPlatformSupported	162
5.67.4.19	isSilenceOnDisable	163

5.67.4.20 isSilenceOnFocustLost	163
5.67.4.21 isSpeaking	163
5.67.4.22 isSpeakNativeSupported	163
5.67.4.23 isSpeakSupported	163
5.67.4.24 isSSMLSupported	163
5.67.4.25 isTTSAvailable	164
5.67.4.26 isWorkingInEditor	164
5.67.4.27 isWorkingInPlaymode	164
5.67.4.28 isWSANative	164
5.67.4.29 MaryPassword	164
5.67.4.30 MaryPort	164
5.67.4.31 MaryType	164
5.67.4.32 MaryUrl	164
5.67.4.33 MaryUser	165
5.67.4.34 MaxTextLength	165
5.67.4.35 OnErrorInfo	165
5.67.4.36 OnProviderChange	165
5.67.4.37 OnSpeakAudioGenerationComplete	165
5.67.4.38 OnSpeakAudioGenerationStart	165
5.67.4.39 OnSpeakComplete	165
5.67.4.40 OnSpeakCurrentPhoneme	165
5.67.4.41 OnSpeakCurrentViseme	165
5.67.4.42 OnSpeakCurrentWord	166
5.67.4.43 OnSpeakStart	166
5.67.4.44 OnVoicesReady	166
5.67.4.45 SpeechCount	166
5.67.4.46 Voices	166
5.68 HutongGames.PlayMaker.Actions.SpeakUI Class Reference	166
5.68.1 Detailed Description	167
5.68.2 Member Data Documentation	167

5.68.2.1	Culture	167
5.68.2.2	RTVoiceName	167
5.68.2.3	Text	167
5.69	Crosstales.RTVoice.Demo.SpeakWrapper Class Reference	167
5.69.1	Detailed Description	168
5.70	Crosstales.Common.Util.SpectrumVisualizer Class Reference	168
5.70.1	Detailed Description	169
5.70.2	Member Data Documentation	169
5.70.2.1	Analyzer	169
5.70.2.2	Gain	169
5.70.2.3	LeftToRight	169
5.70.2.4	VisualPrefab	169
5.70.2.5	Width	169
5.71	HutongGames.PlayMaker.Actions.SpeechText Class Reference	169
5.71.1	Detailed Description	170
5.71.2	Member Data Documentation	170
5.71.2.1	Obj	170
5.72	Crosstales.RTVoice.Tool.SpeechText Class Reference	170
5.72.1	Detailed Description	171
5.72.2	Member Function Documentation	172
5.72.2.1	Silence()	172
5.72.2.2	Speak()	172
5.72.3	Member Data Documentation	172
5.72.3.1	Delay	172
5.72.3.2	FileInsideAssets	172
5.72.3.3	FileName	172
5.72.3.4	GenerateAudioFile	172
5.72.3.5	Mode	172
5.72.3.6	Pitch	172
5.72.3.7	PlayOnStart	172

5.72.3.8	Rate	173
5.72.3.9	Source	173
5.72.3.10	Text	173
5.72.3.11	Voices	173
5.72.3.12	Volume	173
5.72.4	Property Documentation	173
5.72.4.1	CurrentPitch	173
5.72.4.2	CurrentRate	173
5.72.4.3	CurrentText	173
5.72.4.4	CurrentVolume	173
5.72.4.5	OnSpeechTextComplete	173
5.72.4.6	OnSpeechTextStart	174
5.73	Crosstales.UI.StaticManager Class Reference	174
5.73.1	Detailed Description	174
5.73.2	Member Function Documentation	174
5.73.2.1	OpenCrosstales()	174
5.73.2.2	Quit()	174
5.74	Crosstales.Common.Util.SurviveSceneSwitch Class Reference	175
5.74.1	Detailed Description	175
5.74.2	Member Data Documentation	175
5.74.2.1	DontDestroy	175
5.74.2.2	Survivors	175
5.75	Crosstales.RTVoice.AWSPolly.Switcher Class Reference	176
5.75.1	Detailed Description	176
5.76	Crosstales.RTVoice.Google.Switcher Class Reference	176
5.76.1	Detailed Description	177
5.77	Crosstales.RTVoice.Azure.Switcher Class Reference	177
5.77.1	Detailed Description	177
5.78	Crosstales.RTVoice.Watson.Switcher Class Reference	177
5.78.1	Detailed Description	178

5.79	Crosstales.RTVoice.Azure.Synthesize Class Reference	178
5.79.1	Detailed Description	178
5.79.2	Constructor & Destructor Documentation	178
5.79.2.1	Synthesize()	178
5.79.3	Member Function Documentation	178
5.79.3.1	Speak(System.Threading.CancellationToken cancellationToken, InputOptions inputOptions)	178
5.80	Crosstales.Common.Util.TakeScreenshot Class Reference	179
5.80.1	Detailed Description	179
5.80.2	Member Function Documentation	180
5.80.2.1	Update()	180
5.80.3	Member Data Documentation	180
5.80.3.1	Prefix	180
5.80.3.2	Scale	180
5.81	Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference	180
5.81.1	Detailed Description	182
5.81.2	Member Function Documentation	182
5.81.2.1	Next()	182
5.81.2.2	Next(bool random)	182
5.81.2.3	Previous()	182
5.81.2.4	Previous(bool random)	182
5.81.2.5	Reload()	182
5.81.2.6	Silence()	183
5.81.2.7	Speak()	183
5.81.2.8	SpeakAll()	183
5.81.2.9	SpeakText(int index=-1, bool random=false)	183
5.81.2.10	StopAll()	183
5.81.3	Member Data Documentation	183
5.81.3.1	Delay	183
5.81.3.2	Mode	183
5.81.3.3	Pitch	183

5.81.3.4	PlayAllOnStart	184
5.81.3.5	PlayOnStart	184
5.81.3.6	Rate	184
5.81.3.7	Source	184
5.81.3.8	SpeakRandom	184
5.81.3.9	TextFiles	184
5.81.3.10	Voices	184
5.81.3.11	Volume	184
5.81.4	Property Documentation	184
5.81.4.1	CurrentPitch	184
5.81.4.2	CurrentRate	184
5.81.4.3	CurrentVolume	185
5.82	HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference	185
5.82.1	Detailed Description	185
5.82.2	Member Data Documentation	185
5.82.2.1	Obj	185
5.83	Crosstales.UI.UIDrag Class Reference	186
5.83.1	Detailed Description	186
5.83.2	Member Function Documentation	186
5.83.2.1	BeginDrag()	186
5.83.2.2	Start()	186
5.84	Crosstales.UI.UIFocus Class Reference	186
5.84.1	Detailed Description	187
5.84.2	Member Function Documentation	187
5.84.2.1	Start()	187
5.84.3	Member Data Documentation	187
5.84.3.1	ManagerName	187
5.85	Crosstales.UI.UIHint Class Reference	187
5.85.1	Detailed Description	188
5.85.2	Member Data Documentation	188

5.85.2.1	Delay	188
5.85.2.2	Disable	188
5.85.2.3	FadeAtStart	188
5.85.2.4	FadeTime	188
5.85.2.5	Group	189
5.86	Crosstales.UI.UIResize Class Reference	189
5.86.1	Detailed Description	189
5.86.2	Member Data Documentation	189
5.86.2.1	MaxSize	189
5.86.2.2	MinSize	190
5.87	Crosstales.UI.UIWindowManager Class Reference	190
5.87.1	Detailed Description	190
5.87.2	Member Function Documentation	190
5.87.2.1	Start()	190
5.87.3	Member Data Documentation	191
5.87.3.1	Windows	191
5.88	Crosstales.RTVoice.Model.Voice Class Reference	191
5.88.1	Detailed Description	192
5.88.2	Constructor & Destructor Documentation	192
5.88.2.1	Voice(string name, string description, Enum.Gender gender, string age, string culture, string id="","", string vendor=""unknown"", string version=""unknown"", int sampleRate=0)	192
5.88.3	Member Data Documentation	192
5.88.3.1	Age	192
5.88.3.2	Description	192
5.88.3.3	Gender	192
5.88.3.4	Identifier	192
5.88.3.5	Name	192
5.88.3.6	SampleRate	193
5.88.3.7	Vendor	193
5.88.3.8	Version	193

5.88.4	Property Documentation	193
5.88.4.1	Culture	193
5.88.4.2	SimplifiedCulture	193
5.89	Crosstales.RTVoice.Model.VoiceAlias Class Reference	193
5.89.1	Detailed Description	194
5.89.2	Member Data Documentation	194
5.89.2.1	Culture	194
5.89.2.2	Gender	194
5.89.2.3	VoiceNameAndroid	194
5.89.2.4	VoiceNameCustom	195
5.89.2.5	VoiceNameIOS	195
5.89.2.6	VoiceNameLinux	195
5.89.2.7	VoiceNameMac	195
5.89.2.8	VoiceNameMaryTTS	195
5.89.2.9	VoiceNameWindows	195
5.89.2.10	VoiceNameWSA	195
5.89.3	Property Documentation	195
5.89.3.1	Voice	195
5.89.3.2	VoiceName	196
5.90	Crosstales.RTVoice.Tool.VoiceInitalizer Class Reference	196
5.90.1	Detailed Description	196
5.90.2	Member Data Documentation	197
5.90.2.1	AllVoices	197
5.90.2.2	DestroyWhenFinished	197
5.90.2.3	Provider	197
5.90.2.4	VoiceNames	197
5.91	Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference	197
5.91.1	Detailed Description	198
5.91.2	Member Function Documentation	198
5.91.2.1	Generate(Model.Wrapper wrapper)	198

5.91.2.2	Load()	198
5.91.2.3	Speak(Model.Wrapper wrapper)	199
5.91.2.4	SpeakNative(Model.Wrapper wrapper)	199
5.91.3	Member Data Documentation	199
5.91.3.1	AutoBreath	199
5.91.3.2	CognitoCredentials	199
5.91.3.3	Endpoint	199
5.92	Crosstales.RTVoice.Azure.VoiceProviderAzure Class Reference	200
5.92.1	Detailed Description	201
5.92.2	Member Function Documentation	201
5.92.2.1	Generate(Model.Wrapper wrapper)	201
5.92.2.2	Load()	201
5.92.2.3	Speak(Model.Wrapper wrapper)	201
5.92.2.4	SpeakNative(Model.Wrapper wrapper)	201
5.92.3	Member Data Documentation	202
5.92.3.1	APIKey	202
5.92.3.2	RequestUri	202
5.93	Crosstales.RTVoice.VoiceProviderExample Class Reference	202
5.93.1	Detailed Description	203
5.93.2	Member Function Documentation	203
5.93.2.1	Generate(Model.Wrapper wrapper)	203
5.93.2.2	Load()	203
5.93.2.3	Speak(Model.Wrapper wrapper)	203
5.93.2.4	SpeakNative(Model.Wrapper wrapper)	204
5.94	Crosstales.RTVoice.Google.VoiceProviderGoogle Class Reference	204
5.94.1	Detailed Description	205
5.94.2	Member Function Documentation	205
5.94.2.1	Generate(Model.Wrapper wrapper)	205
5.94.2.2	Load()	205
5.94.2.3	Speak(Model.Wrapper wrapper)	205

5.94.2.4	SpeakNative(Model.Wrapper wrapper)	206
5.95	Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference	206
5.95.1	Detailed Description	207
5.95.2	Member Function Documentation	207
5.95.2.1	Generate(Model.Wrapper wrapper)	207
5.95.2.2	Load()	207
5.95.2.3	Speak(Model.Wrapper wrapper)	208
5.95.2.4	SpeakNative(Model.Wrapper wrapper)	208
5.95.3	Member Data Documentation	208
5.95.3.1	SampleRate	208
5.95.3.2	Speeches	208
5.96	Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference	208
5.96.1	Detailed Description	209
5.96.2	Constructor & Destructor Documentation	209
5.96.2.1	VoiceProviderMary(MonoBehaviour obj, string url, int port=59125, string user="","", string password="")	209
5.96.3	Member Function Documentation	210
5.96.3.1	Generate(Model.Wrapper wrapper)	210
5.96.3.2	Speak(Model.Wrapper wrapper)	210
5.96.3.3	SpeakNative(Model.Wrapper wrapper)	210
5.97	Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference	210
5.97.1	Detailed Description	211
5.97.2	Member Function Documentation	211
5.97.2.1	Generate(Model.Wrapper wrapper)	211
5.97.2.2	Load()	212
5.97.2.3	Silence()	212
5.97.2.4	Speak(Model.Wrapper wrapper)	212
5.97.2.5	SpeakNative(Model.Wrapper wrapper)	212
5.98	Crosstales.RTVoice.Watson.VoiceProviderWatson Class Reference	213
5.98.1	Detailed Description	214
5.98.2	Member Function Documentation	214

5.98.2.1	Generate(Model.Wrapper wrapper)	214
5.98.2.2	Load()	214
5.98.2.3	Speak(Model.Wrapper wrapper)	214
5.98.2.4	SpeakNative(Model.Wrapper wrapper)	214
5.98.3	Member Data Documentation	215
5.98.3.1	APIKey	215
5.98.3.2	RequestUri	215
5.99	Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference	215
5.99.1	Detailed Description	216
5.99.2	Member Function Documentation	216
5.99.2.1	Generate(Model.Wrapper wrapper)	216
5.99.2.2	Load()	216
5.99.2.3	Silence()	216
5.99.2.4	Speak(Model.Wrapper wrapper)	217
5.99.2.5	SpeakNative(Model.Wrapper wrapper)	217
5.100	Crosstales.RTVoice.Util.WavMaster Class Reference	217
5.100.1	Member Function Documentation	217
5.100.1.1	BitDepth(AudioClip audioClip)	217
5.100.1.2	FromAudioClip(AudioClip audioClip)	218
5.100.1.3	FromAudioClip(AudioClip audioClip, out string filepath, bool saveAsFile=true, string dirname=""rtv_audio"")	218
5.100.1.4	ToAudioClip(string filePath, string name=""wav"")	218
5.100.1.5	ToAudioClip(byte[] fileBytes, int offsetSamples=0, string name=""wav"")	219
5.101	Crosstales.UI.WindowManager Class Reference	219
5.101.1	Detailed Description	220
5.101.2	Member Function Documentation	220
5.101.2.1	OpenPanel()	220
5.101.2.2	SwitchPanel()	220
5.101.2.3	Update()	220
5.101.3	Member Data Documentation	220
5.101.3.1	Dependencies	220

5.101.3.2 Speed	220
5.102 Crosstales.RTVoice.Model.Wrapper Class Reference	220
5.102.1 Detailed Description	221
5.102.2 Constructor & Destructor Documentation	222
5.102.2.1 Wrapper()	222
5.102.2.2 Wrapper(string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)	222
5.102.2.3 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)	222
5.102.2.4 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)	222
5.102.3 Member Data Documentation	223
5.102.3.1 ForceSSML	223
5.102.3.2 OutputFile	223
5.102.3.3 Source	223
5.102.3.4 SpeakImmediately	223
5.102.3.5 Uid	223
5.102.3.6 Voice	223
5.102.4 Property Documentation	224
5.102.4.1 Created	224
5.102.4.2 Pitch	224
5.102.4.3 Rate	224
5.102.4.4 SpeechTime	224
5.102.4.5 Text	224
5.102.4.6 Volume	224
5.103 Crosstales.Common.Util.XmlHelper Class Reference	224
5.103.1 Detailed Description	225
5.103.2 Member Function Documentation	225
5.103.2.1 DeserializeFromFile< T >(string filename, bool skipBOM=false)	225
5.103.2.2 DeserializeFromResource< T >(string resourceName, bool skipBOM=true)	225
5.103.2.3 DeserializeFromString< T >(string xmlAsString, bool skipBOM=true)	226
5.103.2.4 SerializeToFile< T >(T obj, string filename)	226
5.103.2.5 SerializeToString< T >(T obj)	226

6	More information	227
6.1	Homepage	227
6.2	AssetStore	227
6.3	Forum	227
6.4	Documentation	227
6.5	Discord	227
6.6	Demos	227
6.6.1	WebGL	227
6.6.2	Windows	228
6.6.3	macOS	228
6.6.4	Android	228
6.7	Videos	228
6.7.1	Promotion	228
6.7.2	Tutorial	228
	Index	229

Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

Crosstales	11
Crosstales.Common	11
Crosstales.Common.Model	11
Crosstales.Common.Model.Enum	11
Crosstales.Common.Util	12
Crosstales.RTVoice	13
Crosstales.RTVoice.AdventureCreator	13
Crosstales.RTVoice.AWSPolly	14
Crosstales.RTVoice.Azure	14
Crosstales.RTVoice.Demo	15
Crosstales.RTVoice.Demo.Util	16
Crosstales.RTVoice.Google	16
Crosstales.RTVoice.Klattersynth	16
Crosstales.RTVoice.Model	17
Crosstales.RTVoice.Model.Enum	17
Crosstales.RTVoice.Provider	18
Crosstales.RTVoice.SAPI	18
Crosstales.RTVoice.SLATE	18
Crosstales.RTVoice.Tool	19
Crosstales.RTVoice.Util	
WAV utility for recording and audio playback functions in Unity	19
Crosstales.RTVoice.Watson	20
Crosstales.RTVoice.WebGL	20
Crosstales.UI	20
Crosstales.UI.Util	21
HutongGames	21
HutongGames.PlayMaker	21
HutongGames.PlayMaker.Actions	21

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper	25
Crosstales.RTVoice.Azure.Authentication	33
<AVSpeechSynthesizerDelegate>	
RTVoiceIOSBridge()	132
Crosstales.Common.Util.BaseConstants	35
Crosstales.RTVoice.Util.Constants	68
Crosstales.Common.Util.BaseHelper	47
Crosstales.RTVoice.Util.Helper	102
Crosstales.RTVoice.Util.Config	65
Crosstales.Common.Util.CTPlayerPrefs	75
Dictionary	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	138
EventArgs	
Crosstales.RTVoice.Azure.GenericEventArgs< T >	93
Crosstales.ExtensionMethods	81
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseRTVAction	59
HutongGames.PlayMaker.Actions.AudioFileGenerator	27
HutongGames.PlayMaker.Actions.GetCultures	94
HutongGames.PlayMaker.Actions.GetVoices	95
HutongGames.PlayMaker.Actions.Paralanguage	123
HutongGames.PlayMaker.Actions.Silence	140
HutongGames.PlayMaker.Actions.SpeakBase	146
HutongGames.PlayMaker.Actions.Speak	144
HutongGames.PlayMaker.Actions.SpeakUI	166
HutongGames.PlayMaker.Actions.SpeechText	169
HutongGames.PlayMaker.Actions.TextFileSpeaker	185
IDragHandler	
Crosstales.UI.UIResize	189
Crosstales.RTVoice.Azure.Synthesize.InputOptions	105
IPointerDownHandler	
Crosstales.UI.UIResize	189
ISerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	138

Crosstales.RTVoice.Provider.IVoiceProvider	108
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider	42
Crosstales.RTVoice.AWSPolly.VoiceProviderAWS	197
Crosstales.RTVoice.Azure.VoiceProviderAzure	200
Crosstales.RTVoice.Google.VoiceProviderGoogle	204
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth	206
Crosstales.RTVoice.SAPI.VoiceProviderSAPI	210
Crosstales.RTVoice.VoiceProviderExample	202
Crosstales.RTVoice.Watson.VoiceProviderWatson	213
Crosstales.RTVoice.WebGL.VoiceProviderWebGL	215
Crosstales.RTVoice.Provider.BaseVoiceProvider	60
Crosstales.RTVoice.Provider.VoiceProviderMary	208
IXmlSerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	138
MonoBehaviour	
Crosstales.Common.Util.BackgroundController	34
Crosstales.Common.Util.FFTAnalyzer	90
Crosstales.Common.Util.FreeCam	92
Crosstales.Common.Util.PlatformController	125
Crosstales.RTVoice.Demo.Util.PlatformController	124
Crosstales.Common.Util.RandomColor	127
Crosstales.Common.Util.RandomRotator	128
Crosstales.Common.Util.RandomScaler	130
Crosstales.Common.Util.SpectrumVisualizer	168
Crosstales.Common.Util.SurviveSceneSwitch	175
Crosstales.Common.Util.TakeScreenshot	179
Crosstales.RTVoice.AdventureCreator.ACConnector	23
Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher	25
Crosstales.RTVoice.AWSPolly.Switcher	176
Crosstales.RTVoice.Azure.Switcher	177
Crosstales.RTVoice.Demo.Dialog	80
Crosstales.RTVoice.Demo.GUIAudioFilter	96
Crosstales.RTVoice.Demo.GUIDialog	97
Crosstales.RTVoice.Demo.GUIMain	98
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	99
Crosstales.RTVoice.Demo.GUIScenes	100
Crosstales.RTVoice.Demo.GUISpeech	101
Crosstales.RTVoice.Demo.NativeAudio	118
Crosstales.RTVoice.Demo.PreGeneratedAudio	126
Crosstales.RTVoice.Demo.SendMessage	133
Crosstales.RTVoice.Demo.SequenceCaller	135
Crosstales.RTVoice.Demo.Simple	141
Crosstales.RTVoice.Demo.SimpleNative	142
Crosstales.RTVoice.Demo.SpeakWrapper	167
Crosstales.RTVoice.Demo.Util.iOSController	107
Crosstales.RTVoice.Demo.Util.MaterialChanger	117
Crosstales.RTVoice.Demo.Util.NativeController	119
Crosstales.RTVoice.Google.Switcher	176
Crosstales.RTVoice.LiveSpeaker	114
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider	42
Crosstales.RTVoice.SLATE.CutSceneStart	80
Crosstales.RTVoice.Speaker	147
Crosstales.RTVoice.Tool.AudioFileGenerator	28
Crosstales.RTVoice.Tool.ChangeGender	64
Crosstales.RTVoice.Tool.Loudspeaker	116
Crosstales.RTVoice.Tool.Paralanguage	120
Crosstales.RTVoice.Tool.Sequencer	136
Crosstales.RTVoice.Tool.SpeechText	170

Crosstales.RTVoice.Tool.TextFileSpeaker	180
Crosstales.RTVoice.Tool.VoiceInitalizer	196
Crosstales.RTVoice.Watson.Switcher	177
Crosstales.UI.Social	143
Crosstales.UI.StaticManager	174
Crosstales.UI.UIDrag	186
Crosstales.UI.UIFocus	186
Crosstales.UI.UIHint	187
Crosstales.UI.UIResize	189
Crosstales.UI.UIWindowManager	190
Crosstales.UI.Util.AudioFilterController	29
Crosstales.UI.Util.AudioSourceController	31
Crosstales.UI.Util.FPSDisplay	91
Crosstales.UI.Util.ScrollRectHandler	132
Crosstales.UI.WindowManager	219
NSObject	
RTVoiceIOSBridge	131
Crosstales.RTVoice.Model.Sequence	134
Crosstales.Common.Util.SerializableDictionary< string, string >	138
Crosstales.Common.Util.SerializeDeSerialize	139
Crosstales.RTVoice.Azure.Synthesize	178
Crosstales.RTVoice.Model.Voice	191
Crosstales.RTVoice.Model.VoiceAlias	193
Crosstales.RTVoice.Util.WavMaster	217
WebClient	
Crosstales.Common.Util.CTWebClient	79
Crosstales.RTVoice.Model.Wrapper	220
Crosstales.Common.Util.XmlHelper	224

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Crosstales.RTVoice.AdventureCreator.ACConnector	
Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.	23
Crosstales.RTVoice.AdventureCreator.ACSwitcher	
Allows to switch scenes with Adventure Creator.	25
Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper	
Wrapper for an AC-character to an RT-Voice.	25
HutongGames.PlayMaker.Actions.AudioFileGenerator	
AudioFileGenerator-action for PlayMaker.	27
Crosstales.RTVoice.Tool.AudioFileGenerator	
Process files with configured speeches.	28
Crosstales.UI.Util.AudioFilterController	
Controller for audio filters.	29
Crosstales.UI.Util.AudioSourceController	
Controller for AudioSources.	31
Crosstales.RTVoice.Azure.Authentication	
This class demonstrates how to get a valid O-auth token	33
Crosstales.Common.Util.BackgroundController	
Enables or disable game objects on Android or iOS in the background.	34
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset.	35
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider	
Base class for custom voice providers (TTS-systems).	42
Crosstales.Common.Util.BaseHelper	
Base for various helper functions.	47
HutongGames.PlayMaker.Actions.BaseRTVAction	
Base class for RT-Voice actions in PlayMaker.	59
Crosstales.RTVoice.Provider.BaseVoiceProvider	
Base class for voice providers.	60
Crosstales.RTVoice.Tool.ChangeGender	
Change the gender of all voices (useful for eSpeak).	64
Crosstales.RTVoice.Util.Config	
Configuration for the asset.	65
Crosstales.RTVoice.Util.Constants	
Collected constants of very general utility for the asset.	68
Crosstales.Common.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs.	75

Crosstales.Common.Util.CTWebClient	
Specialized WebClient.	79
Crosstales.RTVoice.SLATE.CutSceneStart	80
Crosstales.RTVoice.Demo.Dialog	
Simple dialog system with TTS voices.	80
Crosstales.ExtensionMethods	
Various extension methods.	81
Crosstales.Common.Util.FFTAnalyzer	
FFT analyzer for an audio channel.	90
Crosstales.UI.Util.FPSDisplay	
Simple FPS-Counter.	91
Crosstales.Common.Util.FreeCam	
A simple free camera to be added to a Unity game object	92
Crosstales.RTVoice.Azure.GenericEventArgs< T >	
Generic event args	93
HutongGames.PlayMaker.Actions.GetCultures	
GetCultures-action for PlayMaker.	94
HutongGames.PlayMaker.Actions.GetVoices	
GetVoices-action for PlayMaker.	95
Crosstales.RTVoice.Demo.GUIAudioFilter	
Simple GUI for audio filters.	96
Crosstales.RTVoice.Demo.GUIDialog	
Simple GUI for runtime dialogs with all available OS voices.	97
Crosstales.RTVoice.Demo.GUIMain	
Main GUI component for all demo scenes.	98
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	
Simple GUI for audio filters on multiple objects.	99
Crosstales.RTVoice.Demo.GUIScenes	
Main GUI scene manager for all demo scenes.	100
Crosstales.RTVoice.Demo.GUISpeech	
Simple GUI for runtime TTS with all available OS voices.	101
Crosstales.RTVoice.Util.Helper	
Various helper functions.	102
Crosstales.RTVoice.Azure.Synthesize.InputOptions	
Inputs Options for the TTS Service.	105
Crosstales.RTVoice.Demo.Util.iOSController	
Enables MaryTTS on iOS for specific scenes.	107
Crosstales.RTVoice.Provider.IVoiceProvider	
Interface for all voice providers.	108
Crosstales.RTVoice.LiveSpeaker	
Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").	114
Crosstales.RTVoice.Tool.Loudspeaker	
Loudspeaker for an AudioSource.	116
Crosstales.RTVoice.Demo.Util.MaterialChanger	
Changes the material of a renderer while an AudioSource is playing.	117
Crosstales.RTVoice.Demo.NativeAudio	
Simple example with native audio for exact timing.	118
Crosstales.RTVoice.Demo.Util.NativeController	
Enables or disable game objects for native mode.	119
Crosstales.RTVoice.Tool.Paralanguage	
Para-language simulator with audio files.	120
HutongGames.PlayMaker.Actions.Paralanguage	
Paralanguage-action for PlayMaker.	123
Crosstales.RTVoice.Demo.Util.PlatformController	
Enables or disable game objects for a given platform.	124
Crosstales.Common.Util.PlatformController	
Enables or disable game objects for a given platform.	125

Crosstales.RTVoice.Demo.PreGeneratedAudio	
Simple example with pre-generated audio for exact timing.	126
Crosstales.Common.Util.RandomColor	
Random color changer.	127
Crosstales.Common.Util.RandomRotator	
Random rotation changer.	128
Crosstales.Common.Util.RandomScaler	
Random scale changer.	130
RTVoiceIOSBridge	131
RTVoiceIOSBridge()	132
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms.	132
Crosstales.RTVoice.Demo.SendMessage	
Simple "SendMessage" example.	133
Crosstales.RTVoice.Model.Sequence	
Model for a sequence.	134
Crosstales.RTVoice.Demo.SequenceCaller	
Simple Sequence caller example.	135
Crosstales.RTVoice.Tool.Sequencer	
Simple sequencer for dialogues.	136
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	
Serializable Dictionary-class for XML.	138
Crosstales.Common.Util.SerializeDeSerialize	
Serialize and deserialize objects to/from binary files.	139
HutongGames.PlayMaker.Actions.Silence	
Silence-action for PlayMaker.	140
Crosstales.RTVoice.Demo.Simple	
Simple TTS example.	141
Crosstales.RTVoice.Demo.SimpleNative	
Simple native TTS example.	142
Crosstales.UI.Social	
Crosstales social media links.	143
HutongGames.PlayMaker.Actions.Speak	
Speak-action for PlayMaker.	144
HutongGames.PlayMaker.Actions.SpeakBase	
Base for Speak-actions in PlayMaker.	146
Crosstales.RTVoice.Speaker	
Main component of RTVoice.	147
HutongGames.PlayMaker.Actions.SpeakUI	
Speak-action for UI-components in PlayMaker.	166
Crosstales.RTVoice.Demo.SpeakWrapper	
Wrapper for the dynamic speakers.	167
Crosstales.Common.Util.SpectrumVisualizer	
Simple spectrum visualizer.	168
HutongGames.PlayMaker.Actions.SpeechText	
SpeechText-action for PlayMaker.	169
Crosstales.RTVoice.Tool.SpeechText	
Allows to speak and store generated audio.	170
Crosstales.UI.StaticManager	
Static Button Manager.	174
Crosstales.Common.Util.SurviveSceneSwitch	
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.	175
Crosstales.RTVoice.AWSPolly.Switcher	
Simple switcher to test the functionality of the AWS Polly provider.	176
Crosstales.RTVoice.Google.Switcher	
Simple switcher to test the functionality of the Google Cloud provider.	176

Crosstales.RTVoice.Azure.Switcher	
Simple switcher to test the functionality of the Azure provider.	177
Crosstales.RTVoice.Watson.Switcher	
Simple switcher to test the functionality of the IBM Watson provider.	177
Crosstales.RTVoice.Azure.Synthesize	
Sample synthesize request	178
Crosstales.Common.Util.TakeScreenshot	
Take screen shots inside an application.	179
Crosstales.RTVoice.Tool.TextFileSpeaker	
Allows to speak text files.	180
HutongGames.PlayMaker.Actions.TextFileSpeaker	
TextFileSpeaker-action for PlayMaker.	185
Crosstales.UI.UIDrag	
Allow to Drag the Windows arround.	186
Crosstales.UI.UIFocus	
Change the Focus on from a Window.	186
Crosstales.UI.UIHint	
Controls a UI group (hint).	187
Crosstales.UI.UIResize	
Resize a UI element.	189
Crosstales.UI.UIWindowManager	
Change the state of all Window panels.	190
Crosstales.RTVoice.Model.Voice	
Model for a voice.	191
Crosstales.RTVoice.Model.VoiceAlias	
Alias for multiple voices on different platforms.	193
Crosstales.RTVoice.Tool.VoiceInitalizer	
Allows to initalize voices (useful on Android).	196
Crosstales.RTVoice.AWSPolly.VoiceProviderAWS	
AWS Polly voice provider.	197
Crosstales.RTVoice.Azure.VoiceProviderAzure	
Azure (Bing Speech) voice provider.	200
Crosstales.RTVoice.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	202
Crosstales.RTVoice.Google.VoiceProviderGoogle	
Google Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" https://assetstore.unity.com/packages/slug/115170?aid=10111NGT	204
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth	
Klattersynth voice provider. NOTE: This provider needs "Klattersynth" https://assetstore.unity.com/packages/slug/95453?aid=10111NGT	206
Crosstales.RTVoice.Provider.VoiceProviderMary	
MaryTTS voice provider.	208
Crosstales.RTVoice.SAPI.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	210
Crosstales.RTVoice.Watson.VoiceProviderWatson	
IBM Watson voice provider.	213
Crosstales.RTVoice.WebGL.VoiceProviderWebGL	
WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" https://assetstore.unity.com/packages/slug/81861?aid=10111NGT	215
Crosstales.RTVoice.Util.WavMaster	
.	217
Crosstales.UI.WindowManager	
Manager for a Window.	219
Crosstales.RTVoice.Model Wrapper	
Wrapper for "Speak"-function calls.	220
Crosstales.Common.Util.XmlHelper	
Helper-class for XML.	224

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

Classes

- class ExtensionMethods
Various extension methods.

4.2 Crosstales.Common Namespace Reference

Namespaces

4.3 Crosstales.Common.Model Namespace Reference

Namespaces

4.4 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.

4.4.1 Enumeration Type Documentation

4.4.1.1 enum `Crosstales.Common.Model.Enum.Platform` [`strong`]

All available platforms.

4.4.1.2 enum `Crosstales.Common.Model.Enum.SampleRate` [`strong`]

Typical audio sample rates.

4.5 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 `CTWebClient`
Specialized WebClient.
- class `FFTAnalyzer`
FFT analyzer for an audio channel.
- class `FreeCam`
A simple free camera to be added to a Unity game object.
- class `PlatformController`
Enables or disable game objects for a given platform.
- class `RandomColor`
Random color changer.
- class `RandomRotator`
Random rotation changer.
- class `RandomScaler`
Random scale changer.
- class `SerializableDictionary`
Serializable Dictionary-class for XML.
- class `SerializeDeSerialize`
Serialize and deserialize objects to/from binary files.
- class `SpectrumVisualizer`
Simple spectrum visualizer.
- 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.

4.6 Crosstales.RTVoice Namespace Reference

Namespaces

- namespace Util
WAV utility for recording and audio playback functions in Unity.

Classes

- class LiveSpeaker
Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").
- class Speaker
Main component of RTVoice.
- 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*

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** ()

4.7 Crosstales.RTVoice.AdventureCreator Namespace Reference

Classes

- class ACConnector
Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.
- class ACSceneSwitcher
Allows to switch scenes with Adventure Creator.
- class ACVoiceWrapper
Wrapper for an AC-character to an RT-Voice.

4.8 Crosstales.RTVoice.AWSPolly Namespace Reference

Classes

- class Switcher
Simple switcher to test the functionality of the AWS Polly provider.
- class VoiceProviderAWS
AWS Polly voice provider.

Enumerations

- enum Endpoint {
APNortheast1, APNortheast2, APSouth1, APSoutheast1, APSoutheast2, CACentral1, CNNorth1, EUCentral1, EUWest1, EUWest2, SAEast1, USEast1, USEast2, USGovCloudWest1, USWest1, USWest2 }
All available AWS Polly endpoints.

4.8.1 Enumeration Type Documentation

4.8.1.1 enum Crosstales.RTVoice.AWSPolly.Endpoint [strong]

All available AWS Polly endpoints.

4.9 Crosstales.RTVoice.Azure Namespace Reference

Classes

- class Authentication
This class demonstrates how to get a valid O-auth token
- class GenericEventArgs
Generic event args
- class Switcher
Simple switcher to test the functionality of the Azure provider.
- class Synthesize
Sample synthesize request
- class VoiceProviderAzure
Azure (Bing Speech) voice provider.

Enumerations

- enum AudioOutputFormat {
AudioOutputFormat.Raw8Khz8BitMonoMULaw, AudioOutputFormat.Raw16Khz16BitMonoPcm, Audio↔
OutputFormat.Riff8Khz8BitMonoMULaw, AudioOutputFormat.Riff16Khz16BitMonoPcm,
AudioOutputFormat.Ssml16Khz16BitMonoSilk, AudioOutputFormat.Raw16Khz16BitMonoTrueSilk, Audio↔
OutputFormat.Ssml16Khz16BitMonoTts, AudioOutputFormat.Audio16Khz128KBitRateMonoMp3,
AudioOutputFormat.Audio16Khz64KBitRateMonoMp3, AudioOutputFormat.Audio16Khz32KBitRateMono↔
Mp3, AudioOutputFormat.Audio16Khz16KbpsMonoSiren, AudioOutputFormat.Riff16Khz16KbpsMonoSiren,
AudioOutputFormat.Raw24Khz16BitMonoTrueSilk, AudioOutputFormat.Raw24Khz16BitMonoPcm, Audio↔
OutputFormat.Riff24Khz16BitMonoPcm, AudioOutputFormat.Audio24Khz48KBitRateMonoMp3,
AudioOutputFormat.Audio24Khz96KBitRateMonoMp3, AudioOutputFormat.Audio24Khz160KBitRateMono↔
Mp3 }
Voice output formats.

4.9.1 Enumeration Type Documentation

4.9.1.1 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.

4.10 Crosstales.RTVoice.Demo Namespace Reference

Namespaces

Classes

- class Dialog
 - Simple dialog system with TTS voices.*
- 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.

4.11 Crosstales.RTVoice.Demo.Util Namespace Reference

Classes

- class iOSController
Enables MaryTTS on iOS for specific scenes.
- 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.

4.12 Crosstales.RTVoice.Google Namespace Reference

Classes

- class Switcher
Simple switcher to test the functionality of the Google Cloud provider.
- class VoiceProviderGoogle
Google Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

4.13 Crosstales.RTVoice.Klattersynth Namespace Reference

Classes

- class VoiceProviderKlattersynth
Klattersynth voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

4.14 Crosstales.RTVoice.Model Namespace Reference

Namespaces

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.

4.15 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, MaryTTS, Linux }
Available provider types.
- enum SpeakMode { **Speak, SpeakNative** }
Available Speak-modes.

4.15.1 Enumeration Type Documentation

4.15.1.1 enum Crosstales.RTVoice.Model.Enum.ESpeakModifiers [strong]

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

4.15.1.2 enum Crosstales.RTVoice.Model.Enum.Gender [strong]

The genders for voices.

4.15.1.3 enum Crosstales.RTVoice.Model.Enum.MaryTTSType [strong]

The different MaryTTS input types.

4.15.1.4 enum Crosstales.RTVoice.Model.Enum.ProviderType [strong]

Available provider types.

4.15.1.5 enum Crosstales.RTVoice.Model.Enum.SpeakMode [strong]

Available Speak-modes.

4.16 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 VoiceProviderMary
MaryTTS voice provider.

4.17 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*

4.18 Crosstales.RTVoice.SLATE Namespace Reference

Classes

- class CutSceneStart

4.19 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 VoiceInitalizer
Allows to initalize voices (useful on Android).

4.20 Crosstales.RTVoice.Util Namespace Reference

WAV utility for recording and audio playback functions in Unity.

Classes

- class Config
Configuration for the asset.
- class Constants
Collected constants of very general utility for the asset.
- class Helper
Various helper functions.
- class WavMaster

4.20.1 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>

4.21 Crosstales.RTVoice.Watson Namespace Reference

Classes

- class Switcher
Simple switcher to test the functionality of the IBM Watson provider.
- class VoiceProviderWatson
IBM Watson voice provider.

4.22 Crosstales.RTVoice.WebGL Namespace Reference

Classes

- class VoiceProviderWebGL
WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

4.23 Crosstales.UI Namespace Reference

Namespaces

Classes

- 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.

4.24 Crosstales.UI.Util Namespace Reference

Classes

- class AudioFilterController
Controller for audio filters.
- class AudioSourceController
Controller for AudioSources.
- class FPSDisplay
Simple FPS-Counter.
- class ScrollRectHandler
Changes the sensitivity of ScrollRects under various platforms.

4.25 HutongGames Namespace Reference

Namespaces

4.26 HutongGames.PlayMaker Namespace Reference

Namespaces

4.27 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.

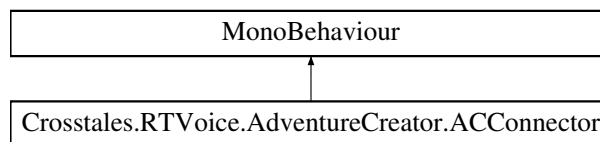
Chapter 5

Class Documentation

5.1 Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference

Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnector:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **OnValidate** ()

Public Attributes

- ACVoiceWrapper[] Voices
Voices for the AC-characters (optional).
- string Culture
Fallback culture for all speeches (e.g. 'en', optional).
- bool CallOnStopSpeech = true
Calls a AC-'OnStopSpeech' at the end of a speech (default: true).
- bool SimulateSkipSpeech = false
Simulates AC-'SkipSpeech' at the end of a speech (default: false).

Properties

- string CurrentCulture [get, set]
Fallback culture for the text (main use is for UI).
- bool isCallOnStopSpeech [get, set]
Calls a AC-'OnStopSpeech' at the end of a speech (main use is for UI).
- bool isSimulateSkipSpeech [get, set]
Simulates AC-'SkipSpeech' at the end of a speech (main use is for UI).

5.1.1 Detailed Description

Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.

5.1.2 Member Data Documentation

5.1.2.1 `bool Crosstales.RTVoice.AdventureCreator.ACConnector.CallOnStopSpeech = true`

Calls a AC-'OnStopSpeech' at the end of a speech (default: true).

5.1.2.2 `string Crosstales.RTVoice.AdventureCreator.ACConnector.Culture`

Fallback culture for all speeches (e.g. 'en', optional).

5.1.2.3 `bool Crosstales.RTVoice.AdventureCreator.ACConnector.SimulateSkipSpeech = false`

Simulates AC-'SkipSpeech' at the end of a speech (default: false).

5.1.2.4 `ACVoiceWrapper [] Crosstales.RTVoice.AdventureCreator.ACConnector.Voices`

Voices for the AC-characters (optional).

5.1.3 Property Documentation

5.1.3.1 `string Crosstales.RTVoice.AdventureCreator.ACConnector.CurrentCulture` `[get]`, `[set]`

Fallback culture for the text (main use is for UI).

5.1.3.2 `bool Crosstales.RTVoice.AdventureCreator.ACConnector.isCallOnStopSpeech` `[get]`, `[set]`

Calls a AC-'OnStopSpeech' at the end of a speech (main use is for UI).

5.1.3.3 `bool Crosstales.RTVoice.AdventureCreator.ACConnector.isSimulateSkipSpeech` `[get]`, `[set]`

Simulates AC-'SkipSpeech' at the end of a speech (main use is for UI).

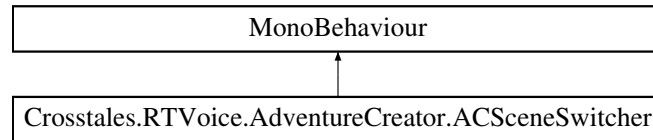
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Adventure Creator/Scripts/ACConnector.cs`

5.2 Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher Class Reference

Allows to switch scenes with Adventure Creator.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher:



Public Member Functions

- void **Awake** ()
- void **OnDestroy** ()

5.2.1 Detailed Description

Allows to switch scenes with Adventure Creator.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACSceneSwitcher.cs

5.3 Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference

Wrapper for an AC-character to an RT-Voice.

Public Member Functions

- override string **Tostring** ()

Public Attributes

- string ACVoiceName = string.Empty
Name of the AC-character on-screen.
- Model.VoiceAlias Voices
Voices for the speech.
- Model.Enum.SpeakMode Mode = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- bool UseSpeechAudioSource = true
Use speech AudioSource of the character (default: true).
- AudioSource Source
Origin AudioSource (optional).
- float Rate = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional).
- bool IgnoreCharacter = false
Ignore this character (default: false).
- bool **initialized** = false

5.3.1 Detailed Description

Wrapper for an AC-character to an RT-Voice.

5.3.2 Member Data Documentation

5.3.2.1 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.ACVoiceName = string.Empty`

Name of the AC-character on-screen.

5.3.2.2 `bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.IgnoreCharacter = false`

Ignore this character (default: false).

5.3.2.3 `Model.Enum.SpeakMode Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Mode = Model.Enum.SpeakMode.Speak`

Speak mode (default: 'Speak').

5.3.2.4 `float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Pitch = 1f`

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.3.2.5 `float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Rate = 1f`

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.3.2.6 `AudioSource Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Source`

Origin AudioSource (optional).

5.3.2.7 `bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.UseSpeechAudioSource = true`

Use speech AudioSource of the character (default: true).

5.3.2.8 `Model.VoiceAlias Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Voices`

Voices for the speech.

5.3.2.9 float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional).

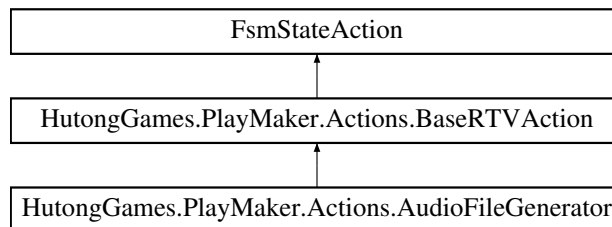
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACVoiceWrapper.cs

5.4 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).

5.4.1 Detailed Description

AudioFileGenerator-action for PlayMaker.

5.4.2 Member Data Documentation

5.4.2.1 Crosstales.RTVoice.Tool.AudioFileGenerator HutongGames.PlayMaker.Actions.AudioFileGenerator.Obj

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

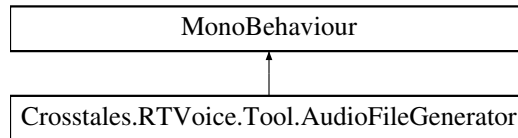
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/AudioFileGenerator.cs

5.5 Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference

Process files with configured speeches.

Inheritance diagram for Crosstales.RTVoice.Tool.AudioFileGenerator:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **OnValidate** ()
- void **Generate** ()
 - Generate the audio files from the text files.*
- IEnumerator **generate** ()
- void **Normalize** (string inputFile)
- float **GetMaxPeak** (string inputFile)

Public Attributes

- TextAsset[] **TextFiles**
 - Text files to generate.*
- bool **FileInsideAssets** = true
 - Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath' (default: true).*
- bool **isNormalize** = false
- bool **GenerateOnStart** = false
 - Enable generating of the texts on start (default: false).*

Properties

- AudioFileGeneratorStart OnAudioFileGeneratorStart
 - An event triggered whenever a AudioFileGenerator 'Generate' is started.*
- AudioFileGeneratorComplete OnAudioFileGeneratorComplete
 - An event triggered whenever a AudioFileGenerator 'Generate' is completed.*

5.5.1 Detailed Description

Process files with configured speeches.

5.5.2 Member Function Documentation

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

Generate the audio files from the text files.

5.5.3 Member Data Documentation

5.5.3.1 bool Crosstales.RTVoice.Tool.AudioFileGenerator.FileInsideAssets = true

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

5.5.3.2 bool Crosstales.RTVoice.Tool.AudioFileGenerator.GenerateOnStart = false

Enable generating of the texts on start (default: false).

5.5.3.3 TextAsset [] Crosstales.RTVoice.Tool.AudioFileGenerator.TextFiles

Text files to generate.

5.5.4 Property Documentation

5.5.4.1 AudioFileGeneratorComplete Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGeneratorComplete [add], [remove]

An event triggered whenever a AudioFileGenerator 'Generate' is completed.

5.5.4.2 AudioFileGeneratorStart Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGeneratorStart [add], [remove]

An event triggered whenever a AudioFileGenerator 'Generate' is started.

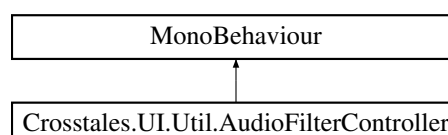
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Tool/AudioFileGenerator.cs

5.6 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **FindAllAudioFilters** ()
Finds all audio filters in the scene.
- void **ResetAudioFilters** ()
Resets all audio filters.
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- 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** = false
- bool **EchoFilter** = false
- bool **DistortionFilter** = false
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter** = false
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter** = false
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.6.1 Detailed Description

Controller for audio filters.

5.6.2 Member Function Documentation

5.6.2.1 void Crosstales.UI.Util.AudioFilterController.FindAllAudioFilters ()

Finds all audio filters in the scene.

5.6.2.2 void Crosstales.UI.Util.AudioFilterController.ResetAudioFilters ()

Resets all audio filters.

5.6.3 Member Data Documentation

5.6.3.1 bool Crosstales.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true

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

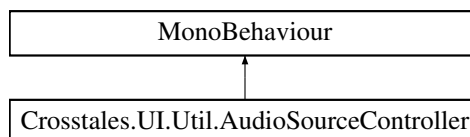
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioFilterController.cs

5.7 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



Public Member Functions

- void **Update** ()
- void FindAllAudioSources ()
Finds all audio sources in the scene.
- void ResetAllAudioSources ()
Resets all audio sources.
- void **MuteEnabled** (bool enabled)
- void **LoopEnabled** (bool enabled)
- 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` = false
Mute on/off (default: false).
- bool `Loop` = false
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` = 0f
Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.7.1 Detailed Description

Controller for AudioSources.

5.7.2 Member Function Documentation

5.7.2.1 void Crosstales.UI.Util.AudioSourceController.FindAllAudioSources ()

Finds all audio sources in the scene.

5.7.2.2 void Crosstales.UI.Util.AudioSourceController.ResetAllAudioSources ()

Resets all audio sources.

5.7.3 Member Data Documentation

5.7.3.1 AudioSource [] Crosstales.UI.Util.AudioSourceController.AudioSources

Active controlled AudioSources.

5.7.3.2 bool Crosstales.UI.Util.AudioSourceController.FindAllAudioSourcesOnStart = true

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

5.7.3.3 `bool Crosstales.UI.Util.AudioSourceController.Loop = false`

Loop on/off (default: false).

5.7.3.4 `bool Crosstales.UI.Util.AudioSourceController.Mute = false`

Mute on/off (default: false).

5.7.3.5 `float Crosstales.UI.Util.AudioSourceController.Pitch = 1f`

Pitch of the audio (default: 1).

5.7.3.6 `bool Crosstales.UI.Util.AudioSourceController.ResetAudioSourcesOnStart = true`

Resets all active AudioSources (default: true).

5.7.3.7 `float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f`

Stereo pan of the audio (default: 0).

5.7.3.8 `float Crosstales.UI.Util.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/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioSourceController.cs`

5.8 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 apiKey)`
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 ()`

5.8.1 Detailed Description

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

5.8.2 Member Function Documentation

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

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>apiKey</i>	

Returns

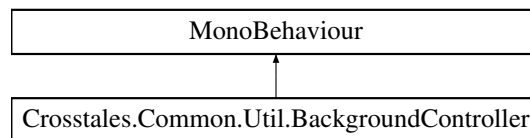
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Scripts/TTSCClient.cs

5.9 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.

5.9.1 Detailed Description

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

5.9.2 Member Data Documentation

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

Selected objects to disable in the background for the controller.

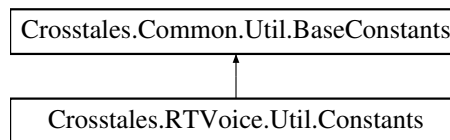
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/BackgroundController.cs

5.10 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



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_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.
- const string ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.
- const string ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the "RT-Voice" asset.
- const string ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the "Turbo Backup" asset.
- const string ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
URL of the "Turbo Builder" asset.
- const string ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the "Turbo Switch" asset.

- const string ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
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 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 Public Attributes

- 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_TP_BANNER = false
Show the TPB banner.
- static bool SHOW_TPS_BANNER = true
Show the TPS banner.
- static bool SHOW_TR_BANNER = true
Show the TR banner.

Properties

- static string PREFIX_FILE [get]
URL prefix for files.
- static string APPLICATION_PATH [get]
Application path.

5.10.1 Detailed Description

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

5.10.2 Member Data Documentation

5.10.2.1 `const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"`

URL of the 3rd party asset "PlayMaker".

5.10.2.2 `const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC"`

Author of the asset.

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

URL of the asset author.

5.10.2.4 `const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"`

URL of the "Badword Filter" asset.

5.10.2.5 `const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"`

URL of the crosstales assets in UAS.

5.10.2.6 `const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"`

URL of the "DJ" asset.

5.10.2.7 `const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"`

URL of the "File Browser" asset.

5.10.2.8 `const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"`

URL of the "Online Check" asset.

5.10.2.9 `const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"`

URL of the "Radio" asset.

5.10.2.10 `const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"`

URL of the "RT-Voice" asset.

5.10.2.11 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"`

URL of the crosstales Discord-channel.

5.10.2.12 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"`

URL of the crosstales Facebook-profile.

5.10.2.13 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"`

URL of the crosstales LinkedIn-profile.

5.10.2.14 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"`

URL of the crosstales Twitter-profile.

```
5.10.2.15 const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE =  
"https://www.youtube.com/c/Crosstales"
```

URL of the crosstales Youtube-profile.

```
5.10.2.16 const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↔  
com/packages/slug/98711?aid=1011INGT"
```

URL of the "Turbo Backup" asset.

```
5.10.2.17 const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↔  
com/packages/slug/98714?aid=1011INGT"
```

URL of the "Turbo Builder" asset.

```
5.10.2.18 const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↔  
com/packages/slug/60040?aid=1011INGT"
```

URL of the "Turbo Switch" asset.

```
5.10.2.19 const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.↔  
com/packages/slug/61617?aid=1011INGT"
```

URL of the "True Random" asset.

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

Path to the cmd under Windows.

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

Development debug logging for the asset.

```
5.10.2.22 const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024
```

Factor for giga bytes.

```
5.10.2.23 const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024
```

Factor for kilo bytes.

5.10.2.24 `const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024`

Factor for mega bytes.

5.10.2.25 `const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f`

Float value of 32768.

5.10.2.26 `const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0"`

ToString for no decimal places.

5.10.2.27 `const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%"`

ToString for percent.

5.10.2.28 `const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00"`

ToString for two decimal places.

5.10.2.29 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/"`

Path delimiter for Unix.

5.10.2.30 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\`

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

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

Show the BWF banner.

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

Show the DJ banner.

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

Show the FB banner.

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

Show the OC banner.

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

Show the Radio banner.

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

Show the RTV banner.

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

Show the TB banner.

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

Show the TPB banner.

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

Show the TPS banner.

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

Show the TR banner.

5.10.3 Property Documentation

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

Application path.

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

URL prefix for files.

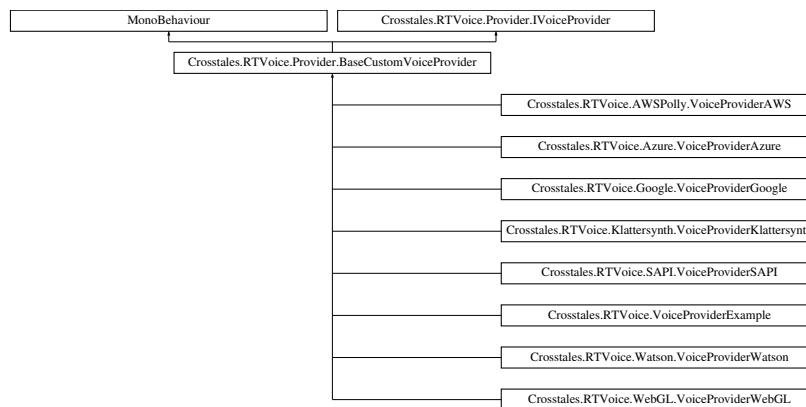
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/BaseConstants.cs

5.11 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.
- abstract void Load ()
Load the provider (e.g. all voices).

Protected Member Functions

- string **getOutputFile** (string uid, bool isPersistentData=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)

Protected Attributes

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

Static Protected Attributes

- static char[] **splitCharWords** = new char[] { ' ' }

Properties

- 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.

- bool **isActive** [get, set]
- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- virtual System.Collections.Generic.List< Model.Voice > **Voices** [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]

5.11.1 Detailed Description

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

5.11.2 Member Function Documentation

5.11.2.1 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.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, Crosstales.RTVoice.VoiceProviderExample, and Crosstales.RTVoice.Watson.VoiceProviderWatson.

5.11.2.2 abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Load () [pure virtual]

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

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.Watson.VoiceProviderWatson, Crosstales.RTVoice.VoiceProviderExample, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.11.2.3 `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.VoiceProvider`↔
`WebGL`.

5.11.2.4 `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`.

5.11.2.5 `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.VoiceProvider`↔
`Azure`, `Crosstales.RTVoice.Google.VoiceProviderGoogle`, `Crosstales.RTVoice.Watson.VoiceProviderWatson`,
`Crosstales.RTVoice.SAPI.VoiceProviderSAPI`, `Crosstales.RTVoice.WebGL.VoiceProviderWebGL`, `Crosstales`↔
`RTVoice.VoiceProviderExample`, and `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth`.

5.11.2.6 `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.Google.VoiceProviderGoogle`, `Crosstales.RTVoice.VoiceProviderExample`, `Crosstales.RT`↔

Voice.Watson.VoiceProviderWatson, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.11.3 Property Documentation

5.11.3.1 ErrorInfo Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnErrorInfo [add], [remove]

An event triggered whenever an error occurs.

5.11.3.2 SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudioGenerationComplete [add], [remove]

An event triggered whenever a speak audio generation is completed.

5.11.3.3 SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudioGenerationStart [add], [remove]

An event triggered whenever a speak audio generation is started.

5.11.3.4 SpeakComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakComplete [add], [remove]

An event triggered whenever a speak is completed.

5.11.3.5 SpeakCurrentPhoneme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentPhoneme [add], [remove]

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

5.11.3.6 SpeakCurrentViseme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentViseme [add], [remove]

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

5.11.3.7 SpeakCurrentWord Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentWord [add], [remove]

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

5.11.3.8 SpeakStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakStart [add], [remove]

An event triggered whenever a speak is started.

5.11.3.9 VoicesReady Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnVoicesReady [add], [remove]

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

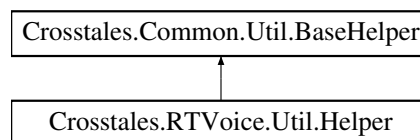
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/BaseCustomVoiceProvider.cs

5.12 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- 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 (System.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 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.

Parameters

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

*Returns**Clean 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 ignoreCommented↵
Lines=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 Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")

Protected Attributes

- const string **file_prefix** = "file://"

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex** = new System.Text.Regular↵
Expressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.Regular↵
Expressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.Regular↵
Expressions.Regex(@"<.*?>")
- static readonly System.Random **rnd** = new System.Random()

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 `isStandalonePlatform` [get]
Checks if the current platform is standalone (Windows, macOS or 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 `isWebPlatform` [get]
Checks if the current platform is Web (WebPlayer or WebGL).
- static bool `isWindowsBasedPlatform` [get]
Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool `isWSABasedPlatform` [get]
Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool `isAppleBasedPlatform` [get]
Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool `isIOSBasedPlatform` [get]
Checks if the current platform is iOS-based (iOS or tvOS).
- static bool `isEditor` [get]
Checks if we are inside the Editor.
- 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 `isEditorMode` [get]
Checks if we are in Editor mode.
- 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".

5.12.1 Detailed Description

Base for various helper functions.

5.12.2 Member Function Documentation

5.12.2.1 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.

5.12.2.2 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.

5.12.2.3 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.

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

Creates a string of characters with a given length.

Parameters

<i>chars</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

5.12.2.5 `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)

5.12.2.6 `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.

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.12.2.8 `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.

5.12.2.9 `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.

5.12.2.10 `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.

5.12.2.11 `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.

5.12.2.12 `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.

5.12.2.13 `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
-------------	-----------

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

HTTPS-certification callback.

5.12.2.15 `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
-------------	-----------

5.12.2.16 `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

5.12.2.17 `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

5.12.2.18 `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

5.12.2.19 `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

5.12.3 Property Documentation**5.12.3.1** `Model.Enum.Platform Crosstales.Common.Util.BaseHelper.CurrentPlatform [static],[get]`

Returns the current platform.

Returns

The current platform.

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.12.3.3 bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform [static], [get]

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).

5.12.3.4 bool Crosstales.Common.Util.BaseHelper.isEditor [static], [get]

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.12.3.5 bool Crosstales.Common.Util.BaseHelper.isEditorMode [static], [get]

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.12.3.6 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.

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

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

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

Returns

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

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.12.3.10 `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.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.12.3.12 `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.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

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

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

Returns

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

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

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

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

Returns

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

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

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).

5.12.3.20 `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.

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

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

Returns

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

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

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

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

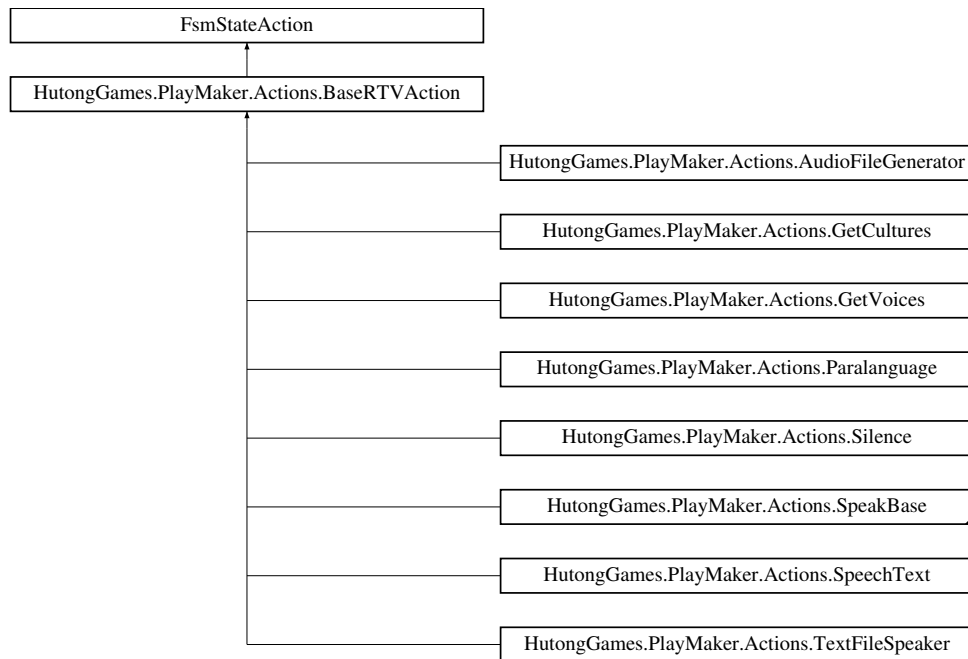
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs`

5.13 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**

5.13.1 Detailed Description

Base class for RT-Voice actions in PlayMaker.

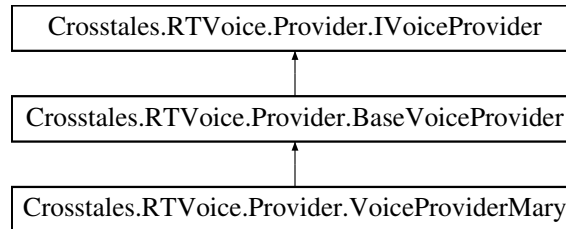
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Scripts/BaseRTVAction.cs`

5.14 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



Public Member Functions

- **BaseVoiceProvider** (MonoBehaviour obj)
Constructor for a VoiceProvider.
- 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.

Protected Member Functions

- string **getOutputFile** (string uid, bool isPersistentData=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 **processAudioFile** (Model.Wrapper wrapper, string outputFile, bool isLocalFile=true, byte[] data=null)
- virtual string **getVoiceName** (Model.Wrapper wrapper)

Static Protected Member Functions

- static void **onVoicesReady** ()
- static void **onSpeakStart** (Model.Wrapper wrapper)
- static void **onSpeakComplete** (Model.Wrapper wrapper)
- static void **onSpeakCurrentWord** (Model.Wrapper wrapper, string[] speechTextArray, int wordIndex)
- static void **onSpeakCurrentPhoneme** (Model.Wrapper wrapper, string phoneme)
- static void **onSpeakCurrentViseme** (Model.Wrapper wrapper, string viseme)
- static void **onSpeakAudioGenerationStart** (Model.Wrapper wrapper)
- static void **onSpeakAudioGenerationComplete** (Model.Wrapper wrapper)
- static void **onErrorInfo** (Model.Wrapper wrapper, string info)

Protected Attributes

- System.Collections.Generic.List< Model.Voice > **cachedVoices** = new System.Collections.Generic.List<Model.Voice>()
- System.Collections.Generic.Dictionary< string, System.Diagnostics.Process > **processes** = new System.Collections.Generic.Dictionary<string, System.Diagnostics.Process>()
- bool **silence** = false
- MonoBehaviour **speakerObj**

Static Protected Attributes

- static char[] **splitCharWords** = new char[] { ' ' }

Properties

- static VoicesReady OnVoicesReady
An event triggered whenever the voices of a provider are ready.
- static SpeakStart OnSpeakStart
An event triggered whenever a speak is started.
- static SpeakComplete OnSpeakComplete
An event triggered whenever a speak is completed.
- static SpeakCurrentWord OnSpeakCurrentWord
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- static SpeakCurrentPhoneme OnSpeakCurrentPhoneme
An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- static SpeakCurrentViseme OnSpeakCurrentViseme
An event triggered whenever a new viseme is spoken (native mode, Windows only).
- static SpeakAudioGenerationStart OnSpeakAudioGenerationStart
An event triggered whenever a speak audio generation is started.
- static SpeakAudioGenerationComplete OnSpeakAudioGenerationComplete
An event triggered whenever a speak audio generation is completed.
- static ErrorInfo OnErrorInfo
An event triggered whenever an error occurs.
- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- virtual System.Collections.Generic.List< Model.Voice > **Voices** [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]

5.14.1 Detailed Description

Base class for voice providers.

5.14.2 Constructor & Destructor Documentation

5.14.2.1 Crosstales.RTVoice.Provider.BaseVoiceProvider.BaseVoiceProvider (MonoBehaviour *obj*)

Constructor for a VoiceProvider.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.14.3 Member Function Documentation

5.14.3.1 abstract IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.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.VoiceProviderMary.

5.14.3.2 virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence () [virtual]

Silence all active TTS-providers.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.14.3.3 virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence (string *uid*) [virtual]

Silence the current TTS-provider (native mode).

Parameters

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

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.14.3.4 **abstract IEnumerable** `Crosstales.RTVoice.Provider.BaseVoiceProvider.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.VoiceProviderMary`.

5.14.3.5 **abstract IEnumerable** `Crosstales.RTVoice.Provider.BaseVoiceProvider.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.VoiceProviderMary`.

5.14.4 Property Documentation

5.14.4.1 **ErrorInfo** `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnErrorInfo` [static], [add], [remove]

An event triggered whenever an error occurs.

5.14.4.2 **SpeakAudioGenerationComplete** `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationComplete` [static], [add], [remove]

An event triggered whenever a speak audio generation is completed.

5.14.4.3 **SpeakAudioGenerationStart** `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationStart` [static], [add], [remove]

An event triggered whenever a speak audio generation is started.

5.14.4.4 **SpeakComplete** `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakComplete` [static], [add], [remove]

An event triggered whenever a speak is completed.

5.14.4.5 **SpeakCurrentPhoneme** `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentPhoneme` `[static]`, `[add]`, `[remove]`

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

5.14.4.6 **SpeakCurrentViseme** `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentViseme` `[static]`, `[add]`, `[remove]`

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

5.14.4.7 **SpeakCurrentWord** `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentWord` `[static]`, `[add]`, `[remove]`

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

5.14.4.8 **SpeakStart** `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakStart` `[static]`, `[add]`, `[remove]`

An event triggered whenever a speak is started.

5.14.4.9 **VoicesReady** `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnVoicesReady` `[static]`, `[add]`, `[remove]`

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

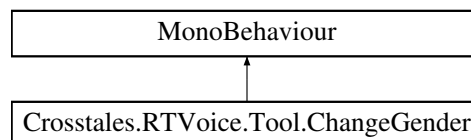
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/BaseVoiceProvider.cs`

5.15 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 **Start** ()
- void **OnDestroy** ()
- void **GenderChanged** (System.Int32 index)
- void **Change** ()

Public Attributes

- Model.Enum.Gender NewGender
The new gender for all voices.
- bool RefreshOnVoicesReady = true
Refresh on voices ready (default: true).
- bool ESpeakOnly = true
Change voices only when eSpeak is used (default: true).

5.15.1 Detailed Description

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

5.15.2 Member Data Documentation

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

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

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

The new gender for all voices.

5.15.2.3 bool Crosstales.RTVoice.Tool.ChangeGender.RefreshOnVoicesReady = true

Refresh on voices ready (default: true).

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔
Tool/ChangeGender.cs

5.16 Crosstales.RTVoice.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void Reset ()
Resets all changable variables to their default value.
- static void Load ()
Loads all changable variables.
- static void Save ()
Saves all changable 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
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_32BIT_WINDOWS = Constants.DEFAULT_ENFORCE_32BIT_WINDOWS
Enforce 32bit versions of voices under Windows.
- static bool ENFORCE_STANDALONE_TTS = Constants.DEFAULT_ENFORCE_STANDALONE_TTS
Enforce standalone TTS (for development).
- static string TTS_WINDOWS_BUILD = Constants.DEFAULT_TTS_WINDOWS_BUILD
Location of the TTS-wrapper under Windows (standalone).
- static string TTS_MACOS = Constants.DEFAULT_TTS_MACOS
Location of the TTS-system under MacOS.
- static string TTS_LINUX = Constants.DEFAULT_TTS_LINUX
Location of the TTS-system under Linux.
- static string TTS_LINUX_DATA = Constants.DEFAULT_TTS_LINUX_DATA
Location of the data for the TTS-system under Linux.
- static bool ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME
Enable or disable the ensuring the name of the RTVoice gameobject.
- static bool isLoading = false
Is the configuration loaded?

Properties

- static string AUDIOFILE_PATH [get, set]
Path to the generated audio files.
- static string TTS_WINDOWS_EDITOR [get]
Location of the TTS-wrapper under Windows (Editor).
- static string TTS_WINDOWS_EDITOR_x86 [get]
Location of the TTS-wrapper (32bit) under Windows (Editor).

5.16.1 Detailed Description

Configuration for the asset.

5.16.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

5.16.3 Member Data Documentation

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

Path to the asset inside the Unity project.

5.16.3.2 `bool Crosstales.RTVoice.Util.Config.AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE_AUTOMATIC_DELETE [static]`

Automatically delete the generated audio files.

5.16.3.3 `bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]`

Enable or disable debug logging for the asset.

5.16.3.4 `bool Crosstales.RTVoice.Util.Config.ENFORCE_32BIT_WINDOWS = Constants.DEFAULT_ENFORCE_32BIT_WINDOWS [static]`

Enforce 32bit versions of voices under Windows.

5.16.3.5 `bool Crosstales.RTVoice.Util.Config.ENFORCE_STANDALONE_TTS = Constants.DEFAULT_ENFORCE_STANDALONE_TTS [static]`

Enforce standalone TTS (for development).

5.16.3.6 `bool Crosstales.RTVoice.Util.Config.ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME [static]`

Enable or disable the ensuring the name of the RTVoice gameobject.

5.16.3.7 `bool Crosstales.RTVoice.Util.Config.isLoaded = false [static]`

Is the configuration loaded?

5.16.3.8 `string Crosstales.RTVoice.Util.Config.TTS_LINUX = Constants.DEFAULT_TTS_LINUX [static]`

Location of the TTS-system under Linux.

5.16.3.9 `string Crosstales.RTVoice.Util.Config.TTS_LINUX_DATA = Constants.DEFAULT_TTS_LINUX_DATA` `[static]`

Location of the data for the TTS-system under Linux.

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

Location of the TTS-system under MacOS.

5.16.3.11 `string Crosstales.RTVoice.Util.Config.TTS_WINDOWS_BUILD = Constants.DEFAULT_TTS_WINDOWS_BUILD`
`[static]`

Location of the TTS-wrapper under Windows (standalone).

5.16.4 Property Documentation

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

Path to the generated audio files.

5.16.4.2 `string Crosstales.RTVoice.Util.Config.TTS_WINDOWS_EDITOR` `[static], [get]`

Location of the TTS-wrapper under Windows (Editor).

5.16.4.3 `string Crosstales.RTVoice.Util.Config.TTS_WINDOWS_EDITOR_x86` `[static], [get]`

Location of the TTS-wrapper (32bit) under Windows (Editor).

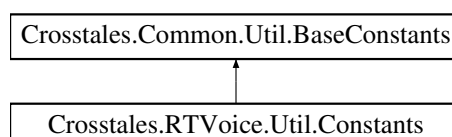
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Util/Config.cs`

5.17 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for `Crosstales.RTVoice.Util.Constants`:



Public Attributes

- const string ASSET_NAME = "RT-Voice PRO"
Name of the asset.
- const string ASSET_VERSION = "2019.5.0a1"
Version of the asset.
- const int ASSET_BUILD = 20190909
Build number of the asset.
- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the PRO asset in UAS.
- const string ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT"
URL of the 2019 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=PLgtonlOr6Tb41XTMee↔Z836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMee↔Z836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string ASSET_3P_ADVENTURE_CREATOR = "https://assetstore.unity.com/packages/slug/11896?aid=1011↔NGT"
URL of the 3rd party asset "Adventure Creator".
- const string ASSET_3P_CINEMA_DIRECTOR = "https://assetstore.unity.com/packages/slug/19779?aid=1011↔NGT"
URL of the 3rd party asset "Cinema Director".
- const string ASSET_3P_DIALOGUE_SYSTEM = "https://assetstore.unity.com/packages/slug/11672?aid=1011↔NGT"
URL of the 3rd party asset "Dialogue System".
- const string ASSET_3P_LOCALIZED_DIALOGS = "https://assetstore.unity.com/packages/slug/5020?aid=1011↔NGT"
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=10111NGT"
URL of the 3rd party asset "Quest System Pro".
- const string ASSET_3P_SALSA = "https://assetstore.unity.com/packages/slug/148442?aid=10111NGT"
URL of the 3rd party asset "SALSA".
- const string ASSET_3P_SLATE = "https://assetstore.unity.com/packages/slug/56558?aid=10111NGT"
URL of the 3rd party asset "SLATE".
- const string ASSET_3P_AMPLITUDE = "https://assetstore.unity.com/packages/slug/111277?aid=10111NGT"
URL of the 3rd party asset "THE Dialogue Engine".
- const string ASSET_3P_KLATTERSYNTH = "https://assetstore.unity.com/packages/slug/95453?aid=10111NGT"
URL of the 3rd party asset "uSequencer".
- const string ASSET_3P_WEBGL = "https://assetstore.unity.com/packages/slug/81861?aid=10111NGT"
URL of the 3rd party asset "WebGL Speech Synthesis".
- const string ASSET_3P_GOOGLE = "https://assetstore.unity.com/packages/slug/115170?aid=10111NGT"
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"
- const string KEY_ENSURE_NAME = KEY_PREFIX + "ENSURE_NAME"
- 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_WINDOWS_BUILD = @"RTVoiceTTSWrapper.exe"
- const string DEFAULT_TTS_MACOS = "say"
- const string DEFAULT_TTS_LINUX = "espeak"
- const string DEFAULT_TTS_LINUX_DATA = ""
- const int DEFAULT_TTS_KILL_TIME = 7000
- const bool DEFAULT_ENSURE_NAME = true
- const string RTVOICE_SCENE_OBJECT_NAME = "RTVoice"
RTVoice prefab scene name.

Static Public Attributes

- 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(2019, 9, 9)
Change date of the asset (YYYY, MM, DD).
- static readonly string DEFAULT_AUDIOFILE_PATH = Helper.ValidatePath(Application.temporaryCachePath)
- static string TTS_WINDOWS_SUBPATH = "Wrapper/Windows/RTVoiceTTSWrapper.exe"
Sub-path to the TTS-wrapper under Windows (Editor).
- static string TTS_WINDOWS_x86_SUBPATH = "Wrapper/Windows/RTVoiceTTSWrapper_x86.exe"
Sub-path to the TTS-wrapper (32bit) under Windows (Editor).
- 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

5.17.1 Detailed Description

Collected constants of very general utility for the asset.

5.17.2 Member Data Documentation

5.17.2.1 `const string Crosstales.RTVoice.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT"`

URL of the 2019 asset in UAS.

5.17.2.2 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://assetstore.unity.com/packages/slug/11896?aid=1011INGT"`

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

5.17.2.3 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_AMPLITUDE = "https://assetstore.unity.com/packages/slug/111277?aid=1011INGT"`

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

5.17.2.4 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR = "https://assetstore.unity.com/packages/slug/19779?aid=1011INGT"`

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

5.17.2.5 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_SYSTEM = "https://assetstore.unity.com/packages/slug/11672?aid=1011INGT"`

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

5.17.2.6 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_GOOGLE = "https://assetstore.unity.com/packages/slug/115170?aid=1011INGT"`

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

5.17.2.7 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_KLATTERSYNTH = "https://assetstore.unity.com/packages/slug/95453?aid=1011INGT"`

URL of the 3rd party asset "uSequencer".

5.17.2.8 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://assetstore.unity.com/packages/slug/32117?aid=1011INGT"`

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

5.17.2.9 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://assetstore.unity.com/packages/slug/5020?aid=1011INGT"`

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

5.17.2.10 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://assetstore.unity.com/packages/slug/9723?aid=1011INGT"`

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

5.17.2.11 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://assetstore.unity.com/packages/slug/63460?aid=1011INGT"`

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

5.17.2.12 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://assetstore.unity.com/packages/slug/148442?aid=1011INGT"`

URL of the 3rd party asset "SALSA".

5.17.2.13 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://assetstore.unity.com/packages/slug/56558?aid=1011INGT"`

URL of the 3rd party asset "SLATE".

5.17.2.14 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=1011INGT"`

URL of the 3rd party assets in UAS.

5.17.2.15 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_WEBGL = "https://assetstore.unity.com/packages/slug/81861?aid=1011INGT"`

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

5.17.2.16 `const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "http://www.crosstales.com/en/assets/rtvoice/api"`

URL of the asset API.

5.17.2.17 `const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 20190909`

Build number of the asset.

5.17.2.18 `readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.DateTime(2019, 9, 9)`
`[static]`

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

5.17.2.19 `const string Crosstales.RTVoice.Util.Constants.ASSET_CONTACT = "rtvoice@crosstales.com"`

Contact to the owner of the asset.

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

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

5.17.2.21 `const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://forum.unity3d.com/threads/rt-voice-runtime-text-to-speech-solution.340046/"`

URL of the asset forum.

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

URL of the asset manual.

5.17.2.23 `const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RT-Voice PRO"`

Name of the asset.

5.17.2.24 `const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"`

URL of the PRO asset in UAS.

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

URL for update-checks of the asset

5.17.2.26 `const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2019.5.0a1"`

Version of the asset.

5.17.2.27 `const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDLY7g8?list=P↵
LgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

5.17.2.28 `const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJyVgCm↵
X3wU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

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

URL of the asset in crosstales.

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

Audio file prefix to identify the files.

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

Female modifier for eSpeak.

5.17.2.32 `const string Crosstales.RTVoice.Util.Constants.RTVOICE_SCENE_OBJECT_NAME = "RTVoice"`

RTVoice prefab scene name.

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

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

5.17.2.34 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_SUBPATH = "Wrapper/Windows/RTVoiceTTSWrapper.exe"
[static]`

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

5.17.2.35 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "Wrapper/Windows/RTVoiceTTS↔
Wrapper_x86.exe" [static]`

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

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔
Util/Constants.cs`

5.18 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.

5.18.1 Detailed Description

Wrapper for the PlayerPrefs.

5.18.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.
-----	-----------------------------------

5.18.2.3 static bool Crosstales.Common.Util.CTPlayerPrefs.GetBool (string key) [static]

Allows to get a bool from a key.

Parameters

key	Key for the PlayerPrefs.
-----	--------------------------

Returns

Value for the key.

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

Allows to get a DateTime from a key.

Parameters

key	Key for the PlayerPrefs.
-----	--------------------------

Returns

Value for the key.

5.18.2.5 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.

5.18.2.6 `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.

5.18.2.7 `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.

5.18.2.8 `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.

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

Saves all modifications.

5.18.2.10 `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.

5.18.2.11 `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.

5.18.2.12 `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.

5.18.2.13 `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.

5.18.2.14 `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.

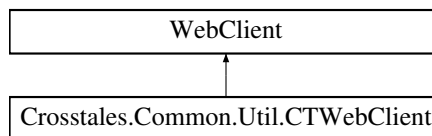
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTPlayerPrefs.cs

5.19 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

5.19.1 Detailed Description

Specialized WebClient.

5.19.2 Property Documentation

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

Connection limit for all WebClients

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

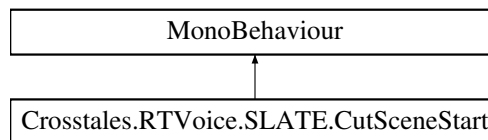
Timeout in milliseconds

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

- `D:/slauberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs`

5.20 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference

Inheritance diagram for `Crosstales.RTVoice.SLATE.CutSceneStart`:



Public Member Functions

- `void Start ()`

Public Attributes

- `Slate.Cutscene Cut`

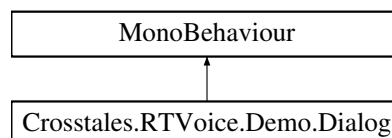
The documentation for this class was generated from the following file:

- `D:/slauberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/SLATE/Scripts/CutSceneStart.cs`

5.21 Crosstales.RTVoice.Demo.Dialog Class Reference

Simple dialog system with TTS voices.

Inheritance diagram for `Crosstales.RTVoice.Demo.Dialog`:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- 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** = false

5.21.1 Detailed Description

Simple dialog system with TTS voices.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Dialog.cs

5.22 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string CToTitleCase (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string CReverse (this string str)
Extension method for strings. Reverses a string.
- static string CReplace (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 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[] CToString< 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 > CToString< 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 > source, 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.

5.22.1 Detailed Description

Various extension methods.

5.22.2 Member Function Documentation

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

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

Parameters

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

5.22.2.2 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.

5.22.2.3 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) <small>API</small>

Returns

True if the string contains all parts of the given string.

5.22.2.4 `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.

5.22.2.5 `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.

5.22.2.6 `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.

5.22.2.7 `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.

5.22.2.8 `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.

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

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

Parameters

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

Returns

String with lines for all list entries.

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

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

Parameters

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

Returns

String with lines for all list entries.

5.22.2.11 `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.

5.22.2.12 `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.

5.22.2.13 `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.

5.22.2.14 **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.

5.22.2.15 **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.

5.22.2.16 **static bool Crosstales.ExtensionMethods.CTEquals** (this string *str*, string *toCheck*, System.StringComparison *comp* = System.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.

5.22.2.17 `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*.

5.22.2.18 `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: <i>StringComparison.OrdinalIgnoreCase</i> , optional)

Returns

Replaced string.

5.22.2.19 `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.

5.22.2.20 `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)

5.22.2.21 `static void Crosstales.ExtensionMethods.CTShuffle< T > (this System.Collections.Generic.IList< 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)

5.22.2.22 `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).

5.22.2.23 `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).

5.22.2.24 `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.

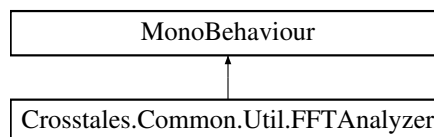
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Extension↔ Methods.cs

5.23 Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Util.FFTAnalyzer:



Public Member Functions

- void **Update** ()

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 = 0
summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMMode** = FFTWindow.BlackmanHarris

5.23.1 Detailed Description

FFT analyzer for an audio channel.

5.23.2 Member Data Documentation

5.23.2.1 int Crosstales.Common.Util.FFTAnalyzer.Channel = 0

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

5.23.2.2 float [] Crosstales.Common.Util.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).

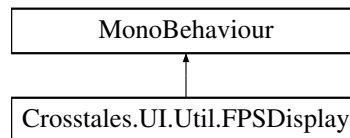
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/FFTAnalyzer.cs

5.24 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text FPS
Text component to display the FPS.

5.24.1 Detailed Description

Simple FPS-Counter.

5.24.2 Member Data Documentation

5.24.2.1 Text Crosstales.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

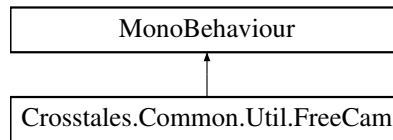
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/↔ Scripts/Util/FPSDisplay.cs

5.25 Crosstales.Common.Util.FreeCam Class Reference

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

Inheritance diagram for Crosstales.Common.Util.FreeCam:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()
- 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).*

5.25.1 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

5.25.2 Member Function Documentation

5.25.2.1 void Crosstales.Common.Util.FreeCam.StartLooking ()

Enable free looking.

5.25.2.2 void Crosstales.Common.Util.FreeCam.StopLooking ()

Disable free looking.

5.25.3 Member Data Documentation

5.25.3.1 float Crosstales.Common.Util.FreeCam.FastMovementSpeed = 100f

Speed of camera movement when shift is held down.

5.25.3.2 float Crosstales.Common.Util.FreeCam.FastZoomSensitivity = 50f

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

5.25.3.3 float Crosstales.Common.Util.FreeCam.FreeLookSensitivity = 3f

Sensitivity for free look.

5.25.3.4 float Crosstales.Common.Util.FreeCam.MovementSpeed = 10f

Normal speed of camera movement.

5.25.3.5 float Crosstales.Common.Util.FreeCam.ZoomSensitivity = 10f

Amount to zoom the camera when using the mouse wheel.

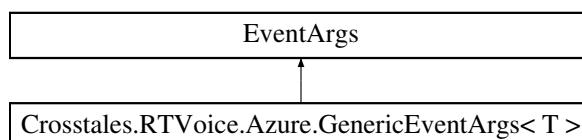
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/FreeCam.cs

5.26 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.

5.26.1 Detailed Description

Generic event args

Template Parameters

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

5.26.2 Constructor & Destructor Documentation

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

Initializes a new instance of the `GenericEventArgs<T>` class.

Parameters

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

5.26.3 Property Documentation

5.26.3.1 `T Crosstales.RTVoice.Azure.GenericEventArgs< T >.EventData` [get]

Gets the event data.

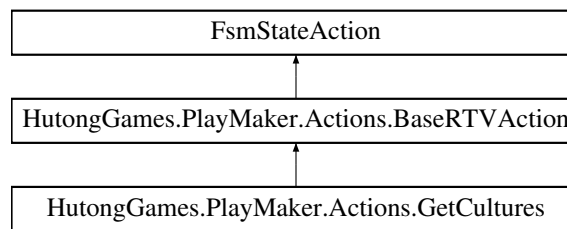
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Scripts/TTSCClient.cs`

5.27 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

- FsmString[] Cultures
Found voices (output array).

5.27.1 Detailed Description

GetCultures-action for PlayMaker.

5.27.2 Member Data Documentation

5.27.2.1 FsmString [] HutongGames.PlayMaker.Actions.GetCultures.Cultures

Found voices (output array).

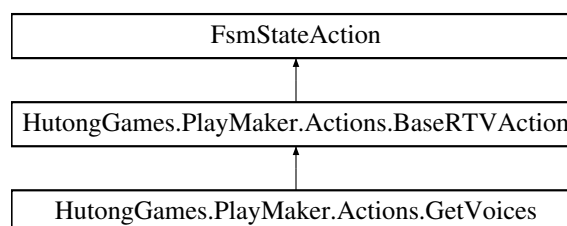
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/GetCultures.cs

5.28 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).
- FsmString[] Voices
Found voices (output array).

5.28.1 Detailed Description

GetVoices-action for PlayMaker.

5.28.2 Member Data Documentation

5.28.2.1 FsmString HutongGames.PlayMaker.Actions.GetVoices.Culture

Culture of the voices (e.g. 'en', blank for all cultures).

5.28.2.2 FsmString HutongGames.PlayMaker.Actions.GetVoices.Gender

Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).

5.28.2.3 FsmString [] HutongGames.PlayMaker.Actions.GetVoices.Voices

Found voices (output array).

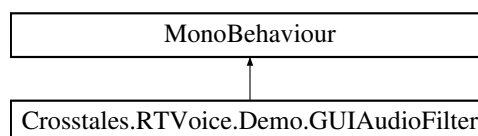
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/GetVoices.cs

5.29 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

Simple GUI for audio filters.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIAudioFilter:



Public Member Functions

- void **Start** ()
- void **ResetFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- 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**

5.29.1 Detailed Description

Simple GUI for audio filters.

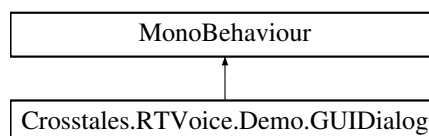
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/Scripts/GUIAudioFilter.cs

5.30 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 **Start** ()
- void **Update** ()
- 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** (System.Int32 index)
- void **GenderBChanged** (System.Int32 index)

Public Attributes

- Dialog **DialogScript**
- Color32 **SpeakerColor** = new Color32(0, 255, 0, 192)
- Image **PanelPersonA**
- Image **PanelPersonB**
- Text **PersonA**
- Text **PersonB**

5.30.1 Detailed Description

Simple GUI for runtime dialogs with all available OS voices.

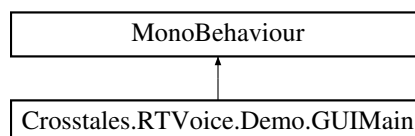
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUIDialog.cs

5.31 Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- GameObject **NoVoices**
- Text **Errors**

5.31.1 Detailed Description

Main GUI component for all demo scenes.

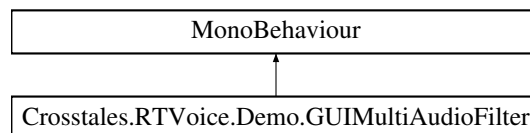
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/Scripts/GUIMain.cs`

5.32 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 **Start** ()
- void **ResetFilters** ()
- void **ClearFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- 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**

5.32.1 Detailed Description

Simple GUI for audio filters on multiple objects.

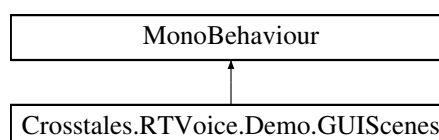
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/Scripts/GUIMultiAudioFilter.cs

5.33 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**

5.33.1 Detailed Description

Main GUI scene manager for all demo scenes.

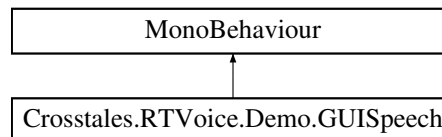
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUIScenes.cs

5.34 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 **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OnDestroy** ()
- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **ChangeMaryTTS** (bool maryTTS)
- void **GenderChanged** (System.Int32 index)

Public Attributes

- bool **StartAsNative** = false
- 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**
- Toggle **MaryToogle**
- Text **Voices**

Static Public Attributes

- static float **Rate** = 1f
- static float **Pitch** = 1f
- static float **Volume** = 1f
- static bool **isNative** = false

5.34.1 Detailed Description

Simple GUI for runtime TTS with all available OS voices.

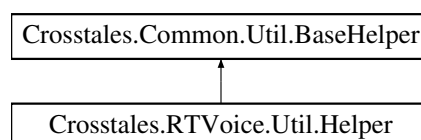
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUISpeech.cs

5.35 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 System.Collections.Generic.Dictionary< int, string > **LocaleCodes** = new System.Collections.↵ Generic.Dictionary<int, string>(161)

Properties

- static bool hasBuiltInTTS [get]
Checks if the current platform has built-in TTS.
- static Model.Enum.ProviderType CurrentProviderType [get]
The current provider type.

Additional Inherited Members

5.35.1 Detailed Description

Various helper functions.

5.35.2 Member Function Documentation

5.35.2.1 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.

5.35.2.2 `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.

5.35.2.3 `static string Crosstales.RTVoice.Util.Helper.MarkSpokenText (string[] speechTextArray, int wordIndex, bool markAllSpokenWords = false, string markPrefix = "<color=green>", string markPostfix = "</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.

5.35.2.4 `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.

5.35.2.5 `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.

5.35.3 Property Documentation

5.35.3.1 `Model.Enum.ProviderType Crosstales.RTVoice.Util.Helper.CurrentProviderType` [static], [get]

The current provider type.

Returns

Current provider type.

5.35.3.2 `bool Crosstales.RTVoice.Util.Helper.hasBuiltInTTS` [static], [get]

Checks if the current platform has built-in TTS.

Returns

True if the current platform has built-in TTS.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Util/Helper.cs

5.36 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, set]`
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.

5.36.1 Detailed Description

Inputs Options for the TTS Service.

5.36.2 Constructor & Destructor Documentation

5.36.2.1 `Crosstales.RTVoice.Azure.Synthesize.InputOptions.InputOptions ()`

Initializes a new instance of the Input class.

5.36.3 Property Documentation

5.36.3.1 `string Crosstales.RTVoice.Azure.Synthesize.InputOptions.AuthorizationToken [get], [set]`

Authorization Token.

5.36.3.2 `System.Collections.Generic.IEnumerable<System.Collections.Generic.KeyValuePair<string, string> > Crosstales.RTVoice.Azure.Synthesize.InputOptions.Headers [get], [set]`

Gets or sets the headers.

5.36.3.3 `string Crosstales.RTVoice.Azure.Synthesize.InputOptions.Locale` [get], [set]

Gets or sets the locale.

5.36.3.4 `AudioOutputFormat Crosstales.RTVoice.Azure.Synthesize.InputOptions.OutputFormat` [get], [set]

Gets or sets the audio output format.

5.36.3.5 `System.Uri Crosstales.RTVoice.Azure.Synthesize.InputOptions.RequestUri` [get], [set]

Gets or sets the request URI.

5.36.3.6 `string Crosstales.RTVoice.Azure.Synthesize.InputOptions.Text` [get], [set]

Gets or sets the text.

5.36.3.7 `string Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceName` [get], [set]

Gets or sets the name of the voice.

5.36.3.8 `Model.Enum.Gender Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceType` [get], [set]

Gets or sets the type of the voice; male/female.

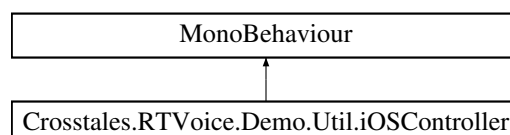
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Scripts/TTSCClient.cs`

5.37 Crosstales.RTVoice.Demo.Util.iOSController Class Reference

Enables MaryTTS on iOS for specific scenes.

Inheritance diagram for `Crosstales.RTVoice.Demo.Util.iOSController`:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()

5.37.1 Detailed Description

Enables MaryTTS on iOS for specific scenes.

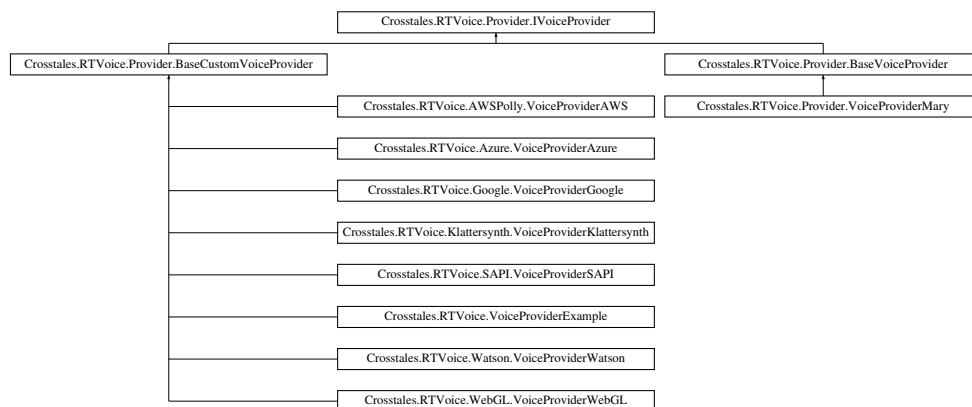
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/iOSController.cs

5.38 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.

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).

5.38.1 Detailed Description

Interface for all voice providers.

5.38.2 Member Function Documentation

5.38.2.1 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.Provider.BaseVoiceProvider`, `Crosstales.RTVoice.Azure.VoiceProviderAzure`, `Crosstales.RTVoice.SAPI.VoiceProviderSAPI`, `Crosstales.RTVoice.Google.VoiceProviderGoogle`, `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`, `Crosstales.RTVoice.WebGL.VoiceProviderWebGL`, `Crosstales.RTVoice.Provider.VoiceProviderMary`, `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth`, `Crosstales.RTVoice.VoiceProviderExample`, and `Crosstales.RTVoice.Watson.VoiceProviderWatson`.

5.38.2.2 void `Crosstales.RTVoice.Provider.IVoiceProvider.Silence` ()

Silence all active TTS-providers.

Implemented in `Crosstales.RTVoice.SAPI.VoiceProviderSAPI`, `Crosstales.RTVoice.WebGL.VoiceProviderWebGL`, `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`, and `Crosstales.RTVoice.Provider.BaseVoiceProvider`.

5.38.2.3 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.Provider.BaseVoiceProvider`, and `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.38.2.4 IEnumerable `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.Google.VoiceProviderGoogle`, `Crosstales.RTVoice.Watson.VoiceProviderWatson`, `Crosstales.RTVoice.Provider.BaseVoiceProvider`, `Crosstales.RTVoice.SAPI.VoiceProviderSAPI`, `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`, `Crosstales.RTVoice.WebGL.VoiceProviderWebGL`, `Crosstales.RTVoice.VoiceProviderExample`, `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth`, and `Crosstales.RTVoice.Provider.VoiceProviderMary`.

5.38.2.5 IEnumerable `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.Google.VoiceProviderGoogle`, `Crosstales.RTVoice.VoiceProviderExample`, `Crosstales.RTVoice.Watson.VoiceProviderWatson`, `Crosstales.RTVoice.Provider.BaseVoiceProvider`, `Crosstales.RTVoice.SAPI.VoiceProviderSAPI`, `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`, `Crosstales.RTVoice.WebGL.VoiceProviderWebGL`, `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth`, and `Crosstales.RTVoice.Provider.VoiceProviderMary`.

5.38.3 Property Documentation

5.38.3.1 `string Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileExtension` [get]

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.38.3.2 `AudioType Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileType` [get]

Returns the type of the generated audio files.

Returns

Type of the generated audio files.

5.38.3.3 `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.

5.38.3.4 `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.

5.38.3.5 `bool Crosstales.RTVoice.Provider.IVoiceProvider.hasCoRoutines` [get]

Indicates if this provider uses co-routines.

Returns

True if this provider uses co-routines.

5.38.3.6 `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.

5.38.3.7 `bool Crosstales.RTVoice.Provider.IVoiceProvider.isIL2CPPSupported` [get]

Indicates if this provider is supporting IL2CPP.

Returns

True if this provider supports IL2CPP.

5.38.3.8 `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.

5.38.3.9 `bool Crosstales.RTVoice.Provider.IVoiceProvider.isPlatformSupported` [get]

Indicates if this provider is supporting the current platform.

Returns

True if this provider supports current platform.

5.38.3.10 `bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakNativeSupported` [get]

Indicates if this provider is supporting SpeakNative.

Returns

True if this provider supports SpeakNative.

5.38.3.11 `bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakSupported` [get]

Indicates if this provider is supporting Speak.

Returns

True if this provider supports Speak.

5.38.3.12 `bool Crosstales.RTVoice.Provider.IVoiceProvider.isSSMLSupported` [get]

Indicates if this provider is supporting SSML.

Returns

True if this provider supports SSML.

5.38.3.13 `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.

5.38.3.14 `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.

5.38.3.15 `int Crosstales.RTVoice.Provider.IVoiceProvider.MaxTextLength` [get]

Maximal length of the speech text (in characters).

Returns

The maximal length of the speech text.

5.38.3.16 `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.

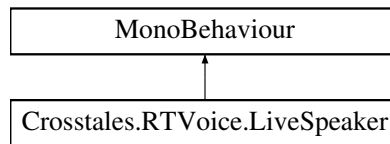
The documentation for this interface was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Provider/IVoiceProvider.cs`

5.39 Crosstales.RTVoice.LiveSpeaker Class Reference

Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").

Inheritance diagram for Crosstales.RTVoice.LiveSpeaker:



Public Member Functions

- void SpeakNative (Model.Wrapper wrapper)
Speaks a text with a given wrapper -> native mode.
- void SpeakNative (string args)
Speaks a text with a given array of arguments (native mode).
- void SpeakNative (string[] args)
Speaks a text with a given array of arguments (native mode).
- void Speak (Model.Wrapper wrapper)
Speaks a text with a given wrapper.
- void Speak (string args)
Speaks a text with a given array of arguments.
- void Speak (string[] args)
Speaks a text with a given array of arguments.
- void Silence ()
Silence all active TTS-voices.

5.39.1 Detailed Description

Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").

5.39.2 Member Function Documentation

5.39.2.1 void Crosstales.RTVoice.LiveSpeaker.Silence ()

Silence all active TTS-voices.

5.39.2.2 void Crosstales.RTVoice.LiveSpeaker.Speak (Model.Wrapper wrapper)

Speaks a text with a given wrapper.

Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

5.39.2.3 void Crosstales.RTVoice.LiveSpeaker.Speak (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).
-------------	---

5.39.2.4 void Crosstales.RTVoice.LiveSpeaker.Speak (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).
-------------	---

5.39.2.5 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (Model.Wrapper *wrapper*)

Speaks a text with a given wrapper -> native mode.

Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

5.39.2.6 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (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).
-------------	---

5.39.2.7 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (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).
-------------	---

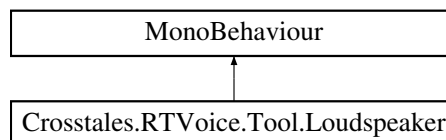
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/LiveSpeaker.cs

5.40 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

Loudspeaker for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **Update** ()
- void **FixedUpdate** ()
- void **OnDisable** ()

Public Attributes

- AudioSource Source
Origin AudioSource.
- bool Synchronized = false
Synchronize with the origin (default: false).
- bool SilenceSource = true
Silence the origin (default: true).

Properties

- bool isSynchronized [get, set]
Synchronize with the origin (main use is for UI).
- bool isSilenceSource [get, set]
Silence the origin (main use is for UI).

5.40.1 Detailed Description

Loudspeaker for an AudioSource.

5.40.2 Member Data Documentation

5.40.2.1 `bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource = true`

Silence the origin (default: true).

5.40.2.2 `AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source`

Origin AudioSource.

5.40.2.3 `bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized = false`

Synchronize with the origin (default: false).

5.40.3 Property Documentation

5.40.3.1 `bool Crosstales.RTVoice.Tool.Loudspeaker.isSilenceSource` `[get]`, `[set]`

Silence the origin (main use is for UI).

5.40.3.2 `bool Crosstales.RTVoice.Tool.Loudspeaker.isSynchronized` `[get]`, `[set]`

Synchronize with the origin (main use is for UI).

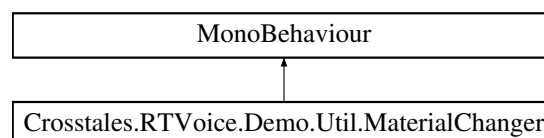
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Tool/Loudspeaker.cs`

5.41 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 Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- AudioSource **Source**
- Material **ActiveMaterial**

5.41.1 Detailed Description

Changes the material of a renderer while an AudioSource is playing.

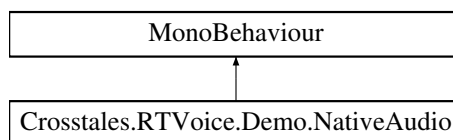
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/MaterialChanger.cs

5.42 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 **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **StartTTS** ()
- void **Silence** ()

Public Attributes

- string **SpeechText** = "This is an example with native audio for exact timing (e.g. animations)."
- bool **PlayOnStart** = false
- float **Delay** = 1f

5.42.1 Detailed Description

Simple example with native audio for exact timing.

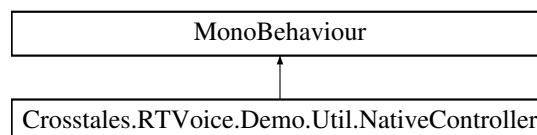
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/NativeAudio.cs

5.43 Crosstales.RTVoice.Demo.Util.NativeController Class Reference

Enables or disable game objects for native mode.

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



Public Member Functions

- void **Update** ()

Public Attributes

- bool Active = true
Enable or disable the 'Objects' for native mode (default: true).
- GameObject[] Objects
Selected objects for the controller.

5.43.1 Detailed Description

Enables or disable game objects for native mode.

5.43.2 Member Data Documentation

5.43.2.1 bool Crosstales.RTVoice.Demo.Util.NativeController.Active = true

Enable or disable the 'Objects' for native mode (default: true).

5.43.2.2 GameObject [] Crosstales.RTVoice.Demo.Util.NativeController.Objects

Selected objects for the controller.

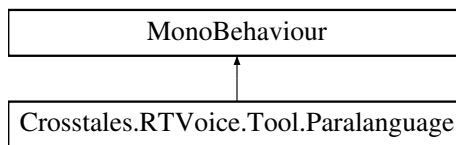
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/NativeController.cs

5.44 Crosstales.RTVoice.Tool.Paralanguage Class Reference

Para-language simulator with audio files.

Inheritance diagram for Crosstales.RTVoice.Tool.Paralanguage:



Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **Speak** ()
Speak the text.
- void **Silence** ()
Silence the speech.

Public Attributes

- string **Text** = string.Empty
Text to speak.
- Model.VoiceAlias **Voices**
Voices for the speech.
- Model.Enum.SpeakMode **Mode** = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioClip[] **Clips**
Audio clips to play.
- float **Rate** = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float **Pitch** = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float **Volume** = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool **PlayOnStart** = false
Enable speaking of the text on start (default: false).
- float **Delay** = 0f
Delay until the speech for this text starts (default: 0).

Properties

- **ParalanguageStart OnParalanguageStart**
An event triggered whenever a Paralanguage 'Speak' is started.
- **ParalanguageComplete OnParalanguageComplete**
An event triggered whenever a Paralanguage 'Speak' is completed.
- **string CurrentText** [get, set]
Text to speak (main use is for UI).
- **float CurrentRate** [get, set]
Speech rate of the speaker in percent (main use is for UI).
- **float CurrentPitch** [get, set]
Speech pitch of the speaker in percent (main use is for UI).
- **float CurrentVolume** [get, set]
Volume of the speaker in percent (main use is for UI).

5.44.1 Detailed Description

Para-language simulator with audio files.

5.44.2 Member Function Documentation

5.44.2.1 void Crosstales.RTVoice.Tool.Paralanguage.Silence ()

Silence the speech.

5.44.2.2 void Crosstales.RTVoice.Tool.Paralanguage.Speak ()

Speak the text.

5.44.3 Member Data Documentation

5.44.3.1 AudioClip [] Crosstales.RTVoice.Tool.Paralanguage.Clips

Audio clips to play.

5.44.3.2 float Crosstales.RTVoice.Tool.Paralanguage.Delay = 0f

Delay until the speech for this text starts (default: 0).

5.44.3.3 Model.Enum.SpeakMode Crosstales.RTVoice.Tool.Paralanguage.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.44.3.4 float Crosstales.RTVoice.Tool.Paralanguage.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.44.3.5 bool Crosstales.RTVoice.Tool.Paralanguage.PlayOnStart = false

Enable speaking of the text on start (default: false).

5.44.3.6 float Crosstales.RTVoice.Tool.Paralanguage.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.44.3.7 string Crosstales.RTVoice.Tool.Paralanguage.Text = string.Empty

Text to speak.

5.44.3.8 Model.VoiceAlias Crosstales.RTVoice.Tool.Paralanguage.Voices

Voices for the speech.

5.44.3.9 float Crosstales.RTVoice.Tool.Paralanguage.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.44.4 Property Documentation

5.44.4.1 float Crosstales.RTVoice.Tool.Paralanguage.CurrentPitch [get], [set]

Speech pitch of the speaker in percent (main use is for UI).

5.44.4.2 float Crosstales.RTVoice.Tool.Paralanguage.CurrentRate [get], [set]

Speech rate of the speaker in percent (main use is for UI).

5.44.4.3 string Crosstales.RTVoice.Tool.Paralanguage.CurrentText [get], [set]

Text to speak (main use is for UI).

5.44.4.4 float Crosstales.RTVoice.Tool.Paralanguage.CurrentVolume [get], [set]

Volume of the speaker in percent (main use is for UI).

5.44.4.5 ParalanguageComplete Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageComplete [add], [remove]

An event triggered whenever a Paralanguage 'Speak' is completed.

5.44.4.6 ParalanguageStart Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageStart [add], [remove]

An event triggered whenever a Paralanguage 'Speak' is started.

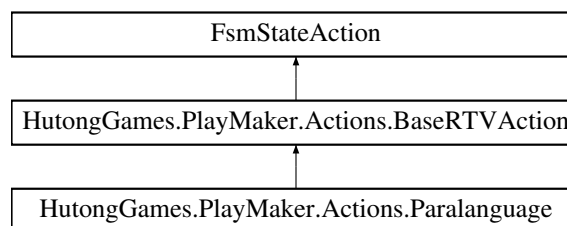
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Tool/Paralanguage.cs

5.45 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).

5.45.1 Detailed Description

Paralanguage-action for PlayMaker.

5.45.2 Member Data Documentation

5.45.2.1 Crosstales.RTVoice.Tool.Paralanguage HutongGames.PlayMaker.Actions.Paralanguage.Obj

Add a Paralanguage (default: first object in scene).

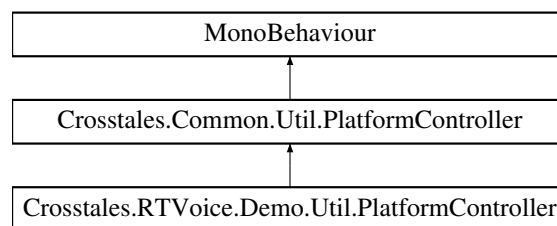
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/Paralanguage.cs

5.46 Crosstales.RTVoice.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

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



Public Member Functions

- override void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()

Additional Inherited Members

5.46.1 Detailed Description

Enables or disable game objects for a given platform.

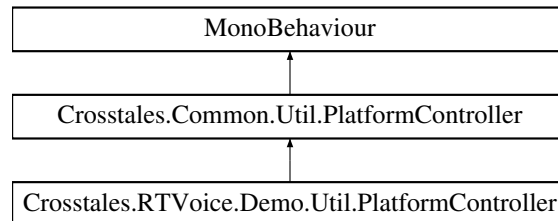
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/PlatformController.cs

5.47 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< Model.Enum.Platform > Platforms
Selected platforms for the controller.
- bool **Active** = true
- GameObject[] Objects
Selected objects for the controller.

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- Model.Enum.Platform **currentPlatform**

5.47.1 Detailed Description

Enables or disable game objects for a given platform.

5.47.2 Member Data Documentation

5.47.2.1 GameObject [] Crosstales.Common.Util.PlatformController.Objects

Selected objects for the controller.

5.47.2.2 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).

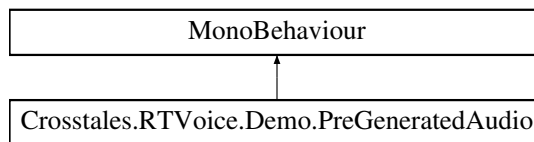
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/PlatformController.cs

5.48 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 **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- 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** = false

5.48.1 Detailed Description

Simple example with pre-generated audio for exact timing.

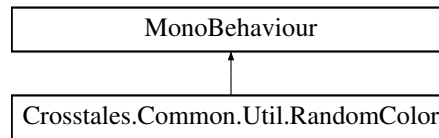
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/Scripts/PreGeneratedAudio.cs

5.49 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Member Functions

- void **Start** ()
- void **Update** ()

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 = false
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** = false

5.49.1 Detailed Description

Random color changer.

5.49.2 Member Data Documentation

5.49.2.1 Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)

summary>Use gray scale colors (default: false).

5.49.2.2 **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).

5.49.2.3 **bool** `Crosstales.Common.Util.RandomColor.GrayScale = false`

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.49.2.4 **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).

5.49.2.5 **Material** `Crosstales.Common.Util.RandomColor.Material`

summary>Set the object to a random color at Start (default: false).

5.49.2.6 **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).

5.49.2.7 **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).

5.49.2.8 **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).

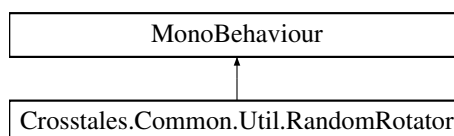
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/RandomColor.cs`

5.50 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for `Crosstales.Common.Util.RandomRotator`:



Public Member Functions

- void **Start** ()
- void **Update** ()

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** = false

5.50.1 Detailed Description

Random rotation changer.

5.50.2 Member Data Documentation

5.50.2.1 Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.50.2.2 Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)

summary>Set the object to a random rotation at Start (default: false).

5.50.2.3 Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.50.2.4 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).

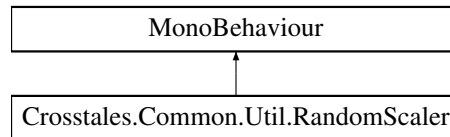
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/RandomRotator.cs

5.51 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Member Functions

- void **Start** ()
- void **Update** ()

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** = false

5.51.1 Detailed Description

Random scale changer.

5.51.2 Member Data Documentation

5.51.2.1 Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)

summary> Minimum scale per axis (default: 0.1 for all axis).

5.51.2.2 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).

5.51.2.3 `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).

5.51.2.4 `bool Crosstales.Common.Util.RandomScaler.Uniform = true`

summary>Set the object to a random scale at Start (default: false).

5.51.2.5 `bool Crosstales.Common.Util.RandomScaler.UseInterval = true`

Use intervals to change the scale (default: true).

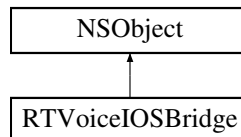
summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomScaler.cs`

5.52 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Instance Methods

- (void) - setVoices
- (void) - speak:text:rate:pitch:volume:
- (void) - stop

5.52.1 Method Documentation

5.52.1.1 - (void) setVoices

Collects and sends all voices to RTVoice.

5.52.1.2 - (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>name</i>	Name 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

5.52.1.3 - (void) stop

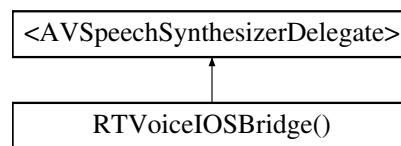
Stops speaking

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Wrapper/iOS/RTVoiceIOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Wrapper/iOS/RTVoiceIOSBridge.mm

5.53 RTVoiceIOSBridge() Category Reference

Inheritance diagram for RTVoiceIOSBridge():



Properties

- AVSpeechSynthesizer * **synthesizer**

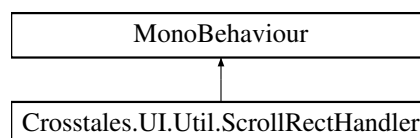
The documentation for this category was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Wrapper/iOS/RTVoiceIOSBridge.mm

5.54 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**

5.54.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

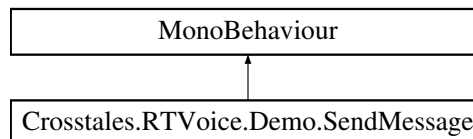
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs

5.55 Crosstales.RTVoice.Demo.SendMessage Class Reference

Simple "SendMessage" example.

Inheritance diagram for Crosstales.RTVoice.Demo.SendMessage:



Public Member Functions

- void **Start** ()
- 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** = false

5.55.1 Detailed Description

Simple "SendMessage" example.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/Demo/←
Scripts/SendMessage.cs

5.56 Crosstailes.RTVoice.Model.Sequence Class Reference

Model for a sequence.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string Text = string.Empty
Text to speak.
- Model.VoiceAlias Voices
Voices for the speech.
- Enum.SpeakMode Mode = Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioSource Source
AudioSource for the output (optional).
- float Rate = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool **initialized** = false

5.56.1 Detailed Description

Model for a sequence.

5.56.2 Member Data Documentation

5.56.2.1 Enum.SpeakMode Crosstailes.RTVoice.Model.Sequence.Mode = Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.56.2.2 float Crosstales.RTVoice.Model.Sequence.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.56.2.3 float Crosstales.RTVoice.Model.Sequence.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.56.2.4 AudioSource Crosstales.RTVoice.Model.Sequence.Source

AudioSource for the output (optional).

5.56.2.5 string Crosstales.RTVoice.Model.Sequence.Text = string.Empty

Text to speak.

5.56.2.6 Model.VoiceAlias Crosstales.RTVoice.Model.Sequence.Voices

Voices for the speech.

5.56.2.7 float Crosstales.RTVoice.Model.Sequence.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

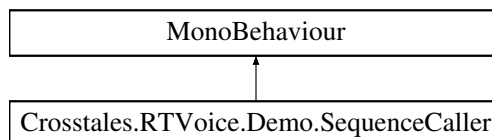
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Model/Sequence.cs

5.57 Crosstales.RTVoice.Demo.SequenceCaller Class Reference

Simple Sequence caller example.

Inheritance diagram for Crosstales.RTVoice.Demo.SequenceCaller:



Public Member Functions

- void **Start** ()

Public Attributes

- GameObject **receiver**
- int **NumberOfSequences**
- float **SequenceDelay** = 1f

5.57.1 Detailed Description

Simple Sequence caller example.

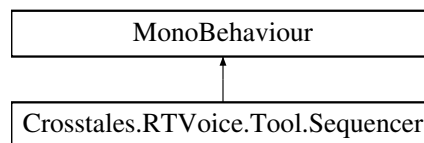
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/SequenceCaller.cs

5.58 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer for dialogues.

Inheritance diagram for Crosstales.RTVoice.Tool.Sequencer:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- 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** = 0f
Delay in seconds before the Sequencer starts processing (default: 0).
- bool **PlayOnStart** = false
Enable the Sequencer on start (default: false).

Properties

- Model.Sequence CurrentSequence [get]
Returns the current Sequence.

5.58.1 Detailed Description

Simple sequencer for dialogues.

5.58.2 Member Function Documentation

5.58.2.1 void Crosstales.RTVoice.Tool.Sequencer.PlayAllSequences ()

Plays all Sequences.

5.58.2.2 void Crosstales.RTVoice.Tool.Sequencer.PlayNextSequence ()

Plays the next Sequence in the array.

5.58.2.3 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).
--------------	---

5.58.2.4 void Crosstales.RTVoice.Tool.Sequencer.StopAllSequences ()

Stops and silences all active Sequences.

5.58.3 Member Data Documentation

5.58.3.1 float Crosstales.RTVoice.Tool.Sequencer.Delay = 0f

Delay in seconds before the Sequencer starts processing (default: 0).

5.58.3.2 bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false

Enable the Sequencer on start (default: false).

5.58.3.3 Model.Sequence [] Crosstales.RTVoice.Tool.Sequencer.Sequences

All available sequences.

5.58.4 Property Documentation

5.58.4.1 Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence [get]

Returns the current Sequence.

Returns

The current Sequence.

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

- D:/slaubenger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Tool/Sequencer.cs

5.59 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:



Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.StreamingContext context)

Properties

- System.Xml.Serialization.XmlSerializer **ValueSerializer** [get]

5.59.1 Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializableDictionary.cs

5.60 Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)
Serialize an object to a byte-array.
- static byte[] SerializeToByteArray< T > (T obj)
Serialize an object to a byte-array.
- static T DeserializeFromFile< T > (string filename)
Deserialize a binary-file to an object.
- static T DeserializeFromByteArray< T > (byte[] data)
Deserialize a byte-array to an object.

5.60.1 Detailed Description

Serialize and deserialize objects to/from binary files.

5.60.2 Member Function Documentation

5.60.2.1 static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (byte[] data) [static]

Deserialize a byte-array to an object.

Parameters

<i>filename</i>	Byte-array of the object
-----------------	--------------------------

Returns

Object

5.60.2.2 static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (string filename) [static]

Deserialize a binary-file to an object.

Parameters

<i>filename</i>	Binary-file of the object
-----------------	---------------------------

Returns

Object

5.60.2.3 `static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (T obj) [static]`

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Byte-array of the object

5.60.2.4 `static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > (T obj, string filename) [static]`

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

Returns

Byte-array of the object

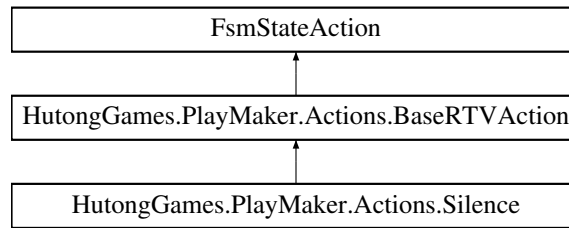
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/SerializeDeSerialize.cs

5.61 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

5.61.1 Detailed Description

Silence-action for PlayMaker.

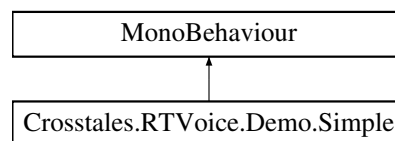
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/Silence.cs

5.62 Crosstales.RTVoice.Demo.Simple Class Reference

Simple TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- bool **PlayOnStart** = false
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**

5.62.1 Detailed Description

Simple TTS example.

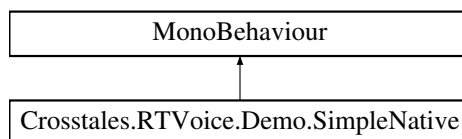
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/Scripts/Simple.cs`

5.63 Crosstales.RTVoice.Demo.SimpleNative Class Reference

Simple native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- 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** = false
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **TextSpeakerC**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **PhonemeSpeakerC**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- Text **VisemeSpeakerC**

5.63.1 Detailed Description

Simple native TTS example.

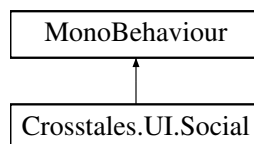
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/SimpleNative.cs

5.64 Crosstales.UI.Social Class Reference

Crosstales social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.64.1 Detailed Description

Crosstales social media links.

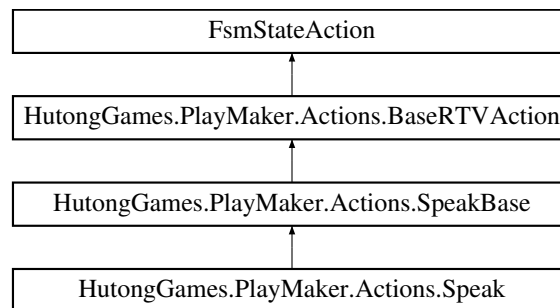
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Social.cs

5.65 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 RTVoiceNameMaryTTS = "cms-rms-hsmm"
Name of the RT-Voice under MaryTTS.
- 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

5.65.1 Detailed Description

Speak-action for PlayMaker.

5.65.2 Member Data Documentation

5.65.2.1 FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"

Fallback culture (e.g. 'en', optional).

5.65.2.2 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = "en"

Name of the RT-Voice under Android.

5.65.2.3 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameCustom = string.Empty

Name of the RT-Voice in a custom provider.

5.65.2.4 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

5.65.2.5 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"

Name of the RT-Voice under macOS.

5.65.2.6 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMaryTTS = "cms-rms-hsmm"

Name of the RT-Voice under MaryTTS.

5.65.2.7 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "David"

Name of the RT-Voice under Windows.

5.65.2.8 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "David"

Name of the RT-Voice under WSA.

5.65.2.9 FsmString HutongGames.PlayMaker.Actions.Speak.Text = "Hello world!"

Text to speak.

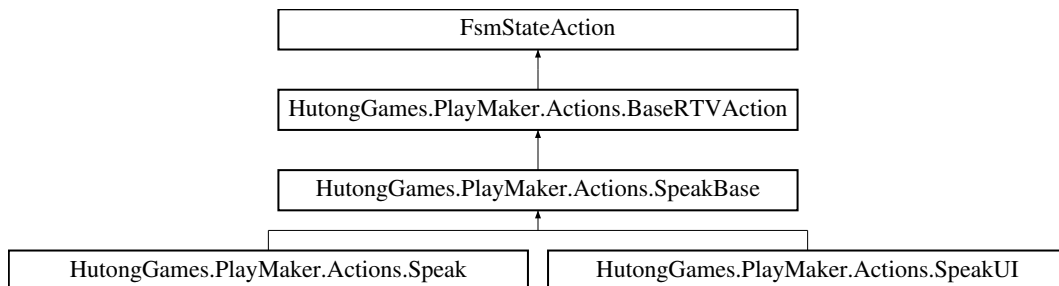
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/← PlayMaker/Scripts/Speak.cs

5.66 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**

5.66.1 Detailed Description

Base for Speak-actions in PlayMaker.

5.66.2 Member Data Documentation

5.66.2.1 FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

5.66.2.2 Crosstales.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode

Speak mode (default: 'Speak').

5.66.2.3 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.66.2.4 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.66.2.5 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1

Volume of the speaker in percent (1 = 100%, default: 1, optional).

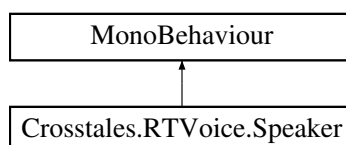
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/SpeakBase.cs

5.67 Crosstales.RTVoice.Speaker Class Reference

Main component of RTVoice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Member Functions

- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()
- void **OnApplicationQuit** ()
- void **OnApplicationFocus** (bool hasFocus)

Static Public Member Functions

- static void **Reset** ()
Resets this object.
- static float **ApproximateSpeechLength** (string text, float rate=1f, float wordsPerMinute=175f, float time↔Factor=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"!
- static bool **isVoiceForGenderAvailable** (Model.Enum.Gender gender, string culture="")
Is a voice available for a given gender and optional culture from the current TTS-system?
- static System.Collections.Generic.List< Model.Voice > **VoicesForGender** (Model.Enum.Gender gender, string culture="", bool isFuzzy=true)
Get all available voices for a given gender and optional culture from the current TTS-system.
- static Model.Voice **VoiceForGender** (Model.Enum.Gender gender, string culture="", int index=0, string fallbackCulture="", bool isFuzzy=true)
Get a voice from for a given gender and optional culture and optional index from the current TTS-system.
- static bool **isVoiceForCultureAvailable** (string culture)
Is a voice available for a given culture from the current TTS-system?
- static System.Collections.Generic.List< Model.Voice > **VoicesForCulture** (string culture, bool isFuzzy=true)
Get all available voices for a given culture from the current TTS-system.
- static Model.Voice **VoiceForCulture** (string culture, int index=0, string fallbackCulture="", bool isFuzzy=true)
Get a voice from for a given culture and optional index from the current TTS-system.
- static bool **isVoiceForNameAvailable** (string name, bool isExact=false)
Is a voice available for a given name from the current TTS-system?
- static Model.Voice **VoiceForName** (string name, bool isExact=false)
Get a voice for a given name from the current TTS-system.
- static 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).
- static void **SpeakNativeWithUID** (Model.Wrapper wrapper)
Speaks a text with a given voice (native mode).
- static string **SpeakNative** (Model.Wrapper wrapper)
Speaks a text with a given wrapper (native mode).
- static string **Speak** (string text, AudioSource source=null, Model.Voice voice=null, bool speak↔Immediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="", bool forceSSML=true)
Speaks a text with a given voice.
- static void **SpeakWithUID** (Model.Wrapper wrapper)
Speaks a text with a given voice.
- static string **Speak** (Model.Wrapper wrapper)
Speaks a text with a given wrapper.
- static void **SpeakMarkedWordsWithUID** (Model.Wrapper wrapper)
Speaks and marks a text with a given wrapper.
- static 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.*

 - static string Generate (Model.Wrapper wrapper)
 - Generates an audio file from a given wrapper.*
 - static 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.*
 - static void Silence ()
 - Silence all active TTS-voices.*
 - static void Silence (string uid)
 - Silence an active TTS-voice with a UID.*
 - static void Pause (string uid=null)
 - Pause an active TTS-voice with a UID (only for 'Speak'-calls).*
 - static void UnPause (string uid=null)
 - Un-Pause an active TTS-voice with a UID (only for 'Speak'-calls).*
 - static void ReloadProvider ()
 - Reloads the provider.*
 - static void DeleteAudioFiles ()
 - Deletes all generated audio files.*

Public Attributes

- Provider.BaseCustomVoiceProvider CustomProvider
 - Custom provider for RT-Voice.*
- bool CustomMode = false
 - Enables or disables the custom provider (default: false).*
- bool MaryTTSMode = false
 - Enables or disables MaryTTS (default: false).*
- string MaryTTSUrl = "http://mary.dfki.de"
 - Server URL for MaryTTS.*
- int MaryTTSPort = 59125
 - Server port for MaryTTS (default: 59125).*
- string MaryTTSUser = string.Empty
 - User name for MaryTTS (default: empty).*
- string MaryTTSPassword = string.Empty
 - User password for MaryTTS (default: empty).*
- Model.Enum.MaryTTSType MaryTTSType = Model.Enum.MaryTTSType.RAWMARYXML
 - Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).*
- bool ESpeakMode = false
 - Enable or disable eSpeak for standalone platforms (default: false).*
- Model.Enum.ESpeakModifiers ESpeakModifier = Model.Enum.ESpeakModifiers.none
 - Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).*
- bool AutoClearTags = false
 - Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).*
- bool WSANative = false
 - Enable or disable native speak under WSA. If enabled, the build type must be 'XAML!' (default: false).*
- bool SilenceOnDisable = false
 - Silence any speeches if this component gets disabled (default: false).*
- bool SilenceOnFocustLost = false
 - Silence any speeches if the application loses the focus (default: true).*
- bool DontDestroy = true
 - Don't destroy gameobject during scene switches (default: true).*

Properties

- static VoicesReady OnVoicesReady
An event triggered whenever the voices of a provider are ready.
- static SpeakStart OnSpeakStart
An event triggered whenever a speak is started.
- static SpeakComplete OnSpeakComplete
An event triggered whenever a speak is completed.
- static SpeakCurrentWord OnSpeakCurrentWord
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- static SpeakCurrentPhoneme OnSpeakCurrentPhoneme
An event triggered whenever a new phoneme is spoken (native, Windows only).
- static SpeakCurrentViseme OnSpeakCurrentViseme
An event triggered whenever a new viseme is spoken (native, Windows only).
- static SpeakAudioGenerationStart OnSpeakAudioGenerationStart
An event triggered whenever a speak audio generation is started.
- static SpeakAudioGenerationComplete OnSpeakAudioGenerationComplete
An event triggered whenever a speak audio generation is completed.
- static ProviderChange OnProviderChange
An event triggered whenever a provider changes (e.g. Windows to MaryTTS).
- static ErrorInfo OnErrorInfo
An event triggered whenever an error occurs.
- static int SpeechCount [get]
Number of active speeches.
- static int BusyCount [get]
Number of activities.
- static bool areVoicesReady [get]
Are all voices ready to speak?
- static Provider.BaseCustomVoiceProvider CustomVoiceProvider [get, set]
Enables or disables MaryTTS.
- static bool isCustomMode [get, set]
Enables or disables the custom voice provider.
- static bool isMaryMode [get, set]
Enables or disables MaryTTS.
- static string MaryUrl [get, set]
Server URL for MaryTTS.
- static int MaryPort [get, set]
Server port for MaryTTS.
- static string MaryUser [get, set]
User name for MaryTTS.
- static string MaryPassword [set]
Password for MaryTTS.
- static Model.Enum.MaryTTSType MaryType [get, set]
Input type for MaryTTS.
- static bool isESpeakMode [get, set]
Enable or disable eSpeak for standalone platforms.
- static Model.Enum.ESpeakModifiers ESpeakMod [get, set]
Active modifier for all eSpeak voices (m1-m6 = male, f1-f4 = female).
- static bool isWSANative [get, set]
Enable or disable native speak under WSA. If enabled, the build type must be 'XAML'!
- static bool isAutoClearTags [get, set]

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

- static bool isSilenceOnDisable [get, set]
Silence any speeches if this component gets disabled.
- static bool isSilenceOnFocustLost [get, set]
Silence any speeches if the application loses the focus.
- static bool isTTSAvailable [get]
Checks if TTS is available on this system.
- static bool isSpeaking [get]
Checks if RT-Voice is speaking on this system.
- static bool isBusy [get]
Checks if RT-Voice is busy on this system.
- static bool enforcedStandaloneTTS [get]
Is standalone TTS enforced?
- static string AudioFileExtension [get]
Returns the extension of the generated audio files.
- static string DefaultVoiceName [get]
Returns the default voice name of the current TTS-provider.
- static System.Collections.Generic.List< Model.Voice > Voices [get]
Get all available voices from the current TTS-system.
- static bool isWorkingInEditor [get]
Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).
- static bool isWorkingInPlaymode [get]
Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.
- static int MaxTextLength [get]
Maximal length of the speech text (in characters) for the current TTS-system.
- static bool isSpeakNativeSupported [get]
Indicates if this TTS-system is supporting SpeakNative.
- static bool isSpeakSupported [get]
Indicates if this TTS-system is supporting Speak.
- static bool isPlatformSupported [get]
Indicates if this TTS-system is supporting the current platform.
- static bool isSSMLSupported [get]
Indicates if this TTS-system is supporting SSML.
- static bool isOnlineService [get]
Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.
- static bool hasCoRoutines [get]
Indicates if this TTS-system uses co-routines.
- static bool isIL2CPPSupported [get]
Indicates if this TTS-system is supporting IL2CPP.
- static bool hasVoicesInEditor [get]
Indicates if this provider returns voices in the Editor mode.
- static System.Collections.Generic.List< string > Cultures [get]
Get all available cultures from the current TTS-system (ISO 639-1).

5.67.1 Detailed Description

Main component of RTVoice.

5.67.2 Member Function Documentation

5.67.2.1 `static float Crosstales.RTVoice.Speaker.ApproximateSpeechLength (string text, float rate = 1f, float wordsPerMinute = 175f, float timeFactor = 0.9f) [static]`

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.

5.67.2.2 `static void Crosstales.RTVoice.Speaker.DeleteAudioFiles () [static]`

Deletes all generated audio files.

5.67.2.3 `static string Crosstales.RTVoice.Speaker.Generate (Model.Wrapper wrapper) [static]`

Generates an audio file from a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the generator.

5.67.2.4 `static 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) [static]`

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).

Parameters

<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.

5.67.2.5 `static bool Crosstales.RTVoice.Speaker.isVoiceForCultureAvailable (string culture) [static]`

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.

5.67.2.6 `static bool Crosstales.RTVoice.Speaker.isVoiceForGenderAvailable (Model.Enum.Gender gender, string culture = "") [static]`

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.

5.67.2.7 `static bool Crosstales.RTVoice.Speaker.isVoiceForNameAvailable (string name, bool isExact = false) [static]`

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.

5.67.2.8 `static void Crosstales.RTVoice.Speaker.Pause (string uid = null) [static]`

Pause an active TTS-voice with a UID (only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.67.2.9 `static void Crosstales.RTVoice.Speaker.ReloadProvider () [static]`

Reloads the provider.

5.67.2.10 `static void Crosstales.RTVoice.Speaker.Reset () [static]`

Resets this object.

5.67.2.11 `static void Crosstales.RTVoice.Speaker.Silence () [static]`

Silence all active TTS-voices.

5.67.2.12 `static void Crosstales.RTVoice.Speaker.Silence (string uid) [static]`

Silence an active TTS-voice with a UID.

Parameters

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

5.67.2.13 `static 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) [static]`

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.

Parameters

<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.

5.67.2.14 `static string Crosstales.RTVoice.Speaker.Speak (Model.Wrapper wrapper) [static]`

Speaks a text with a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the speaker.

5.67.2.15 `static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (Model.Wrapper wrapper) [static]`

Speaks and marks a text with a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.67.2.16 `static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (string uid, string text, AudioSource source, Model.Voice voice = null, float rate = 1f, float pitch = 1f, bool forceSSML = true) [static]`

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.
<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).

5.67.2.17 `static string Crosstales.RTVoice.Speaker.SpeakNative (string text, Model.Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f, bool forceSSML = true) [static]`

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.

5.67.2.18 `static string Crosstales.RTVoice.Speaker.SpeakNative (Model.Wrapper wrapper) [static]`

Speaks a text with a given wrapper (native mode).

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the speaker.

5.67.2.19 `static void Crosstales.RTVoice.Speaker.SpeakNativeWithUID (Model.Wrapper wrapper) [static]`

Speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.67.2.20 `static void Crosstales.RTVoice.Speaker.SpeakWithUID (Model.Wrapper wrapper) [static]`

Speaks a text with a given voice.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.67.2.21 `static void Crosstales.RTVoice.Speaker.UnPause (string uid = null) [static]`

Un-Pause an active TTS-voice with a UID (only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.67.2.22 `static Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (string culture, int index = 0, string fallbackCulture = "", bool isFuzzy = true) [static]`

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>index</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: true, optional)

Returns

Voice for the given culture and index.

5.67.2.23 `static Model.Voice Crosstales.RTVoice.Speaker.VoiceForGender (Model.Enum.Gender gender, string culture = "", int index = 0, string fallbackCulture = "", bool isFuzzy = true) [static]`

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>index</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: true, optional)

Returns

Voice for the given culture and index.

5.67.2.24 `static Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (string name, bool isExact = false) [static]`

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.

5.67.2.25 `static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForCulture (string culture, bool isFuzzy = true) [static]`

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: true, optional)

Returns

All available voices (alphabetically ordered by 'Name') for a given culture as a list.

5.67.2.26 `static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForGender (Model.Enum.Gender gender, string culture = "", bool isFuzzy = true) [static]`

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: true, optional)

Returns

All available voices (alphabetically ordered by 'Name') for a given gender and culture as a list.

5.67.3 Member Data Documentation

5.67.3.1 `bool Crosstales.RTVoice.Speaker.AutoClearTags = false`

Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).

5.67.3.2 `bool Crosstales.RTVoice.Speaker.CustomMode = false`

Enables or disables the custom provider (default: false).

5.67.3.3 `Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomProvider`

Custom provider for RT-Voice.

5.67.3.4 `bool Crosstales.RTVoice.Speaker.DontDestroy = true`

Don't destroy gameobject during scene switches (default: true).

5.67.3.5 `bool Crosstales.RTVoice.Speaker.ESpeakMode = false`

Enable or disable eSpeak for standalone platforms (default: false).

5.67.3.6 `Model.Enum.ESpeakModifiers Crosstales.RTVoice.Speaker.ESpeakModifier = Model.Enum.ESpeakModifiers.none`

Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).

5.67.3.7 `bool Crosstales.RTVoice.Speaker.MaryTTSMode = false`

Enables or disables MaryTTS (default: false).

5.67.3.8 `string Crosstales.RTVoice.Speaker.MaryTTSPassword = string.Empty`

User password for MaryTTS (default: empty).

5.67.3.9 `int Crosstales.RTVoice.Speaker.MaryTTSPort = 59125`

Server port for MaryTTS (default: 59125).

5.67.3.10 `Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryTTSType = Model.Enum.MaryTTSType.RAWMAR↔
YXML`

Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).

5.67.3.11 `string Crosstales.RTVoice.Speaker.MaryTTSUrl = "http://mary.dfki.de"`

Server URL for MaryTTS.

5.67.3.12 `string Crosstales.RTVoice.Speaker.MaryTTSUser = string.Empty`

User name for MaryTTS (default: empty).

5.67.3.13 `bool Crosstales.RTVoice.Speaker.SilenceOnDisable = false`

Silence any speeches if this component gets disabled (default: false).

5.67.3.14 `bool Crosstales.RTVoice.Speaker.SilenceOnFocustLost = false`

Silence any speeches if the application loses the focus (default: true).

5.67.3.15 `bool Crosstales.RTVoice.Speaker.WSANative = false`

Enable or disable native speak under WSA. If enabled, the build type must be 'XAML!' (default: false).

5.67.4 Property Documentation

5.67.4.1 `bool Crosstales.RTVoice.Speaker.areVoicesReady` `[static], [get]`

Are all voices ready to speak?

5.67.4.2 `string Crosstales.RTVoice.Speaker.AudioFileExtension` `[static], [get]`

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.67.4.3 `int Crosstales.RTVoice.Speaker.BusyCount` `[static], [get]`

Number of activities.

5.67.4.4 `System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Cultures` `[static], [get]`

Get all available cultures from the current TTS-system (ISO 639-1).

Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

5.67.4.5 Provider.BaseCustomVoiceProvider `Crosstales.RTVoice.Speaker.CustomVoiceProvider` `[static]`,
`[get]`, `[set]`

Enables or disables MaryTTS.

5.67.4.6 string `Crosstales.RTVoice.Speaker.DefaultVoiceName` `[static]`, `[get]`

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.67.4.7 bool `Crosstales.RTVoice.Speaker.enforcedStandaloneTTS` `[static]`, `[get]`

Is standalone TTS enforced?

5.67.4.8 Model.Enum.ESpeakModifiers `Crosstales.RTVoice.Speaker.ESpeakMod` `[static]`, `[get]`, `[set]`

Active modifier for all eSpeak voices (m1-m6 = male, f1-f4 = female).

5.67.4.9 bool `Crosstales.RTVoice.Speaker.hasCoRoutines` `[static]`, `[get]`

Indicates if this TTS-system uses co-routines.

Returns

True if this TTS-system uses co-routines.

5.67.4.10 bool `Crosstales.RTVoice.Speaker.hasVoicesInEditor` `[static]`, `[get]`

Indicates if this provider returns voices in the Editor mode.

Returns

True if this provider returns voices in the Editor mode.

5.67.4.11 bool `Crosstales.RTVoice.Speaker.isAutoClearTags` `[static]`, `[get]`, `[set]`

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

5.67.4.12 `bool Crosstales.RTVoice.Speaker.isBusy` `[static], [get]`

Checks if RT-Voice is busy on this system.

Returns

True if RT-Voice is busy on this system.

5.67.4.13 `bool Crosstales.RTVoice.Speaker.isCustomMode` `[static], [get], [set]`

Enables or disables the custom voice provider.

5.67.4.14 `bool Crosstales.RTVoice.Speaker.isESpeakMode` `[static], [get], [set]`

Enable or disable eSpeak for standalone platforms.

5.67.4.15 `bool Crosstales.RTVoice.Speaker.isIL2CPPSupported` `[static], [get]`

Indicates if this TTS-system is supporting IL2CPP.

Returns

True if this TTS-system supports IL2CPP.

5.67.4.16 `bool Crosstales.RTVoice.Speaker.isMaryMode` `[static], [get], [set]`

Enables or disables MaryTTS.

5.67.4.17 `bool Crosstales.RTVoice.Speaker.isOnlineService` `[static], [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.

5.67.4.18 `bool Crosstales.RTVoice.Speaker.isPlatformSupported` `[static], [get]`

Indicates if this TTS-system is supporting the current platform.

Returns

True if this TTS-system supports current platform.

5.67.4.19 `bool Crosstales.RTVoice.Speaker.isSilenceOnDisable` `[static], [get], [set]`

Silence any speeches if this component gets disabled.

5.67.4.20 `bool Crosstales.RTVoice.Speaker.isSilenceOnFocustLost` `[static], [get], [set]`

Silence any speeches if the application loses the focus.

5.67.4.21 `bool Crosstales.RTVoice.Speaker.isSpeaking` `[static], [get]`

Checks if RT-Voice is speaking on this system.

Returns

True if RT-Voice is speaking on this system.

5.67.4.22 `bool Crosstales.RTVoice.Speaker.isSpeakNativeSupported` `[static], [get]`

Indicates if this TTS-system is supporting SpeakNative.

Returns

True if this TTS-system supports SpeakNative.

5.67.4.23 `bool Crosstales.RTVoice.Speaker.isSpeakSupported` `[static], [get]`

Indicates if this TTS-system is supporting Speak.

Returns

True if this TTS-system supports Speak.

5.67.4.24 `bool Crosstales.RTVoice.Speaker.isSSMLSupported` `[static], [get]`

Indicates if this TTS-system is supporting SSML.

Returns

True if this TTS-system supports SSML.

5.67.4.25 `bool Crosstales.RTVoice.Speaker.isTTSAvailable` `[static],[get]`

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

5.67.4.26 `bool Crosstales.RTVoice.Speaker.isWorkingInEditor` `[static],[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.

5.67.4.27 `bool Crosstales.RTVoice.Speaker.isWorkingInPlaymode` `[static],[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.

5.67.4.28 `bool Crosstales.RTVoice.Speaker.isWSANative` `[static],[get],[set]`

Enable or disable native speak under WSA. If enabled, the build type must be 'XAML'!

5.67.4.29 `string Crosstales.RTVoice.Speaker.MaryPassword` `[static],[set]`

Password for MaryTTS.

5.67.4.30 `int Crosstales.RTVoice.Speaker.MaryPort` `[static],[get],[set]`

Server port for MaryTTS.

5.67.4.31 `Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryType` `[static],[get],[set]`

Input type for MaryTTS.

5.67.4.32 `string Crosstales.RTVoice.Speaker.MaryUrl` `[static],[get],[set]`

Server URL for MaryTTS.

5.67.4.33 `string Crosstales.RTVoice.Speaker.MaryUser` `[static], [get], [set]`

User name for MaryTTS.

5.67.4.34 `int Crosstales.RTVoice.Speaker.MaxTextLength` `[static], [get]`

Maximal length of the speech text (in characters) for the current TTS-system.

Returns

The maximal length of the speech text.

5.67.4.35 `ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo` `[static], [add], [remove]`

An event triggered whenever an error occurs.

5.67.4.36 `ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange` `[static], [add], [remove]`

An event triggered whenever a provider changes (e.g. Windows to MaryTTS).

5.67.4.37 `SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete` `[static], [add], [remove]`

An event triggered whenever a speak audio generation is completed.

5.67.4.38 `SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart` `[static], [add], [remove]`

An event triggered whenever a speak audio generation is started.

5.67.4.39 `SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete` `[static], [add], [remove]`

An event triggered whenever a speak is completed.

5.67.4.40 `SpeakCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme` `[static], [add], [remove]`

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

5.67.4.41 `SpeakCurrentViseme Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme` `[static], [add], [remove]`

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

5.67.4.42 **SpeakCurrentWord** `Crosstales.RTVoice.Speaker.OnSpeakCurrentWord` `[static], [add], [remove]`

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

5.67.4.43 **SpeakStart** `Crosstales.RTVoice.Speaker.OnSpeakStart` `[static], [add], [remove]`

An event triggered whenever a speak is started.

5.67.4.44 **VoicesReady** `Crosstales.RTVoice.Speaker.OnVoicesReady` `[static], [add], [remove]`

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

5.67.4.45 **int** `Crosstales.RTVoice.Speaker.SpeechCount` `[static], [get]`

Number of active speeches.

5.67.4.46 **System.Collections.Generic.List<Model.Voice>** `Crosstales.RTVoice.Speaker.Voices` `[static], [get]`

Get all available voices from the current TTS-system.

Returns

All available voices (alphabetically ordered by 'Name') as a list.

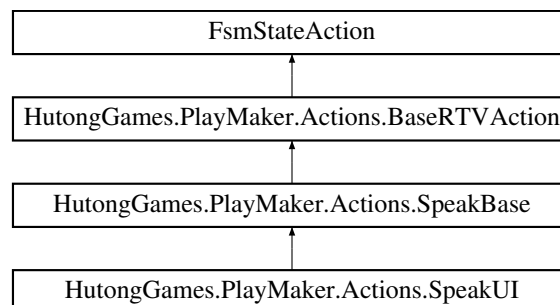
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Speaker.cs` ↩

5.68 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.
- FsmString Culture = "en"
Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.68.1 Detailed Description

Speak-action for UI-components in PlayMaker.

5.68.2 Member Data Documentation

5.68.2.1 FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"

Fallback culture (e.g. 'en', optional).

5.68.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

5.68.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

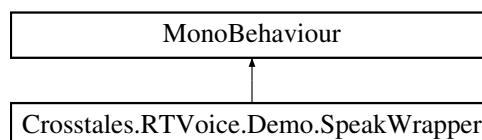
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/SpeakUI.cs

5.69 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Wrapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:



Public Member Functions

- void **Start** ()
- void **Speak** ()

Public Attributes

- Model.Voice **SpeakerVoice**
- InputField **Input**
- Text **Label**
- AudioSource **Audio**

5.69.1 Detailed Description

Wrapper for the dynamic speakers.

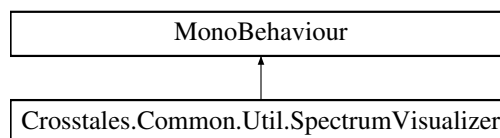
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/SpeakWrapper.cs

5.70 Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:



Public Member Functions

- void **Start** ()
- void **Update** ()

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

5.70.1 Detailed Description

Simple spectrum visualizer.

5.70.2 Member Data Documentation

5.70.2.1 FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.70.2.2 float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f

summary>Frequency band from left-to-right (default: true).

5.70.2.3 bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true

summary>Opacity of the material of the prefab (default: 1).

5.70.2.4 GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab

summary>Width per prefab.

5.70.2.5 float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f

summary>Gain-power for the frequency.

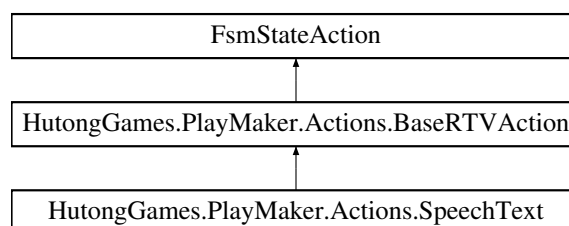
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/SpectrumVisualizer.cs

5.71 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).

5.71.1 Detailed Description

SpeechText-action for PlayMaker.

5.71.2 Member Data Documentation

5.71.2.1 Crosstales.RTVoice.Tool.SpeechText HutongGames.PlayMaker.Actions.SpeechText.Obj

Add a SpeechText (default: first object in scene).

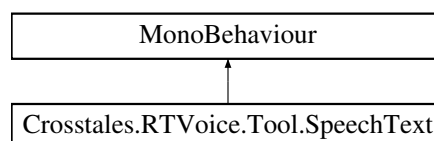
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/SpeechText.cs

5.72 Crosstales.RTVoice.Tool.SpeechText Class Reference

Allows to speak and store generated audio.

Inheritance diagram for Crosstales.RTVoice.Tool.SpeechText:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **Speak** ()
Speak the text.
- void **Silence** ()
Silence the speech.

Public Attributes

- string Text = string.Empty
Text to speak.
- Model.VoiceAlias Voices
Voices for the speech.
- Model.Enum.SpeakMode Mode = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioSource Source
AudioSource for the output (optional).
- float Rate = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool PlayOnStart = false
Enable speaking of the text on start (default: false).
- float Delay = 0f
Delay in seconds until the speech for this text starts (default: 0).
- bool GenerateAudioFile = false
Generate audio file on/off (default: false).
- string FileName = @"_generatedAudio/Speech01"
File name (incl. path) for the generated audio.
- bool FileInsideAssets = true
Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

Properties

- SpeechTextStart OnSpeechTextStart
An event triggered whenever a SpeechText 'Speak' is started.
- SpeechTextComplete OnSpeechTextComplete
An event triggered whenever a SpeechText 'Speak' is completed.
- string CurrentText [get, set]
Text to speak (main use is for UI).
- float CurrentRate [get, set]
Speech rate of the speaker in percent (main use is for UI).
- float CurrentPitch [get, set]
Speech pitch of the speaker in percent (main use is for UI).
- float CurrentVolume [get, set]
Volume of the speaker in percent (main use is for UI).

5.72.1 Detailed Description

Allows to speak and store generated audio.

5.72.2 Member Function Documentation

5.72.2.1 void Crosstales.RTVoice.Tool.SpeechText.Silence ()

Silence the speech.

5.72.2.2 void Crosstales.RTVoice.Tool.SpeechText.Speak ()

Speak the text.

5.72.3 Member Data Documentation

5.72.3.1 float Crosstales.RTVoice.Tool.SpeechText.Delay = 0f

Delay in seconds until the speech for this text starts (default: 0).

5.72.3.2 bool Crosstales.RTVoice.Tool.SpeechText.FileInsideAssets = true

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

5.72.3.3 string Crosstales.RTVoice.Tool.SpeechText.FileName = @"_generatedAudio/Speech01"

File name (incl. path) for the generated audio.

5.72.3.4 bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile = false

Generate audio file on/off (default: false).

5.72.3.5 Model.Enum.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.72.3.6 float Crosstales.RTVoice.Tool.SpeechText.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.72.3.7 bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false

Enable speaking of the text on start (default: false).

5.72.3.8 float Crosstales.RTVoice.Tool.SpeechText.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.72.3.9 AudioSource Crosstales.RTVoice.Tool.SpeechText.Source

AudioSource for the output (optional).

5.72.3.10 string Crosstales.RTVoice.Tool.SpeechText.Text = string.Empty

Text to speak.

5.72.3.11 Model.VoiceAlias Crosstales.RTVoice.Tool.SpeechText.Voices

Voices for the speech.

5.72.3.12 float Crosstales.RTVoice.Tool.SpeechText.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.72.4 Property Documentation**5.72.4.1 float Crosstales.RTVoice.Tool.SpeechText.CurrentPitch** [get], [set]

Speech pitch of the speaker in percent (main use is for UI).

5.72.4.2 float Crosstales.RTVoice.Tool.SpeechText.CurrentRate [get], [set]

Speech rate of the speaker in percent (main use is for UI).

5.72.4.3 string Crosstales.RTVoice.Tool.SpeechText.CurrentText [get], [set]

Text to speak (main use is for UI).

5.72.4.4 float Crosstales.RTVoice.Tool.SpeechText.CurrentVolume [get], [set]

Volume of the speaker in percent (main use is for UI).

5.72.4.5 SpeechTextComplete Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextComplete [add], [remove]

An event triggered whenever a SpeechText 'Speak' is completed.

5.72.4.6 `SpeechTextStart` `Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextStart` [add], [remove]

An event triggered whenever a `SpeechText` 'Speak' is started.

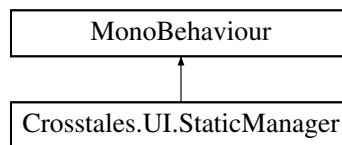
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/SpeechText.cs`

5.73 `Crosstales.UI.StaticManager` Class Reference

Static Button Manager.

Inheritance diagram for `Crosstales.UI.StaticManager`:



Public Member Functions

- `void Quit ()`
Quit the application (stop playing inside the Editor).
- `void OpenCrosstales ()`
summary>Open the Unity AssetStore homepage.
- `void OpenAssetstore ()`

5.73.1 Detailed Description

Static Button Manager.

5.73.2 Member Function Documentation

5.73.2.1 `void Crosstales.UI.StaticManager.OpenCrosstales ()`

summary>Open the Unity AssetStore homepage.

5.73.2.2 `void Crosstales.UI.StaticManager.Quit ()`

Quit the application (stop playing inside the Editor).

summary>Open the crosstales homepage.

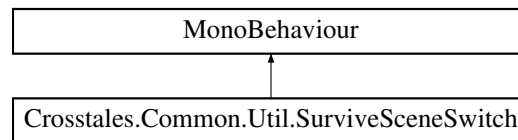
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/StaticManager.cs`

5.74 Crosstales.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 Crosstales.Common.Util.SurviveSceneSwitch:



Public Member Functions

- void **OnEnable** ()
- void **Start** ()
- void **Update** ()

Public Attributes

- GameObject[] Survivors
Objects which have to survive a scene switch.
- bool DontDestroy = true
Don't destroy gameobject during scene switches (default: true).

5.74.1 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.

5.74.2 Member Data Documentation

5.74.2.1 bool Crosstales.Common.Util.SurviveSceneSwitch.DontDestroy = true

Don't destroy gameobject during scene switches (default: true).

5.74.2.2 GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors

Objects which have to survive a scene switch.

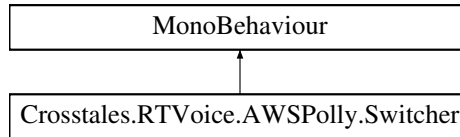
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Tool/SurviveSceneSwitch.cs

5.75 Crosstales.RTVoice.AWSPolly.Switcher Class Reference

Simple switcher to test the functionality of the AWS Polly provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.Switcher:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Switch** ()

5.75.1 Detailed Description

Simple switcher to test the functionality of the AWS Polly provider.

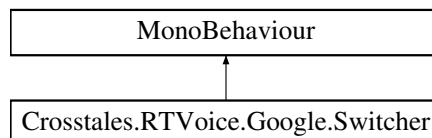
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Demo/Scripts/Switcher.cs

5.76 Crosstales.RTVoice.Google.Switcher Class Reference

Simple switcher to test the functionality of the Google Cloud provider.

Inheritance diagram for Crosstales.RTVoice.Google.Switcher:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Switch** ()

5.76.1 Detailed Description

Simple switcher to test the functionality of the Google Cloud provider.

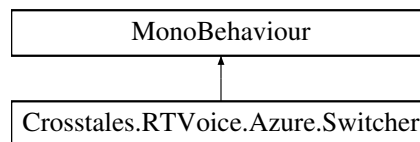
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Demo/Scripts/Switcher.cs

5.77 Crosstales.RTVoice.Azure.Switcher Class Reference

Simple switcher to test the functionality of the Azure provider.

Inheritance diagram for Crosstales.RTVoice.Azure.Switcher:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Switch** ()

5.77.1 Detailed Description

Simple switcher to test the functionality of the Azure provider.

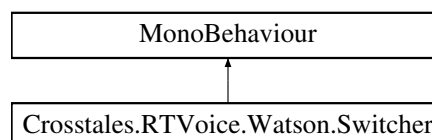
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Demo/Scripts/Switcher.cs

5.78 Crosstales.RTVoice.Watson.Switcher Class Reference

Simple switcher to test the functionality of the IBM Watson provider.

Inheritance diagram for Crosstales.RTVoice.Watson.Switcher:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Switch** ()

5.78.1 Detailed Description

Simple switcher to test the functionality of the IBM Watson provider.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/Watson/Demo/Scripts/Switcher.cs

5.79 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.

5.79.1 Detailed Description

Sample synthesize request

5.79.2 Constructor & Destructor Documentation

5.79.2.1 Crosstales.RTVoice.Azure.Synthesize.Synthesize ()

Initializes a new instance of the Synthesize class.

5.79.3 Member Function Documentation

5.79.3.1 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

<code>cancellationToken</code>	The cancellation token.
--------------------------------	-------------------------

Returns

A Task

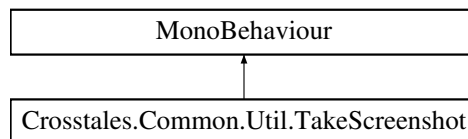
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Scripts/TTSCClient.cs

5.80 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:



Public Member Functions

- void **Start** ()
- void Update ()
 - summary*> Capture the screen.
- void **Capture** ()

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

5.80.1 Detailed Description

Take screen shots inside an application.

5.80.2 Member Function Documentation

5.80.2.1 void Crosstales.Common.Util.TakeScreenshot.Update ()

summary>Capture the screen.

5.80.3 Member Data Documentation

5.80.3.1 string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.80.3.2 int Crosstales.Common.Util.TakeScreenshot.Scale = 1

summary>Key-press to capture the screen (default: F8).

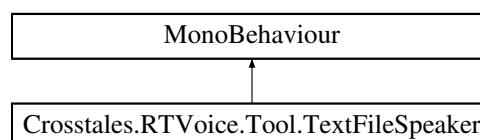
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔
Tool/TakeScreenshot.cs

5.81 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- 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

- TextAsset[] **TextFiles**
 - Text files to speak.*
- Model.VoiceAlias **Voices**
 - Voices for the speech.*
- Model.Enum.SpeakMode **Mode** = Model.Enum.SpeakMode.Speak
 - Speak mode (default: 'Speak').*
- bool **PlayOnStart** = false
 - Enable speaking of a random text file on start (default: false).*
- bool **PlayAllOnStart** = false
 - Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "StopAll"-method*
- bool **SpeakRandom** = false
 - Speaks the text files in random order (default: false).*
- float **Delay** = 0f
 - Delay until the speech for this text starts (default: 0).*
- AudioSource **Source**
 - AudioSource for the output (optional).*
- float **Rate** = 1f
 - Speech rate of the speaker in percent (1 = 100%, default: 1, optional).*
- float **Pitch** = 1f
 - Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).*
- float **Volume** = 1f
 - Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).*

Properties

- float CurrentRate [get, set]
Speech rate of the speaker in percent (main use is for UI).
- float CurrentPitch [get, set]
Speech pitch of the speaker in percent (main use is for UI).
- float CurrentVolume [get, set]
Volume of the speaker in percent (main use is for UI).

5.81.1 Detailed Description

Allows to speak text files.

5.81.2 Member Function Documentation

5.81.2.1 void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ()

Speaks the next text (main use for UI).

5.81.2.2 void Crosstales.RTVoice.Tool.TextFileSpeaker.Next (bool *random*)

Speaks the next text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.81.2.3 void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ()

Speaks the previous text (main use for UI).

5.81.2.4 void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous (bool *random*)

Speaks the previous text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.81.2.5 void Crosstales.RTVoice.Tool.TextFileSpeaker.Reload ()

Reloads all text files (e.g. when new text files were added during runtime).

5.81.2.6 void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ()

Silence the speech.

5.81.2.7 void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ()

Speaks a text (main use for UI).

5.81.2.8 void Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakAll ()

Speaks all texts until StopAll is called.

5.81.2.9 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.

5.81.2.10 void Crosstales.RTVoice.Tool.TextFileSpeaker.StopAll ()

Stops speaking all texts.

5.81.3 Member Data Documentation

5.81.3.1 float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay = 0f

Delay until the speech for this text starts (default: 0).

5.81.3.2 Model.Enum.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.81.3.3 float Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.81.3.4 `bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayAllOnStart = false`

Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "Stop↔All"-method

5.81.3.5 `bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart = false`

Enable speaking of a random text file on start (default: false).

5.81.3.6 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate = 1f`

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.81.3.7 `AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source`

AudioSource for the output (optional).

5.81.3.8 `bool Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakRandom = false`

Speaks the text files in random order (default: false).

5.81.3.9 `TextAsset [] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles`

Text files to speak.

5.81.3.10 `Model.VoiceAlias Crosstales.RTVoice.Tool.TextFileSpeaker.Voices`

Voices for the speech.

5.81.3.11 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume = 1f`

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.81.4 Property Documentation

5.81.4.1 `float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentPitch` `[get]`, `[set]`

Speech pitch of the speaker in percent (main use is for UI).

5.81.4.2 `float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentRate` `[get]`, `[set]`

Speech rate of the speaker in percent (main use is for UI).

5.81.4.3 float `Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentVolume` `[get]`, `[set]`

Volume of the speaker in percent (main use is for UI).

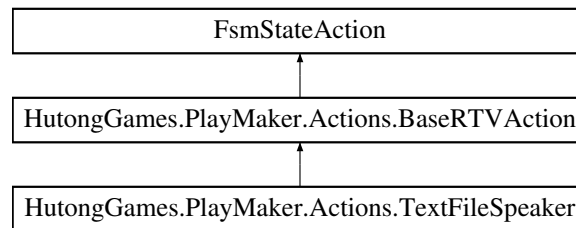
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Tool/TextFileSpeaker.cs`

5.82 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).

5.82.1 Detailed Description

TextFileSpeaker-action for PlayMaker.

5.82.2 Member Data Documentation

5.82.2.1 `Crosstales.RTVoice.Tool.TextFileSpeaker` `HutongGames.PlayMaker.Actions.TextFileSpeaker.Obj`

Add a TextFileSpeaker (default: first object in scene).

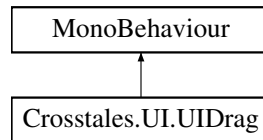
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/TextFileSpeaker.cs`

5.83 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void Start ()
summary> Drag started.
- void BeginDrag ()
summary> While dragging.
- void **OnDrag** ()

5.83.1 Detailed Description

Allow to Drag the Windows around.

5.83.2 Member Function Documentation

5.83.2.1 void Crosstales.UI.UIDrag.BeginDrag ()

summary>While dragging.

5.83.2.2 void Crosstales.UI.UIDrag.Start ()

summary>Drag started.

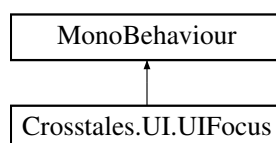
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/↔ Scripts/UIDrag.cs

5.84 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void Start ()
summary>Panel entered.
- void **OnPanelEnter** ()

Public Attributes

- string ManagerName = "Canvas"
Name of the gameobject containing the UIWindowManager.

5.84.1 Detailed Description

Change the Focus on from a Window.

5.84.2 Member Function Documentation

5.84.2.1 void Crosstales.UI.UIFocus.Start ()

summary>Panel entered.

5.84.3 Member Data Documentation

5.84.3.1 string Crosstales.UI.UIFocus.ManagerName = "Canvas"

Name of the gameobject containing the UIWindowManager.

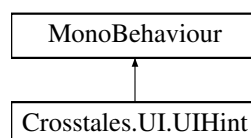
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/↔ Scripts/UIFocus.cs

5.85 Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **Start** ()
- 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).

5.85.1 Detailed Description

Controls a UI group (hint).

5.85.2 Member Data Documentation

5.85.2.1 float Crosstales.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

5.85.2.2 bool Crosstales.UI.UIHint.Disable = true

Disable UI element after the fade (default: true).

5.85.2.3 bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

5.85.2.4 float Crosstales.UI.UIHint.FadeTime = 2f

Fade time in seconds (default: 2).

5.85.2.5 CanvasGroup Crosstales.UI.UIHint.Group

Group to fade.

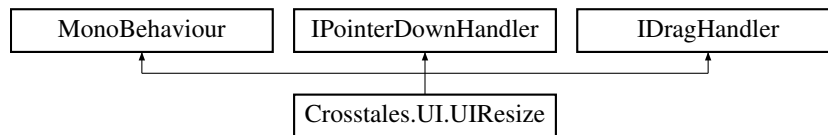
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.cs

5.86 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **Awake** ()
- 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.

5.86.1 Detailed Description

Resize a UI element.

5.86.2 Member Data Documentation

5.86.2.1 Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)

Maximum size of the UI element.

5.86.2.2 Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)

Minimum size of the UI element.

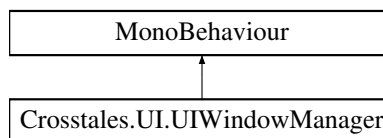
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIResize.cs

5.87 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void Start ()
- void **ChangeState** (GameObject active)

Public Attributes

- GameObject[] Windows
All Windows of the scene.

5.87.1 Detailed Description

Change the state of all Window panels.

5.87.2 Member Function Documentation

5.87.2.1 void Crosstales.UI.UIWindowManager.Start ()

summary>Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.87.3 Member Data Documentation

5.87.3.1 GameObject [] Crosstales.UI.UIWindowManager.Windows

All Windows of the scene.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIWindowManager.cs

5.88 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** ()

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 = 0
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.

5.88.1 Detailed Description

Model for a voice.

5.88.2 Constructor & Destructor Documentation

5.88.2.1 `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).

5.88.3 Member Data Documentation

5.88.3.1 `string Crosstales.RTVoice.Model.Voice.Age`

Age of the voice.

5.88.3.2 `string Crosstales.RTVoice.Model.Voice.Description`

Description of the voice.

5.88.3.3 `Enum.Gender Crosstales.RTVoice.Model.Voice.Gender`

Gender of the voice.

5.88.3.4 `string Crosstales.RTVoice.Model.Voice.Identifier = string.Empty`

Identifier of the voice.

5.88.3.5 `string Crosstales.RTVoice.Model.Voice.Name`

Name of the voice.

5.88.3.6 `int Crosstales.RTVoice.Model.Voice.SampleRate = 0`

Sample rate in Hz of the voice.

5.88.3.7 `string Crosstales.RTVoice.Model.Voice.Vendor = string.Empty`

Vendor of the voice.

5.88.3.8 `string Crosstales.RTVoice.Model.Voice.Version = string.Empty`

Version of the voice.

5.88.4 Property Documentation

5.88.4.1 `string Crosstales.RTVoice.Model.Voice.Culture` `[get]`, `[set]`

Culture of the voice (ISO 639-1).

5.88.4.2 `string Crosstales.RTVoice.Model.Voice.SimplifiedCulture` `[get]`

Simplified culture of the voice.

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Voice.cs`

5.89 Crosstales.RTVoice.Model.VoiceAlias Class Reference

Alias for multiple voices on different platforms.

Public Member Functions

- override string **ToString** ()

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 VoiceNameMaryTTS = "cmu-rms-hsmm"
Name of the voice under MaryTTS.
- 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.

5.89.1 Detailed Description

Alias for multiple voices on different platforms.

5.89.2 Member Data Documentation

5.89.2.1 string Crosstales.RTVoice.Model.VoiceAlias.Culture = "en"

Fallback culture for the text (e.g. 'en', optional).

5.89.2.2 Enum.Gender Crosstales.RTVoice.Model.VoiceAlias.Gender = Enum.Gender.UNKNOWN

Fallback gender for the text.

5.89.2.3 string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameAndroid = "en"

Name of the voice under Android.

5.89.2.4 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameCustom = string.Empty`

Name of the voice for custom TTS-systems.

5.89.2.5 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameIOS = "Daniel"`

Name of the voice under iOS.

5.89.2.6 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameLinux = "en"`

Name of the voice under Linux and for eSpeak.

5.89.2.7 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMac = "Alex"`

Name of the voice under macOS.

5.89.2.8 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMaryTTS = "cmu-rms-hsmm"`

Name of the voice under MaryTTS.

5.89.2.9 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWindows = "David"`

Name of the voice under Windows.

5.89.2.10 `string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWSA = "David"`

Name of the voice under WSA.

5.89.3 Property Documentation

5.89.3.1 **Voice** `Crosstales.RTVoice.Model.VoiceAlias.Voice` [get]

Returns the voice for the current platform.

Returns

The voice for the current platform.

5.89.3.2 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.

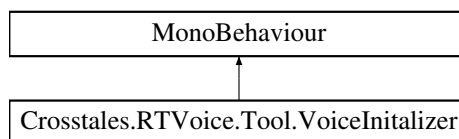
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Model/VoiceAlias.cs

5.90 Crosstales.RTVoice.Tool.VoiceInitializer Class Reference

Allows to initialize voices (useful on Android).

Inheritance diagram for Crosstales.RTVoice.Tool.VoiceInitializer:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()

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 = false
Initialize all voices (default: false).
- bool DestroyWhenFinished = true
Destroy the gameobject after initialize (default: true).

5.90.1 Detailed Description

Allows to initialize voices (useful on Android).

5.90.2 Member Data Documentation

5.90.2.1 bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices = false

Initialize all voices (default: false).

5.90.2.2 bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true

Destroy the gameobject after initialize (default: true).

5.90.2.3 Model.Enum.ProviderType Crosstales.RTVoice.Tool.VoiceInitializer.Provider = Model.Enum.ProviderType.Android

Selected provider to initialize the voices (default: Android).

5.90.2.4 string [] Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames

Initialize voices by name.

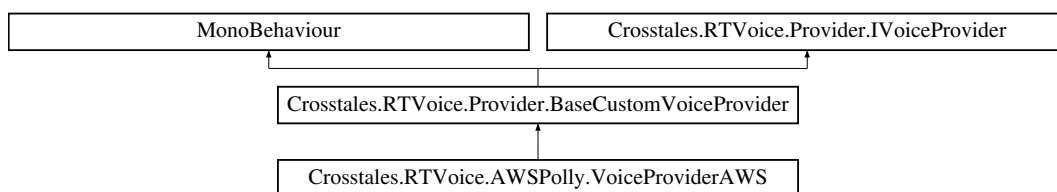
The documentation for this class was generated from the following file:

- D:/slauberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Tool/VoiceInitializer.cs

5.91 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference

AWS Polly voice provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWS:



Public Member Functions

- void **Awake** ()
- void **Start** ()
- override void Load ()
 - 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.*

Public Attributes

- string `CognitoCredentials` = `string.Empty`
Cognito credentials to access AWS Polly.
- Endpoint `Endpoint` = `Endpoint.EUCentral1`
AWS endpoint for the connection.
- bool `AutoBreath` = `true`
Enables or disables the simulation of natural breathing while speaking (default: true).

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

5.91.1 Detailed Description

AWS Polly voice provider.

5.91.2 Member Function Documentation

5.91.2.1 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`.

5.91.2.2 override void `Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Load ()` [virtual]

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

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.91.2.3 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`.

5.91.2.4 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`.

5.91.3 Member Data Documentation

5.91.3.1 `bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.AutoBreath = true`

Enables or disables the simulation of natural breathing while speaking (default: true).

5.91.3.2 `string Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.CognitoCredentials = string.Empty`

Cognito credentials to access AWS Polly.

5.91.3.3 `Endpoint Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Endpoint = Endpoint.EUCentral1`

AWS endpoint for the connection.

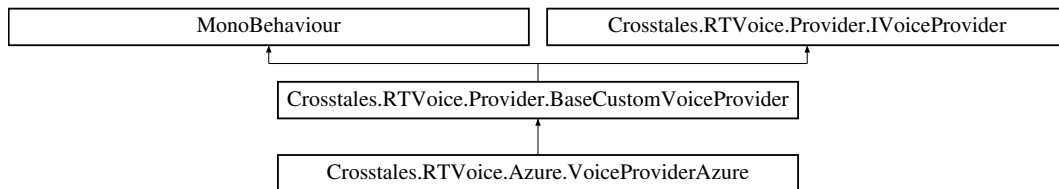
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Scripts/VoiceProviderAWS.cs`

5.92 Crosstales.RTVoice.Azure.VoiceProviderAzure Class Reference

Azure (Bing Speech) voice provider.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzure:



Public Member Functions

- void **Awake** ()
- override void **Load** ()
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.

Public Attributes

- string **APIKey** = string.Empty
API-key to access Azure.
- string **RequestUri** = "https://westus.tts.speech.microsoft.com/cognitiveservices/v1"
Request URI associated with the API-key.

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

5.92.1 Detailed Description

Azure (Bing Speech) voice provider.

5.92.2 Member Function Documentation

5.92.2.1 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.

5.92.2.2 override void Crosstales.RTVoice.Azure.VoiceProviderAzure.Load () [virtual]

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.92.2.3 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.

5.92.2.4 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.

5.92.3 Member Data Documentation

5.92.3.1 string Crosstales.RTVoice.Azure.VoiceProviderAzure.APIKey = string.Empty

API-key to access Azure.

5.92.3.2 string Crosstales.RTVoice.Azure.VoiceProviderAzure.RequestUri = "https://westus.tts.speech.microsoft.com/cognitiveservices/v1"

Request URI associated with the API-key.

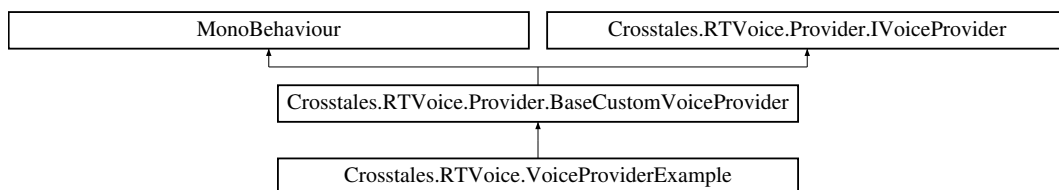
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/Azure/Scripts/VoiceProviderAzure.cs

5.93 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 ()
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).

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

5.93.1 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

5.93.2 Member Function Documentation

5.93.2.1 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`.

5.93.2.2 override void **Crosstales.RTVoice.VoiceProviderExample.Load ()** [virtual]

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

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.93.2.3 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.

5.93.2.4 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.

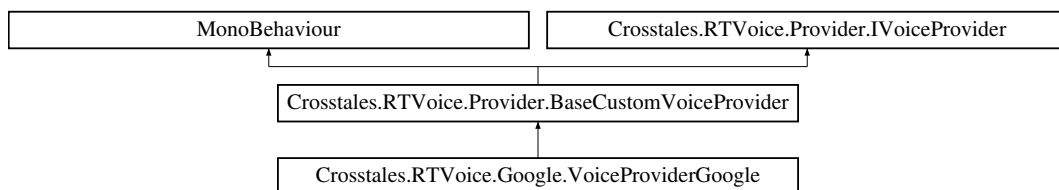
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/VoiceProviderExample.cs

5.94 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

- void **OnEnable** ()
- void **OnDisable** ()
- override void Load ()
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.

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

5.94.1 Detailed Description

Google Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

5.94.2 Member Function Documentation

5.94.2.1 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`.

5.94.2.2 override void **Crosstales.RTVoice.Google.VoiceProviderGoogle.Load ()** [virtual]

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

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.94.2.3 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.

5.94.2.4 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.

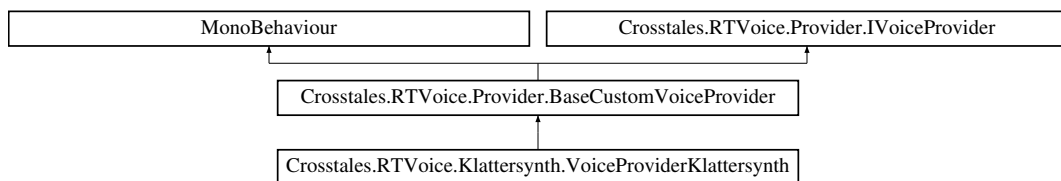
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Scripts/VoiceProviderGoogle.cs

5.95 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

- void **Start** ()
- override void Load ()
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.

Public Attributes

- Strobotnik.Klattersynth.Speech[] Speeches
All available speeches (=voice configurations) from Klattersynth.
- Common.Model.Enum.SampleRate SampleRate = Common.Model.Enum.SampleRate._11025Hz
Desired sample rate (default: 11025).

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

5.95.1 Detailed Description

Klattersynth voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

5.95.2 Member Function Documentation

- 5.95.2.1 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.

- 5.95.2.2 override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Load () [virtual]

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.95.2.3 `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`.

5.95.2.4 `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`.

5.95.3 Member Data Documentation

5.95.3.1 `Common.Model.Enum.SampleRate Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SampleRate = Common.Model.Enum.SampleRate_11025Hz`

Desired sample rate (default: 11025).

5.95.3.2 `Strobotnik.Klattersynth.Speech [] Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Speeches`

All available speeches (=voice configurations) from Klattersynth.

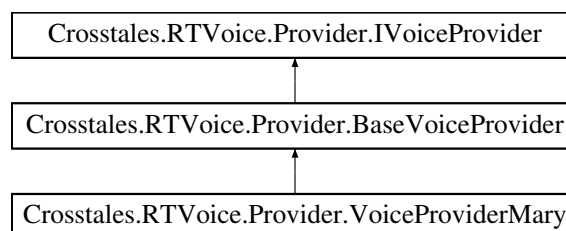
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Klattersynth/Scripts/VoiceProviderKlattersynth.cs`

5.96 Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference

MaryTTS voice provider.

Inheritance diagram for `Crosstales.RTVoice.Provider.VoiceProviderMary`:



Public Member Functions

- `VoiceProviderMary (MonoBehaviour obj, string url, int port=59125, string user="", string password="")`
Constructor for VoiceProviderMary. Needed to pass IP and Port of the MaryTTS server to the Provider.
- 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.

Properties

- override string **AudioFileExtension** [get]
- override `AudioType` **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.96.1 Detailed Description

MaryTTS voice provider.

5.96.2 Constructor & Destructor Documentation

5.96.2.1 `Crosstales.RTVoice.Provider.VoiceProviderMary.VoiceProviderMary (MonoBehaviour obj, string url, int port = 59125, string user = " ", string password = " ")`

Constructor for VoiceProviderMary. Needed to pass IP and Port of the MaryTTS server to the Provider.

Parameters

<i>obj</i>	Instance of the speaker
<i>url</i>	IP-Address of the MaryTTS-server
<i>port</i>	Port to connect to on the MaryTTS-server

5.96.3 Member Function Documentation

5.96.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.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.BaseVoiceProvider.

5.96.3.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.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.BaseVoiceProvider.

5.96.3.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.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.BaseVoiceProvider.

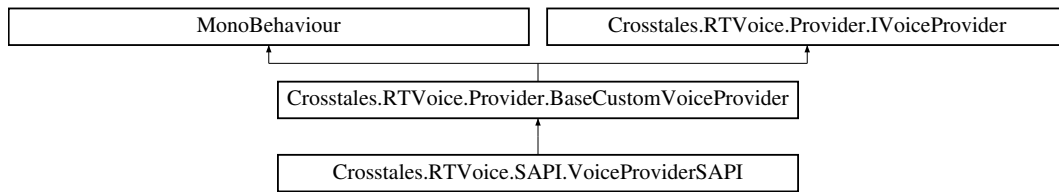
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Provider/VoiceProviderMary.cs

5.97 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

- void **Awake** ()
- void **Start** ()
- override void **Load** ()
 - 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.*

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

5.97.1 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

5.97.2 Member Function Documentation

5.97.2.1 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`.

5.97.2.2 override void `Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Load ()` [virtual]

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

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.97.2.3 override void `Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence ()` [virtual]

Silence all active TTS-providers.

Reimplemented from `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.97.2.4 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`.

5.97.2.5 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`.

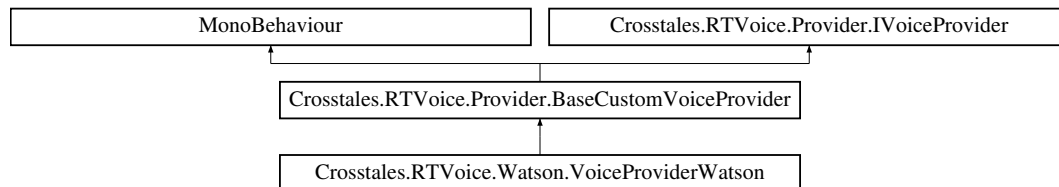
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Scripts/VoiceProviderSAPI.cs`

5.98 Crosstales.RTVoice.Watson.VoiceProviderWatson Class Reference

IBM Watson voice provider.

Inheritance diagram for Crosstales.RTVoice.Watson.VoiceProviderWatson:



Public Member Functions

- void **Awake** ()
- override void **Load** ()
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.

Public Attributes

- string **APIKey** = string.Empty
API-key to access Azure.
- string **RequestUri** = "https://westus.tts.speech.microsoft.com/cognitiveservices/v1"
Request URI associated with the API-key.

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

5.98.1 Detailed Description

IBM Watson voice provider.

5.98.2 Member Function Documentation

5.98.2.1 override IEnumerator Crosstales.RTVoice.Watson.VoiceProviderWatson.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.

5.98.2.2 override void Crosstales.RTVoice.Watson.VoiceProviderWatson.Load () [virtual]

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

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.98.2.3 override IEnumerator Crosstales.RTVoice.Watson.VoiceProviderWatson.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.

5.98.2.4 override IEnumerator Crosstales.RTVoice.Watson.VoiceProviderWatson.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`.

5.98.3 Member Data Documentation

5.98.3.1 `string Crosstales.RTVoice.Watson.VoiceProviderWatson.APIKey = string.Empty`

API-key to access Azure.

5.98.3.2 `string Crosstales.RTVoice.Watson.VoiceProviderWatson.RequestUri = "https://westus.tts.speech.microsoft.com/cognitiveservices/v1"`

Request URI associated with the API-key.

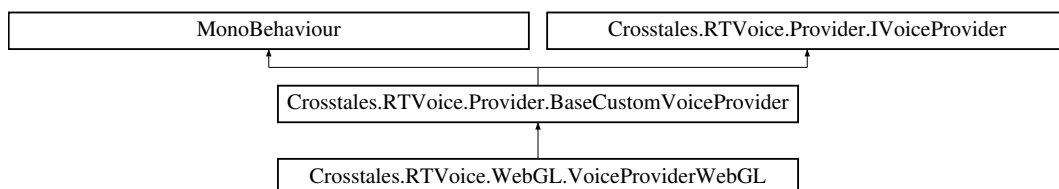
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/Watson/Scripts/VoiceProviderWatson.cs`

5.99 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

- `void Start ()`
- `override void Load ()`
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.

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

5.99.1 Detailed Description

WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

5.99.2 Member Function Documentation

5.99.2.1 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`.

5.99.2.2 override void **Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Load ()** [virtual]

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

Implements `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.99.2.3 override void **Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Silence ()** [virtual]

Silence all active TTS-providers.

Reimplemented from `Crosstales.RTVoice.Provider.BaseCustomVoiceProvider`.

5.99.2.4 **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.

5.99.2.5 **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.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
 WebGL Speech Synthesis/Scripts/VoiceProviderWebGL.cs

5.100 Crosstales.RTVoice.Util.WavMaster Class Reference

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, int offsetSamples=0, 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, out string filepath, bool saveAsFile=true, string dirname="rtv_audio")
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.

5.100.1 Member Function Documentation

5.100.1.1 **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.

5.100.1.2 `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.

5.100.1.3 `static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (AudioClip audioClip, out string filepath, bool saveAsFile = true, string dirname = "rtv_audio") [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)
<i>dirname</i>	Directory name for the files (default: rtv_audio, optional)

Returns

AudioClip as byte-array.

5.100.1.4 `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.

5.100.1.5 `static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (byte[] fileBytes, int offsetSamples = 0, string name = "wav") [static]`

Load PCM format byte-array and convert to AudioClip.

Parameters

<i>fileBytes</i>	Byte array with the PCM data
<i>offsetSamples</i>	Offset samples inside the byte-array (default: 0, optional)
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

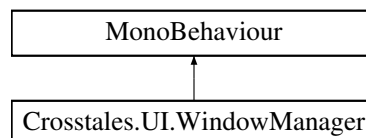
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Util/WavMaster.cs

5.101 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:

**Public Member Functions**

- void **Start** ()
- void Update ()
 - summary*> Switch between open and close.
- void SwitchPanel ()
 - summary*> Open the panel.
- void OpenPanel ()
 - summary*> Close the panel.
- void **ClosePanel** ()

Public Attributes

- float Speed = 3f
Window movement speed (default: 3).
- GameObject[] Dependencies
Dependent GameObjects (active == open).

5.101.1 Detailed Description

Manager for a Window.

5.101.2 Member Function Documentation

5.101.2.1 void Crosstales.UI.WindowManager.OpenPanel ()

summary>Close the panel.

5.101.2.2 void Crosstales.UI.WindowManager.SwitchPanel ()

summary>Open the panel.

5.101.2.3 void Crosstales.UI.WindowManager.Update ()

summary>Switch between open and close.

5.101.3 Member Data Documentation

5.101.3.1 GameObject [] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

5.101.3.2 float Crosstales.UI.WindowManager.Speed = 3f

Window movement speed (default: 3).

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

- D:/slaubenger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/WindowManager.cs

5.102 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** ()

Public Attributes

- string Uid
UID of the speech.
- AudioSource Source
AudioSource for the speech.
- Voice Voice
Voice for the speech.
- bool SpeakImmediately = true
Speak immediately after the audio generation. Only works if 'Source' is not null.
- string OutputFile
Output file (without extension) for the generated audio.
- bool ForceSSML = true
Force SSML on supported platforms.

Properties

- string Text [get, set]
Text for the speech.
- float Rate [get, set]
Rate of the speech (values: 0-3).
- float Pitch [get, set]
Pitch of the speech (values: 0-2).
- float Volume [get, set]
Volume of the speech (values: 0-1).
- System.DateTime Created [get]
Returns the creation time of the Wrapper.
- float SpeechTime [get]
Returns the speech time in seconds (0: no audio file was generated).

5.102.1 Detailed Description

Wrapper for "Speak"-function calls.

5.102.2 Constructor & Destructor Documentation

5.102.2.1 Crosstales.RTVoice.Model.Wrapper.Wrapper ()

Default.

5.102.2.2 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).

5.102.2.3 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).

5.102.2.4 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>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).

5.102.3 Member Data Documentation

5.102.3.1 bool Crosstales.RTVoice.Model.Wrapper.ForceSSML = true

Force SSML on supported platforms.

5.102.3.2 string Crosstales.RTVoice.Model.Wrapper.OutputFile

Output file (without extension) for the generated audio.

5.102.3.3 AudioSource Crosstales.RTVoice.Model.Wrapper.Source

AudioSource for the speech.

5.102.3.4 bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately = true

Speak immediately after the audio generation. Only works if 'Source' is not null.

5.102.3.5 string Crosstales.RTVoice.Model.Wrapper.Uid

UID of the speech.

5.102.3.6 Voice Crosstales.RTVoice.Model.Wrapper.Voice

Voice for the speech.

5.102.4 Property Documentation

5.102.4.1 System.DateTime Crosstales.RTVoice.Model.Wrapper.Created [get]

Returns the creation time of the Wrapper.

Returns

Creation time of the Wrapper.

5.102.4.2 float Crosstales.RTVoice.Model.Wrapper.Pitch [get], [set]

Pitch of the speech (values: 0-2).

5.102.4.3 float Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]

Rate of the speech (values: 0-3).

5.102.4.4 float Crosstales.RTVoice.Model.Wrapper.SpeechTime [get]

Returns the speech time in seconds (0: no audio file was generated).

Returns

Speech time in seconds.

5.102.4.5 string Crosstales.RTVoice.Model.Wrapper.Text [get], [set]

Text for the speech.

5.102.4.6 float Crosstales.RTVoice.Model.Wrapper.Volume [get], [set]

Volume of the speech (values: 0-1).

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Model/Wrapper.cs

5.103 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.

5.103.1 Detailed Description

Helper-class for XML.

5.103.2 Member Function Documentation

5.103.2.1 `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

5.103.2.2 `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

5.103.2.3 `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

5.103.2.4 `static void Crosstales.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.

5.103.2.5 `static string Crosstales.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/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/XmlHelper.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://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_win.zip

6.6.3 macOS

https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_mac.zip

6.6.4 Android

<https://www.crosstales.com/media/rtvoice/RTVoice.apk>

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>

Index

ACVoiceName
 Crosstales::RTVoice::AdventureCreator::AC↔
 VoiceWrapper, 26

APIKey
 Crosstales::RTVoice::Azure::VoiceProviderAzure,
 202
 Crosstales::RTVoice::Watson::VoiceProvider↔
 Watson, 215

APPLICATION_PATH
 Crosstales::Common::Util::BaseConstants, 41

ASSET_2019_URL
 Crosstales::RTVoice::Util::Constants, 71

ASSET_3P_ADVENTURE_CREATOR
 Crosstales::RTVoice::Util::Constants, 71

ASSET_3P_AMPLITUDE
 Crosstales::RTVoice::Util::Constants, 71

ASSET_3P_CINEMA_DIRECTOR
 Crosstales::RTVoice::Util::Constants, 71

ASSET_3P_DIALOGUE_SYSTEM
 Crosstales::RTVoice::Util::Constants, 71

ASSET_3P_GOOGLE
 Crosstales::RTVoice::Util::Constants, 71

ASSET_3P_KLATTERSYNTH
 Crosstales::RTVoice::Util::Constants, 71

ASSET_3P_LIPSYNC
 Crosstales::RTVoice::Util::Constants, 71

ASSET_3P_LOCALIZED_DIALOGS
 Crosstales::RTVoice::Util::Constants, 72

ASSET_3P_NPC_CHAT
 Crosstales::RTVoice::Util::Constants, 72

ASSET_3P_PLAYMAKER
 Crosstales::Common::Util::BaseConstants, 37

ASSET_3P_QUEST_SYSTEM
 Crosstales::RTVoice::Util::Constants, 72

ASSET_3P_SALSA
 Crosstales::RTVoice::Util::Constants, 72

ASSET_3P_SLATE
 Crosstales::RTVoice::Util::Constants, 72

ASSET_3P_URL
 Crosstales::RTVoice::Util::Constants, 72

ASSET_3P_WEBGL
 Crosstales::RTVoice::Util::Constants, 72

ASSET_API_URL
 Crosstales::RTVoice::Util::Constants, 72

ASSET_AUTHOR_URL
 Crosstales::Common::Util::BaseConstants, 37

ASSET_AUTHOR
 Crosstales::Common::Util::BaseConstants, 37

ASSET_BUILD
 Crosstales::RTVoice::Util::Constants, 72

ASSET_BWF
 Crosstales::Common::Util::BaseConstants, 37

ASSET_CHANGED
 Crosstales::RTVoice::Util::Constants, 73

ASSET_CONTACT
 Crosstales::RTVoice::Util::Constants, 73

ASSET_CREATED
 Crosstales::RTVoice::Util::Constants, 73

ASSET_CT_URL
 Crosstales::Common::Util::BaseConstants, 37

ASSET_DJ
 Crosstales::Common::Util::BaseConstants, 37

ASSET_FORUM_URL
 Crosstales::RTVoice::Util::Constants, 73

ASSET_FB
 Crosstales::Common::Util::BaseConstants, 38

ASSET_MANUAL_URL
 Crosstales::RTVoice::Util::Constants, 73

ASSET_NAME
 Crosstales::RTVoice::Util::Constants, 73

ASSET_OC
 Crosstales::Common::Util::BaseConstants, 38

ASSET_PATH
 Crosstales::RTVoice::Util::Config, 67

ASSET_PRO_URL
 Crosstales::RTVoice::Util::Constants, 73

ASSET_RADIO
 Crosstales::Common::Util::BaseConstants, 38

ASSET_RTV
 Crosstales::Common::Util::BaseConstants, 38

ASSET_SOCIAL_DISCORD
 Crosstales::Common::Util::BaseConstants, 38

ASSET_SOCIAL_FACEBOOK
 Crosstales::Common::Util::BaseConstants, 38

ASSET_SOCIAL_LINKEDIN
 Crosstales::Common::Util::BaseConstants, 38

ASSET_SOCIAL_TWITTER
 Crosstales::Common::Util::BaseConstants, 38

ASSET_SOCIAL_YOUTUBE
 Crosstales::Common::Util::BaseConstants, 38

ASSET_TPB
 Crosstales::Common::Util::BaseConstants, 39

ASSET_TPS
 Crosstales::Common::Util::BaseConstants, 39

ASSET_TB
 Crosstales::Common::Util::BaseConstants, 39

ASSET_TR
 Crosstales::Common::Util::BaseConstants, 39

- ASSET_UPDATE_CHECK_URL
 - Crosstales::RTVoice::Util::Constants, 73
- ASSET_VERSION
 - Crosstales::RTVoice::Util::Constants, 73
- ASSET_VIDEO_PROMO
 - Crosstales::RTVoice::Util::Constants, 74
- ASSET_VIDEO_TUTORIAL
 - Crosstales::RTVoice::Util::Constants, 74
- ASSET_WEB_URL
 - Crosstales::RTVoice::Util::Constants, 74
- AUDIOFILE_AUTOMATIC_DELETE
 - Crosstales::RTVoice::Util::Config, 67
- AUDIOFILE_PATH
 - Crosstales::RTVoice::Util::Config, 68
- AUDIOFILE_PREFIX
 - Crosstales::RTVoice::Util::Constants, 74
- Active
 - Crosstales::RTVoice::Demo::Util::NativeController, 119
- Age
 - Crosstales::RTVoice::Model::Voice, 192
- AllVoices
 - Crosstales::RTVoice::Tool::VoiceInitializer, 197
- AlphaRange
 - Crosstales::Common::Util::RandomColor, 127
- Analyzer
 - Crosstales::Common::Util::SpectrumVisualizer, 169
- AppleVoiceNameToGender
 - Crosstales::RTVoice::Util::Helper, 103
- ApproximateSpeechLength
 - Crosstales::RTVoice::Speaker, 152
- areVoicesReady
 - Crosstales::RTVoice::Speaker, 160
- Audio16Khz128KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 15
- Audio16Khz16KbpsMonoSiren
 - Crosstales::RTVoice::Azure, 15
- Audio16Khz32KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 15
- Audio16Khz64KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 15
- Audio24Khz160KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 15
- Audio24Khz48KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 15
- Audio24Khz96KBitRateMonoMp3
 - Crosstales::RTVoice::Azure, 15
- AudioFileExtension
 - Crosstales::RTVoice::Provider::IVoiceProvider, 111
 - Crosstales::RTVoice::Speaker, 160
- AudioFileType
 - Crosstales::RTVoice::Provider::IVoiceProvider, 111
- AudioOutputFormat
 - Crosstales::RTVoice::Azure, 15
- AudioSource
 - HutongGames::PlayMaker::Actions::SpeakBase, 147
- AudioSources
 - Crosstales::UI::Util::AudioSourceController, 32
- Authenticate
 - Crosstales::RTVoice::Azure::Authentication, 33
- AuthorizationToken
 - Crosstales::RTVoice::Azure::Synthesize::Input↔Options, 106
- AutoBreath
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔WS, 199
- AutoClearTags
 - Crosstales::RTVoice::Speaker, 158
- BaseVoiceProvider
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 62
- BeginDrag
 - Crosstales::UI::UIDrag, 186
- BitDepth
 - Crosstales::RTVoice::Util::WavMaster, 217
- BusyCount
 - Crosstales::RTVoice::Speaker, 160
- CMD_WINDOWS_PATH
 - Crosstales::Common::Util::BaseConstants, 39
- CTAddRange< K, V >
 - Crosstales::ExtensionMethods, 83
- CTContains
 - Crosstales::ExtensionMethods, 83
- CTContainsAll
 - Crosstales::ExtensionMethods, 83
- CTContainsAny
 - Crosstales::ExtensionMethods, 84
- CTDump
 - Crosstales::ExtensionMethods, 84–86
- CTDump< K, V >
 - Crosstales::ExtensionMethods, 86
- CTDump< T >
 - Crosstales::ExtensionMethods, 86, 87
- CTEquals
 - Crosstales::ExtensionMethods, 87
- CTIsVisibleFrom
 - Crosstales::ExtensionMethods, 87
- CTReplace
 - Crosstales::ExtensionMethods, 88
- CTReverse
 - Crosstales::ExtensionMethods, 88
- CTShuffle< T >
 - Crosstales::ExtensionMethods, 88, 89
- CTToString< T >
 - Crosstales::ExtensionMethods, 89
- CTToTitleCase
 - Crosstales::ExtensionMethods, 89
- CallOnStopSpeech
 - Crosstales::RTVoice::AdventureCreator::AC↔Connector, 24
- ChangeInterval
 - Crosstales::Common::Util::RandomColor, 127
 - Crosstales::Common::Util::RandomRotator, 129

- Crosstales::Common::Util::RandomScaler, 130
- Channel
 - Crosstales::Common::Util::FFTAnalyzer, 90
- CleanText
 - Crosstales::RTVoice::Util::Helper, 104
- ClearLineEndings
 - Crosstales::Common::Util::BaseHelper, 50
- ClearSpaces
 - Crosstales::Common::Util::BaseHelper, 50
- ClearTags
 - Crosstales::Common::Util::BaseHelper, 50
- Clips
 - Crosstales::RTVoice::Tool::Paralanguage, 121
- CognitoCredentials
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔WS, 199
- ConnectionLimit
 - Crosstales::Common::Util::CTWebClient, 80
- CreateString
 - Crosstales::Common::Util::BaseHelper, 50
- Created
 - Crosstales::RTVoice::Model::Wrapper, 224
- Crosstales, 11
- Crosstales.Common, 11
- Crosstales.Common.Model, 11
- Crosstales.Common.Model.Enum, 11
- Crosstales.Common.Util, 12
- Crosstales.Common.Util.BackgroundController, 34
- Crosstales.Common.Util.BaseConstants, 35
- Crosstales.Common.Util.BaseHelper, 47
- Crosstales.Common.Util.CTPlayerPrefs, 75
- Crosstales.Common.Util.CTWebClient, 79
- Crosstales.Common.Util.FFTAnalyzer, 90
- Crosstales.Common.Util.FreeCam, 92
- Crosstales.Common.Util.PlatformController, 125
- Crosstales.Common.Util.RandomColor, 127
- Crosstales.Common.Util.RandomRotator, 128
- Crosstales.Common.Util.RandomScaler, 130
- Crosstales.Common.Util.SerializableDictionary< TKey, TVal >, 138
- Crosstales.Common.Util.SerializeDeSerialize, 139
- Crosstales.Common.Util.SpectrumVisualizer, 168
- Crosstales.Common.Util.SurviveSceneSwitch, 175
- Crosstales.Common.Util.TakeScreenshot, 179
- Crosstales.Common.Util.XmlHelper, 224
- Crosstales.ExtensionMethods, 81
- Crosstales.RTVoice, 13
- Crosstales.RTVoice.AWSPolly, 14
- Crosstales.RTVoice.AWSPolly.Switcher, 176
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, 197
- Crosstales.RTVoice.AdventureCreator, 13
- Crosstales.RTVoice.AdventureCreator.ACConnector, 23
- Crosstales.RTVoice.AdventureCreator.ACScene↔Switcher, 25
- Crosstales.RTVoice.AdventureCreator.ACVoice↔Wrapper, 25
- Crosstales.RTVoice.Azure, 14
- Crosstales.RTVoice.Azure.Authentication, 33
- Crosstales.RTVoice.Azure.GenericEventArgs< T >, 93
- Crosstales.RTVoice.Azure.Switcher, 177
- Crosstales.RTVoice.Azure.Synthesize, 178
- Crosstales.RTVoice.Azure.Synthesize.InputOptions, 105
- Crosstales.RTVoice.Azure.VoiceProviderAzure, 200
- Crosstales.RTVoice.Demo, 15
- Crosstales.RTVoice.Demo.Dialog, 80
- Crosstales.RTVoice.Demo.GUIAudioFilter, 96
- Crosstales.RTVoice.Demo.GUIDialog, 97
- Crosstales.RTVoice.Demo.GUIMain, 98
- Crosstales.RTVoice.Demo.GUIMultiAudioFilter, 99
- Crosstales.RTVoice.Demo.GUIScenes, 100
- Crosstales.RTVoice.Demo.GUISpeech, 101
- Crosstales.RTVoice.Demo.NativeAudio, 118
- Crosstales.RTVoice.Demo.PreGeneratedAudio, 126
- Crosstales.RTVoice.Demo.SendMessage, 133
- Crosstales.RTVoice.Demo.SequenceCaller, 135
- Crosstales.RTVoice.Demo.Simple, 141
- Crosstales.RTVoice.Demo.SimpleNative, 142
- Crosstales.RTVoice.Demo.SpeakWrapper, 167
- Crosstales.RTVoice.Demo.Util, 16
- Crosstales.RTVoice.Demo.Util.iOSController, 107
- Crosstales.RTVoice.Demo.Util.MaterialChanger, 117
- Crosstales.RTVoice.Demo.Util.NativeController, 119
- Crosstales.RTVoice.Demo.Util.PlatformController, 124
- Crosstales.RTVoice.Google, 16
- Crosstales.RTVoice.Google.Switcher, 176
- Crosstales.RTVoice.Google.VoiceProviderGoogle, 204
- Crosstales.RTVoice.Klattersynth, 16
- Crosstales.RTVoice.Klattersynth.VoiceProvider↔Klattersynth, 206
- Crosstales.RTVoice.LiveSpeaker, 114
- Crosstales.RTVoice.Model, 17
- Crosstales.RTVoice.Model.Enum, 17
- Crosstales.RTVoice.Model.Sequence, 134
- Crosstales.RTVoice.Model.Voice, 191
- Crosstales.RTVoice.Model.VoiceAlias, 193
- Crosstales.RTVoice.Model.Wrapper, 220
- Crosstales.RTVoice.Provider, 18
- Crosstales.RTVoice.Provider.BaseCustomVoice↔Provider, 42
- Crosstales.RTVoice.Provider.BaseVoiceProvider, 60
- Crosstales.RTVoice.Provider.IVoiceProvider, 108
- Crosstales.RTVoice.Provider.VoiceProviderMary, 208
- Crosstales.RTVoice.SAPI.VoiceProviderSAPI, 210
- Crosstales.RTVoice.SAPI, 18
- Crosstales.RTVoice.SLATE.CutSceneStart, 80
- Crosstales.RTVoice.SLATE, 18
- Crosstales.RTVoice.Speaker, 147
- Crosstales.RTVoice.Tool, 19
- Crosstales.RTVoice.Tool.AudioFileGenerator, 28
- Crosstales.RTVoice.Tool.ChangeGender, 64
- Crosstales.RTVoice.Tool.Loudspeaker, 116
- Crosstales.RTVoice.Tool.Paralanguage, 120
- Crosstales.RTVoice.Tool.Sequencer, 136
- Crosstales.RTVoice.Tool.SpeechText, 170
- Crosstales.RTVoice.Tool.TextFileSpeaker, 180

- Crosstales.RTVoice.Tool.VoiceInitializer, 196
- Crosstales.RTVoice.Util, 19
- Crosstales.RTVoice.Util.Config, 65
- Crosstales.RTVoice.Util.Constants, 68
- Crosstales.RTVoice.Util.Helper, 102
- Crosstales.RTVoice.Util.WavMaster, 217
- Crosstales.RTVoice.VoiceProviderExample, 202
- Crosstales.RTVoice.Watson, 20
- Crosstales.RTVoice.Watson.Switcher, 177
- Crosstales.RTVoice.Watson.VoiceProviderWatson, 213
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL, 215
- Crosstales.RTVoice.WebGL, 20
- Crosstales.UI.Social, 143
- Crosstales.UI.StaticManager, 174
- Crosstales.UI.UIDrag, 186
- Crosstales.UI.UIFocus, 186
- Crosstales.UI.UIHint, 187
- Crosstales.UI.UIResize, 189
- Crosstales.UI.UIWindowManager, 190
- Crosstales.UI.Util, 21
- Crosstales.UI.Util.AudioFilterController, 29
- Crosstales.UI.Util.AudioSourceController, 31
- Crosstales.UI.Util.FPSDisplay, 91
- Crosstales.UI.Util.ScrollRectHandler, 132
- Crosstales.UI.WindowManager, 219
- Crosstales.UI, 20
- Crosstales::Common::Model::Enum
 - Platform, 12
 - SampleRate, 12
- Crosstales::Common::Util::BackgroundController
 - Objects, 34
- Crosstales::Common::Util::BaseConstants
 - APPLICATION_PATH, 41
 - ASSET_3P_PLAYMAKER, 37
 - ASSET_AUTHOR_URL, 37
 - ASSET_AUTHOR, 37
 - ASSET_BWF, 37
 - ASSET_CT_URL, 37
 - ASSET_DJ, 37
 - ASSET_FB, 38
 - ASSET_OC, 38
 - ASSET_RADIO, 38
 - ASSET_RTV, 38
 - ASSET_SOCIAL_DISCORD, 38
 - ASSET_SOCIAL_FACEBOOK, 38
 - ASSET_SOCIAL_LINKEDIN, 38
 - ASSET_SOCIAL_TWITTER, 38
 - ASSET_SOCIAL_YOUTUBE, 38
 - ASSET_TPB, 39
 - ASSET_TPS, 39
 - ASSET_TB, 39
 - ASSET_TR, 39
 - CMD_WINDOWS_PATH, 39
 - DEV_DEBUG, 39
 - FACTOR_GB, 39
 - FACTOR_KB, 39
 - FACTOR_MB, 39
 - FLOAT_32768, 40
 - FORMAT_NO_DECIMAL_PLACES, 40
 - FORMAT_PERCENT, 40
 - FORMAT_TWO_DECIMAL_PLACES, 40
 - PATH_DELIMITER_UNIX, 40
 - PATH_DELIMITER_WINDOWS, 40
 - PREFIX_FILE, 41
 - PROCESS_KILL_TIME, 40
 - SHOW_BWF_BANNER, 40
 - SHOW_DJ_BANNER, 40
 - SHOW_FB_BANNER, 40
 - SHOW_OC_BANNER, 41
 - SHOW_RADIO_BANNER, 41
 - SHOW_RTV_BANNER, 41
 - SHOW_TB_BANNER, 41
 - SHOW_TPB_BANNER, 41
 - SHOW_TPS_BANNER, 41
 - SHOW_TR_BANNER, 41
- Crosstales::Common::Util::BaseHelper
 - ClearLineEndings, 50
 - ClearSpaces, 50
 - ClearTags, 50
 - CreateString, 50
 - CurrentPlatform, 54
 - FileCopy, 51
 - FormatBytesToHRF, 51
 - FormatSecondsToHourMinSec, 51
 - GetDirectories, 51
 - GetFiles, 52
 - HSVToRGB, 52
 - hasActiveClip, 52
 - isAndroidPlatform, 55
 - isAppleBasedPlatform, 55
 - isEditor, 55
 - isEditorMode, 55
 - isIL2CPP, 55
 - isIOSBasedPlatform, 56
 - isIOSPlatform, 56
 - isInternetAvailable, 55
 - isLinuxEditor, 56
 - isLinuxPlatform, 56
 - isMacOSEditor, 56
 - isMacOSPlatform, 56
 - isPS4Platform, 57
 - isStandalonePlatform, 57
 - isTvOSPlatform, 57
 - isValidURL, 52
 - isWSABasedPlatform, 58
 - isWSAPlatform, 58
 - isWebGLPlatform, 57
 - isWebPlatform, 57
 - isWindowsBasedPlatform, 57
 - isWindowsEditor, 58
 - isWindowsPlatform, 58
 - isXboxOnePlatform, 58
 - OpenFile, 53
 - RemoteCertificateValidationCallback, 53
 - ShowFileLocation, 53
 - SplitStringToLines, 53

- StreamingAssetsPath, 58
- ValidURLFromFilePath, 54
- ValidateFile, 54
- ValidatePath, 54
- Crosstales::Common::Util::CTPlayerPrefs
 - DeleteAll, 76
 - DeleteKey, 76
 - GetBool, 76
 - GetDate, 76
 - GetFloat, 76
 - GetInt, 77
 - GetString, 77
 - HasKey, 77
 - Save, 77
 - SetBool, 78
 - SetDate, 78
 - SetFloat, 78
 - SetInt, 78
 - SetString, 78
- Crosstales::Common::Util::CTWebClient
 - ConnectionLimit, 80
 - Timeout, 80
- Crosstales::Common::Util::FFTAAnalyzer
 - Channel, 90
 - Samples, 90
- Crosstales::Common::Util::FreeCam
 - FastMovementSpeed, 93
 - FastZoomSensitivity, 93
 - FreeLookSensitivity, 93
 - MovementSpeed, 93
 - StartLooking, 92
 - StopLooking, 92
 - ZoomSensitivity, 93
- Crosstales::Common::Util::PlatformController
 - Objects, 125
 - Platforms, 125
- Crosstales::Common::Util::RandomColor
 - AlphaRange, 127
 - ChangeInterval, 127
 - GrayScale, 128
 - HueRange, 128
 - Material, 128
 - SaturationRange, 128
 - UseInterval, 128
 - ValueRange, 128
- Crosstales::Common::Util::RandomRotator
 - ChangeInterval, 129
 - SpeedMax, 129
 - SpeedMin, 129
 - UseInterval, 129
- Crosstales::Common::Util::RandomScaler
 - ChangeInterval, 130
 - ScaleMax, 130
 - ScaleMin, 130
 - Uniform, 131
 - UseInterval, 131
- Crosstales::Common::Util::SerializeDeSerialize
 - DeserializeFromByteArray< T >, 139
 - DeserializeFromFile< T >, 139
 - SerializeToByteArray< T >, 140
 - SerializeToFile< T >, 140
- Crosstales::Common::Util::SpectrumVisualizer
 - Analyzer, 169
 - Gain, 169
 - LeftToRight, 169
 - VisualPrefab, 169
 - Width, 169
- Crosstales::Common::Util::SurviveSceneSwitch
 - DontDestroy, 175
 - Survivors, 175
- Crosstales::Common::Util::TakeScreenshot
 - Prefix, 180
 - Scale, 180
 - Update, 180
- Crosstales::Common::Util::XmlHelper
 - DeserializeFromFile< T >, 225
 - DeserializeFromResource< T >, 225
 - DeserializeFromString< T >, 225
 - SerializeToFile< T >, 226
 - SerializeToString< T >, 226
- Crosstales::ExtensionMethods
 - CTAddRange< K, V >, 83
 - CTContains, 83
 - CTContainsAll, 83
 - CTContainsAny, 84
 - CTDump, 84–86
 - CTDump< K, V >, 86
 - CTDump< T >, 86, 87
 - CTEquals, 87
 - CTIsVisibleFrom, 87
 - CTReplace, 88
 - CTReverse, 88
 - CTShuffle< T >, 88, 89
 - CTToString< T >, 89
 - CTToTitleCase, 89
- Crosstales::RTVoice::AWSPolly
 - Endpoint, 14
- Crosstales::RTVoice::AWSPolly::VoiceProviderAWS
 - AutoBreath, 199
 - CognitoCredentials, 199
 - Endpoint, 199
 - Generate, 198
 - Load, 198
 - Speak, 199
 - SpeakNative, 199
- Crosstales::RTVoice::AdventureCreator::ACConnector
 - CallOnStopSpeech, 24
 - Culture, 24
 - CurrentCulture, 24
 - isCallOnStopSpeech, 24
 - isSimulateSkipSpeech, 24
 - SimulateSkipSpeech, 24
 - Voices, 24
- Crosstales::RTVoice::AdventureCreator::ACVoice↔
 - Wrapper
 - ACVoiceName, 26

- IgnoreCharacter, 26
- Mode, 26
- Pitch, 26
- Rate, 26
- Source, 26
- UseSpeechAudioSource, 26
- Voices, 26
- Volume, 26
- Crosstales::RTVoice::Azure
 - Audio16Khz128KBitRateMonoMp3, 15
 - Audio16Khz16KbpsMonoSiren, 15
 - Audio16Khz32KBitRateMonoMp3, 15
 - Audio16Khz64KBitRateMonoMp3, 15
 - Audio24Khz160KBitRateMonoMp3, 15
 - Audio24Khz48KBitRateMonoMp3, 15
 - Audio24Khz96KBitRateMonoMp3, 15
 - AudioOutputFormat, 15
 - Raw16Khz16BitMonoPcm, 15
 - Raw16Khz16BitMonoTrueSilk, 15
 - Raw24Khz16BitMonoPcm, 15
 - Raw24Khz16BitMonoTrueSilk, 15
 - Raw8Khz8BitMonoMULaw, 15
 - Riff16Khz16BitMonoPcm, 15
 - Riff16Khz16KbpsMonoSiren, 15
 - Riff24Khz16BitMonoPcm, 15
 - Riff8Khz8BitMonoMULaw, 15
 - Ssml16Khz16BitMonoSilk, 15
 - Ssml16Khz16BitMonoTts, 15
- Crosstales::RTVoice::Azure::Authentication
 - Authenticate, 33
- Crosstales::RTVoice::Azure::GenericEventArgs
 - EventData, 94
 - GenericEventArgs, 94
- Crosstales::RTVoice::Azure::Synthesize
 - Speak, 178
 - Synthesize, 178
- Crosstales::RTVoice::Azure::Synthesize::InputOptions
 - AuthorizationToken, 106
 - Headers, 106
 - InputOptions, 106
 - Locale, 106
 - OutputFormat, 107
 - RequestUri, 107
 - Text, 107
 - VoiceName, 107
 - VoiceType, 107
- Crosstales::RTVoice::Azure::VoiceProviderAzure
 - APIKey, 202
 - Generate, 201
 - Load, 201
 - RequestUri, 202
 - Speak, 201
 - SpeakNative, 201
- Crosstales::RTVoice::Demo::Util::NativeController
 - Active, 119
 - Objects, 119
- Crosstales::RTVoice::Google::VoiceProviderGoogle
 - Generate, 205
 - Load, 205
 - Speak, 205
 - SpeakNative, 206
- Crosstales::RTVoice::Klattersynth::VoiceProvider←
 - Klattersynth
 - Generate, 207
 - Load, 207
 - SampleRate, 208
 - Speak, 207
 - SpeakNative, 208
 - Speeches, 208
- Crosstales::RTVoice::LiveSpeaker
 - Silence, 114
 - Speak, 114, 115
 - SpeakNative, 115
- Crosstales::RTVoice::Model::Enum
 - ESpeakModifiers, 17
 - Gender, 17
 - MaryTTSType, 17
 - ProviderType, 18
 - SpeakMode, 18
- Crosstales::RTVoice::Model::Sequence
 - Mode, 134
 - Pitch, 134
 - Rate, 135
 - Source, 135
 - Text, 135
 - Voices, 135
 - Volume, 135
- Crosstales::RTVoice::Model::Voice
 - Age, 192
 - Culture, 193
 - Description, 192
 - Gender, 192
 - Identifier, 192
 - Name, 192
 - SampleRate, 192
 - SimplifiedCulture, 193
 - Vendor, 193
 - Version, 193
 - Voice, 192
- Crosstales::RTVoice::Model::VoiceAlias
 - Culture, 194
 - Gender, 194
 - Voice, 195
 - VoiceName, 195
 - VoiceNameAndroid, 194
 - VoiceNameCustom, 194
 - VoiceNameIOS, 195
 - VoiceNameLinux, 195
 - VoiceNameMac, 195
 - VoiceNameMaryTTS, 195
 - VoiceNameWSA, 195
 - VoiceNameWindows, 195
- Crosstales::RTVoice::Model::Wrapper
 - Created, 224
 - ForceSSML, 223
 - OutputFile, 223

- Pitch, 224
- Rate, 224
- Source, 223
- SpeakImmediately, 223
- SpeechTime, 224
- Text, 224
- Uid, 223
- Voice, 223
- Volume, 224
- Wrapper, 222
- Crosstales::RTVoice::Provider::BaseCustomVoice↔
 - Provider
 - Generate, 44
 - Load, 44
 - OnErrorInfo, 46
 - OnSpeakAudioGenerationComplete, 46
 - OnSpeakAudioGenerationStart, 46
 - OnSpeakComplete, 46
 - OnSpeakCurrentPhoneme, 46
 - OnSpeakCurrentViseme, 46
 - OnSpeakCurrentWord, 46
 - OnSpeakStart, 46
 - OnVoicesReady, 46
 - Silence, 44, 45
 - Speak, 45
 - SpeakNative, 45
- Crosstales::RTVoice::Provider::BaseVoiceProvider
 - BaseVoiceProvider, 62
 - Generate, 62
 - OnErrorInfo, 63
 - OnSpeakAudioGenerationComplete, 63
 - OnSpeakAudioGenerationStart, 63
 - OnSpeakComplete, 63
 - OnSpeakCurrentPhoneme, 63
 - OnSpeakCurrentViseme, 64
 - OnSpeakCurrentWord, 64
 - OnSpeakStart, 64
 - OnVoicesReady, 64
 - Silence, 62
 - Speak, 62
 - SpeakNative, 63
- Crosstales::RTVoice::Provider::IVoiceProvider
 - AudioFileExtension, 111
 - AudioFileType, 111
 - Cultures, 111
 - DefaultVoiceName, 111
 - Generate, 109
 - hasCoRoutines, 111
 - hasVoicesInEditor, 111
 - isIL2CPPSupported, 112
 - isOnlineService, 112
 - isPlatformSupported, 112
 - isSSMLSupported, 112
 - isSpeakNativeSupported, 112
 - isSpeakSupported, 112
 - isWorkingInEditor, 113
 - isWorkingInPlaymode, 113
 - MaxTextLength, 113
 - Silence, 110
 - Speak, 110
 - SpeakNative, 110
 - Voices, 113
- Crosstales::RTVoice::Provider::VoiceProviderMary
 - Generate, 210
 - Speak, 210
 - SpeakNative, 210
 - VoiceProviderMary, 209
- Crosstales::RTVoice::SAPI::VoiceProviderSAPI
 - Generate, 211
 - Load, 212
 - Silence, 212
 - Speak, 212
 - SpeakNative, 212
- Crosstales::RTVoice::Speaker
 - ApproximateSpeechLength, 152
 - areVoicesReady, 160
 - AudioFileExtension, 160
 - AutoClearTags, 158
 - BusyCount, 160
 - Cultures, 160
 - CustomMode, 158
 - CustomProvider, 159
 - CustomVoiceProvider, 160
 - DefaultVoiceName, 161
 - DeleteAudioFiles, 152
 - DontDestroy, 159
 - ESpeakMod, 161
 - ESpeakMode, 159
 - ESpeakModifier, 159
 - enforcedStandaloneTTS, 161
 - Generate, 152
 - hasCoRoutines, 161
 - hasVoicesInEditor, 161
 - isAutoClearTags, 161
 - isBusy, 161
 - isCustomMode, 162
 - isESpeakMode, 162
 - isIL2CPPSupported, 162
 - isMaryMode, 162
 - isOnlineService, 162
 - isPlatformSupported, 162
 - isSSMLSupported, 163
 - isSilenceOnDisable, 162
 - isSilenceOnFocusLost, 163
 - isSpeakNativeSupported, 163
 - isSpeakSupported, 163
 - isSpeaking, 163
 - isTTSAvailable, 163
 - isVoiceForCultureAvailable, 153
 - isVoiceForGenderAvailable, 153
 - isVoiceForNameAvailable, 153
 - isWSANative, 164
 - isWorkingInEditor, 164
 - isWorkingInPlaymode, 164
 - MaryPassword, 164
 - MaryPort, 164

- MaryTTSMODE, 159
- MaryTTSPassword, 159
- MaryTTSPort, 159
- MaryTTSType, 159
- MaryTTSUrl, 159
- MaryTTSUser, 159
- MaryType, 164
- MaryUrl, 164
- MaryUser, 164
- MaxTextLength, 165
- OnErrorInfo, 165
- OnProviderChange, 165
- OnSpeakAudioGenerationComplete, 165
- OnSpeakAudioGenerationStart, 165
- OnSpeakComplete, 165
- OnSpeakCurrentPhoneme, 165
- OnSpeakCurrentViseme, 165
- OnSpeakCurrentWord, 165
- OnSpeakStart, 166
- OnVoicesReady, 166
- Pause, 154
- ReloadProvider, 154
- Reset, 154
- Silence, 154
- SilenceOnDisable, 160
- SilenceOnFocusLost, 160
- Speak, 154, 155
- SpeakMarkedWordsWithUID, 155
- SpeakNative, 156
- SpeakNativeWithUID, 156
- SpeakWithUID, 156
- SpeechCount, 166
- UnPause, 157
- VoiceForCulture, 157
- VoiceForGender, 157
- VoiceForName, 157
- Voices, 166
- VoicesForCulture, 158
- VoicesForGender, 158
- WSANative, 160
- Crosstales::RTVoice::Tool::AudioFileGenerator
 - FileInsideAssets, 29
 - Generate, 29
 - GenerateOnStart, 29
 - OnAudioFileGeneratorComplete, 29
 - OnAudioFileGeneratorStart, 29
 - TextFiles, 29
- Crosstales::RTVoice::Tool::ChangeGender
 - ESpeakOnly, 65
 - NewGender, 65
 - RefreshOnVoicesReady, 65
- Crosstales::RTVoice::Tool::Loudspeaker
 - isSilenceSource, 117
 - isSynchronized, 117
 - SilenceSource, 117
 - Source, 117
 - Synchronized, 117
- Crosstales::RTVoice::Tool::Paralanguage
 - Clips, 121
 - CurrentPitch, 122
 - CurrentRate, 122
 - CurrentText, 122
 - CurrentVolume, 122
 - Delay, 121
 - Mode, 121
 - OnParalanguageComplete, 122
 - OnParalanguageStart, 123
 - Pitch, 121
 - PlayOnStart, 122
 - Rate, 122
 - Silence, 121
 - Speak, 121
 - Text, 122
 - Voices, 122
 - Volume, 122
- Crosstales::RTVoice::Tool::Sequencer
 - CurrentSequence, 138
 - Delay, 137
 - PlayAllSequences, 137
 - PlayNextSequence, 137
 - PlayOnStart, 137
 - PlaySequence, 137
 - Sequences, 137
 - StopAllSequences, 137
- Crosstales::RTVoice::Tool::SpeechText
 - CurrentPitch, 173
 - CurrentRate, 173
 - CurrentText, 173
 - CurrentVolume, 173
 - Delay, 172
 - FileInsideAssets, 172
 - FileName, 172
 - GenerateAudioFile, 172
 - Mode, 172
 - OnSpeechTextComplete, 173
 - OnSpeechTextStart, 173
 - Pitch, 172
 - PlayOnStart, 172
 - Rate, 172
 - Silence, 172
 - Source, 173
 - Speak, 172
 - Text, 173
 - Voices, 173
 - Volume, 173
- Crosstales::RTVoice::Tool::TextFileSpeaker
 - CurrentPitch, 184
 - CurrentRate, 184
 - CurrentVolume, 184
 - Delay, 183
 - Mode, 183
 - Next, 182
 - Pitch, 183
 - PlayAllOnStart, 183
 - PlayOnStart, 184
 - Previous, 182

- Rate, 184
- Reload, 182
- Silence, 182
- Source, 184
- Speak, 183
- SpeakAll, 183
- SpeakRandom, 184
- SpeakText, 183
- StopAll, 183
- TextFiles, 184
- Voices, 184
- Volume, 184
- Crosstales::RTVoice::Tool::VoiceInitializer
 - AllVoices, 197
 - DestroyWhenFinished, 197
 - Provider, 197
 - VoiceNames, 197
- Crosstales::RTVoice::Util::Config
 - ASSET_PATH, 67
 - AUDIOFILE_AUTOMATIC_DELETE, 67
 - AUDIOFILE_PATH, 68
 - DEBUG, 67
 - ENFORCE_32BIT_WINDOWS, 67
 - ENFORCE_STANDALONE_TTS, 67
 - ENSURE_NAME, 67
 - isLoading, 67
 - Load, 66
 - Reset, 66
 - Save, 66
 - TTS_LINUX_DATA, 67
 - TTS_LINUX, 67
 - TTS_MACOS, 68
 - TTS_WINDOWS_BUILD, 68
 - TTS_WINDOWS_EDITOR_x86, 68
 - TTS_WINDOWS_EDITOR, 68
- Crosstales::RTVoice::Util::Constants
 - ASSET_2019_URL, 71
 - ASSET_3P_ADVENTURE_CREATOR, 71
 - ASSET_3P_AMPLITUDE, 71
 - ASSET_3P_CINEMA_DIRECTOR, 71
 - ASSET_3P_DIALOGUE_SYSTEM, 71
 - ASSET_3P_GOOGLE, 71
 - ASSET_3P_KLATTERSYNTH, 71
 - ASSET_3P_LIPSYNC, 71
 - ASSET_3P_LOCALIZED_DIALOGS, 72
 - ASSET_3P_NPC_CHAT, 72
 - ASSET_3P_QUEST_SYSTEM, 72
 - ASSET_3P_SALSA, 72
 - ASSET_3P_SLATE, 72
 - ASSET_3P_URL, 72
 - ASSET_3P_WEBGL, 72
 - ASSET_API_URL, 72
 - ASSET_BUILD, 72
 - ASSET_CHANGED, 73
 - ASSET_CONTACT, 73
 - ASSET_CREATED, 73
 - ASSET_FORUM_URL, 73
 - ASSET_MANUAL_URL, 73
 - ASSET_NAME, 73
 - ASSET_PRO_URL, 73
 - ASSET_UPDATE_CHECK_URL, 73
 - ASSET_VERSION, 73
 - ASSET_VIDEO_PROMO, 74
 - ASSET_VIDEO_TUTORIAL, 74
 - ASSET_WEB_URL, 74
 - AUDIOFILE_PREFIX, 74
 - ESPEAK_FEMALE_MODIFIER, 74
 - RTVOICE_SCENE_OBJECT_NAME, 74
 - SPEAK_CALL_SPEED, 74
 - TTS_WINDOWS_SUBPATH, 74
 - TTS_WINDOWS_x86_SUBPATH, 74
- Crosstales::RTVoice::Util::Helper
 - AppleVoiceNameToGender, 103
 - CleanText, 104
 - CurrentProviderType, 105
 - hasBuiltInTTS, 105
 - MarkSpokenText, 104
 - StringToGender, 104
 - WSAVoiceNameToGender, 105
- Crosstales::RTVoice::Util::WavMaster
 - BitDepth, 217
 - FromAudioClip, 218
 - ToAudioClip, 218, 219
- Crosstales::RTVoice::VoiceProviderExample
 - Generate, 203
 - Load, 203
 - Speak, 203
 - SpeakNative, 204
- Crosstales::RTVoice::Watson::VoiceProviderWatson
 - APIKey, 215
 - Generate, 214
 - Load, 214
 - RequestUri, 215
 - Speak, 214
 - SpeakNative, 214
- Crosstales::RTVoice::WebGL::VoiceProviderWebGL
 - Generate, 216
 - Load, 216
 - Silence, 216
 - Speak, 216
 - SpeakNative, 217
- Crosstales::UI::StaticManager
 - OpenCrosstales, 174
 - Quit, 174
- Crosstales::UI::UIDrag
 - BeginDrag, 186
 - Start, 186
- Crosstales::UI::UIFocus
 - ManagerName, 187
 - Start, 187
- Crosstales::UI::UIHint
 - Delay, 188
 - Disable, 188
 - FadeAtStart, 188
 - FadeTime, 188
 - Group, 188

- Crosstales::UI::UIResize
 - MaxSize, 189
 - MinSize, 189
- Crosstales::UI::UIWindowManager
 - Start, 190
 - Windows, 191
- Crosstales::UI::Util::AudioFilterController
 - FindAllAudioFilters, 30
 - FindAllAudioFiltersOnStart, 31
 - ResetAudioFilters, 30
- Crosstales::UI::Util::AudioSourceController
 - AudioSources, 32
 - FindAllAudioSources, 32
 - FindAllAudioSourcesOnStart, 32
 - Loop, 32
 - Mute, 33
 - Pitch, 33
 - ResetAllAudioSources, 32
 - ResetAudioSourcesOnStart, 33
 - StereoPan, 33
 - Volume, 33
- Crosstales::UI::Util::FPSDisplay
 - FPS, 91
- Crosstales::UI::WindowManager
 - Dependencies, 220
 - OpenPanel, 220
 - Speed, 220
 - SwitchPanel, 220
 - Update, 220
- Culture
 - Crosstales::RTVoice::AdventureCreator::AC↔
 - Connector, 24
 - Crosstales::RTVoice::Model::Voice, 193
 - Crosstales::RTVoice::Model::VoiceAlias, 194
 - HutongGames::PlayMaker::Actions::GetVoices, 96
 - HutongGames::PlayMaker::Actions::Speak, 145
 - HutongGames::PlayMaker::Actions::SpeakUI, 167
- Cultures
 - Crosstales::RTVoice::Provider::IVoiceProvider, 111
 - Crosstales::RTVoice::Speaker, 160
 - HutongGames::PlayMaker::Actions::GetCultures, 95
- CurrentCulture
 - Crosstales::RTVoice::AdventureCreator::AC↔
 - Connector, 24
- CurrentPitch
 - Crosstales::RTVoice::Tool::Paralanguage, 122
 - Crosstales::RTVoice::Tool::SpeechText, 173
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 184
- CurrentPlatform
 - Crosstales::Common::Util::BaseHelper, 54
- CurrentProviderType
 - Crosstales::RTVoice::Util::Helper, 105
- CurrentRate
 - Crosstales::RTVoice::Tool::Paralanguage, 122
 - Crosstales::RTVoice::Tool::SpeechText, 173
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 184
- CurrentSequence
 - Crosstales::RTVoice::Tool::Sequencer, 138
- CurrentText
 - Crosstales::RTVoice::Tool::Paralanguage, 122
 - Crosstales::RTVoice::Tool::SpeechText, 173
- CurrentVolume
 - Crosstales::RTVoice::Tool::Paralanguage, 122
 - Crosstales::RTVoice::Tool::SpeechText, 173
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 184
- CustomMode
 - Crosstales::RTVoice::Speaker, 158
- CustomProvider
 - Crosstales::RTVoice::Speaker, 159
- CustomVoiceProvider
 - Crosstales::RTVoice::Speaker, 160
- DEBUG
 - Crosstales::RTVoice::Util::Config, 67
- DEV_DEBUG
 - Crosstales::Common::Util::BaseConstants, 39
- DefaultVoiceName
 - Crosstales::RTVoice::Provider::IVoiceProvider, 111
 - Crosstales::RTVoice::Speaker, 161
- Delay
 - Crosstales::RTVoice::Tool::Paralanguage, 121
 - Crosstales::RTVoice::Tool::Sequencer, 137
 - Crosstales::RTVoice::Tool::SpeechText, 172
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 183
 - Crosstales::UI::UIHint, 188
- DeleteAll
 - Crosstales::Common::Util::CTPlayerPrefs, 76
- DeleteAudioFiles
 - Crosstales::RTVoice::Speaker, 152
- DeleteKey
 - Crosstales::Common::Util::CTPlayerPrefs, 76
- Dependencies
 - Crosstales::UI::WindowManager, 220
- Description
 - Crosstales::RTVoice::Model::Voice, 192
- DeserializeFromByteArray< T >
 - Crosstales::Common::Util::SerializeDeSerialize, 139
- DeserializeFromFile< T >
 - Crosstales::Common::Util::SerializeDeSerialize, 139
 - Crosstales::Common::Util::XmlHelper, 225
- DeserializeFromResource< T >
 - Crosstales::Common::Util::XmlHelper, 225
- DeserializeFromString< T >
 - Crosstales::Common::Util::XmlHelper, 225
- DestroyWhenFinished
 - Crosstales::RTVoice::Tool::VoiceInitializer, 197
- Disable
 - Crosstales::UI::UIHint, 188
- DontDestroy
 - Crosstales::Common::Util::SurviveSceneSwitch, 175
 - Crosstales::RTVoice::Speaker, 159
- ENFORCE_32BIT_WINDOWS

- Crosstales::RTVoice::Util::Config, 67
- ENFORCE_STANDALONE_TTS
 - Crosstales::RTVoice::Util::Config, 67
- ENSURE_NAME
 - Crosstales::RTVoice::Util::Config, 67
- ESPEAK_FEMALE_MODIFIER
 - Crosstales::RTVoice::Util::Constants, 74
- ESpeakMod
 - Crosstales::RTVoice::Speaker, 161
- ESpeakMode
 - Crosstales::RTVoice::Speaker, 159
- ESpeakModifier
 - Crosstales::RTVoice::Speaker, 159
- ESpeakModifiers
 - Crosstales::RTVoice::Model::Enum, 17
- ESpeakOnly
 - Crosstales::RTVoice::Tool::ChangeGender, 65
- Endpoint
 - Crosstales::RTVoice::AWSPolly, 14
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔WS, 199
- enforcedStandaloneTTS
 - Crosstales::RTVoice::Speaker, 161
- EventData
 - Crosstales::RTVoice::Azure::GenericEventArgs, 94
- FACTOR_GB
 - Crosstales::Common::Util::BaseConstants, 39
- FACTOR_KB
 - Crosstales::Common::Util::BaseConstants, 39
- FACTOR_MB
 - Crosstales::Common::Util::BaseConstants, 39
- FLOAT_32768
 - Crosstales::Common::Util::BaseConstants, 40
- FORMAT_NO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, 40
- FORMAT_PERCENT
 - Crosstales::Common::Util::BaseConstants, 40
- FORMAT_TWO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, 40
- FPS
 - Crosstales::UI::Util::FPSDisplay, 91
- FadeAtStart
 - Crosstales::UI::UIHint, 188
- FadeTime
 - Crosstales::UI::UIHint, 188
- FastMovementSpeed
 - Crosstales::Common::Util::FreeCam, 93
- FastZoomSensitivity
 - Crosstales::Common::Util::FreeCam, 93
- FileCopy
 - Crosstales::Common::Util::BaseHelper, 51
- FileInsideAssets
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 29
 - Crosstales::RTVoice::Tool::SpeechText, 172
- FileName
 - Crosstales::RTVoice::Tool::SpeechText, 172
- FindAllAudioFilters
 - Crosstales::UI::Util::AudioFilterController, 30
- FindAllAudioFiltersOnStart
 - Crosstales::UI::Util::AudioFilterController, 31
- FindAllAudioSources
 - Crosstales::UI::Util::AudioSourceController, 32
- FindAllAudioSourcesOnStart
 - Crosstales::UI::Util::AudioSourceController, 32
- ForceSSML
 - Crosstales::RTVoice::Model::Wrapper, 223
- FormatBytesToHRF
 - Crosstales::Common::Util::BaseHelper, 51
- FormatSecondsToHourMinSec
 - Crosstales::Common::Util::BaseHelper, 51
- FreeLookSensitivity
 - Crosstales::Common::Util::FreeCam, 93
- FromAudioClip
 - Crosstales::RTVoice::Util::WavMaster, 218
- Gain
 - Crosstales::Common::Util::SpectrumVisualizer, 169
- Gender
 - Crosstales::RTVoice::Model::Enum, 17
 - Crosstales::RTVoice::Model::Voice, 192
 - Crosstales::RTVoice::Model::VoiceAlias, 194
 - HutongGames::PlayMaker::Actions::GetVoices, 96
- Generate
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔WS, 198
 - Crosstales::RTVoice::Azure::VoiceProviderAzure, 201
 - Crosstales::RTVoice::Google::VoiceProvider↔Google, 205
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔Klattersynth, 207
 - Crosstales::RTVoice::Provider::BaseCustom↔VoiceProvider, 44
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, 62
 - Crosstales::RTVoice::Provider::IVoiceProvider, 109
 - Crosstales::RTVoice::Provider::VoiceProviderMary, 210
 - Crosstales::RTVoice::SAPI::VoiceProviderSAPI, 211
 - Crosstales::RTVoice::Speaker, 152
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 29
 - Crosstales::RTVoice::VoiceProviderExample, 203
 - Crosstales::RTVoice::Watson::VoiceProvider↔Watson, 214
 - Crosstales::RTVoice::WebGL::VoiceProvider↔WebGL, 216
- GenerateAudioFile
 - Crosstales::RTVoice::Tool::SpeechText, 172
- GenerateOnStart
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 29
- GenericEventArgs
 - Crosstales::RTVoice::Azure::GenericEventArgs, 94
- GetBool
 - Crosstales::Common::Util::CTPlayerPrefs, 76
- GetDate

- Crosstales::Common::Util::CTPlayerPrefs, 76
- GetDirectories
 - Crosstales::Common::Util::BaseHelper, 51
- GetFiles
 - Crosstales::Common::Util::BaseHelper, 52
- GetFloat
 - Crosstales::Common::Util::CTPlayerPrefs, 76
- GetInt
 - Crosstales::Common::Util::CTPlayerPrefs, 77
- GetString
 - Crosstales::Common::Util::CTPlayerPrefs, 77
- GrayScale
 - Crosstales::Common::Util::RandomColor, 128
- Group
 - Crosstales::UI::UIHint, 188
- HSVToRGB
 - Crosstales::Common::Util::BaseHelper, 52
- hasActiveClip
 - Crosstales::Common::Util::BaseHelper, 52
- hasBuiltInTTS
 - Crosstales::RTVoice::Util::Helper, 105
- hasCoRoutines
 - Crosstales::RTVoice::Provider::IVoiceProvider, 111
 - Crosstales::RTVoice::Speaker, 161
- HasKey
 - Crosstales::Common::Util::CTPlayerPrefs, 77
- hasVoicesInEditor
 - Crosstales::RTVoice::Provider::IVoiceProvider, 111
 - Crosstales::RTVoice::Speaker, 161
- Headers
 - Crosstales::RTVoice::Azure::Synthesize::Input↔Options, 106
- HueRange
 - Crosstales::Common::Util::RandomColor, 128
- HutongGames, 21
- HutongGames.PlayMaker, 21
- HutongGames.PlayMaker.Actions, 21
- HutongGames.PlayMaker.Actions.AudioFileGenerator, 27
- HutongGames.PlayMaker.Actions.BaseRTVAction, 59
- HutongGames.PlayMaker.Actions.GetCultures, 94
- HutongGames.PlayMaker.Actions.GetVoices, 95
- HutongGames.PlayMaker.Actions.Paralanguage, 123
- HutongGames.PlayMaker.Actions.Silence, 140
- HutongGames.PlayMaker.Actions.Speak, 144
- HutongGames.PlayMaker.Actions.SpeakBase, 146
- HutongGames.PlayMaker.Actions.SpeakUI, 166
- HutongGames.PlayMaker.Actions.SpeechText, 169
- HutongGames.PlayMaker.Actions.TextFileSpeaker, 185
- HutongGames::PlayMaker::Actions::AudioFileGenerator Obj, 27
- HutongGames::PlayMaker::Actions::GetCultures Cultures, 95
- HutongGames::PlayMaker::Actions::GetVoices Culture, 96
Gender, 96
Voices, 96
- HutongGames::PlayMaker::Actions::Paralanguage
 - Obj, 124
- HutongGames::PlayMaker::Actions::Speak
 - Culture, 145
 - RTVoiceNameAndroid, 145
 - RTVoiceNameCustom, 145
 - RTVoiceNameIOS, 145
 - RTVoiceNameMac, 145
 - RTVoiceNameMaryTTS, 145
 - RTVoiceNameWSA, 145
 - RTVoiceNameWindows, 145
 - Text, 145
- HutongGames::PlayMaker::Actions::SpeakBase
 - AudioSource, 147
 - Mode, 147
 - Pitch, 147
 - Rate, 147
 - Volume, 147
- HutongGames::PlayMaker::Actions::SpeakUI
 - Culture, 167
 - RTVoiceName, 167
 - Text, 167
- HutongGames::PlayMaker::Actions::SpeechText
 - Obj, 170
- HutongGames::PlayMaker::Actions::TextFileSpeaker
 - Obj, 185
- Identifier
 - Crosstales::RTVoice::Model::Voice, 192
- IgnoreCharacter
 - Crosstales::RTVoice::AdventureCreator::AC↔VoiceWrapper, 26
- InputOptions
 - Crosstales::RTVoice::Azure::Synthesize::Input↔Options, 106
- isAndroidPlatform
 - Crosstales::Common::Util::BaseHelper, 55
- isAppleBasedPlatform
 - Crosstales::Common::Util::BaseHelper, 55
- isAutoClearTags
 - Crosstales::RTVoice::Speaker, 161
- isBusy
 - Crosstales::RTVoice::Speaker, 161
- isCallOnStopSpeech
 - Crosstales::RTVoice::AdventureCreator::AC↔Connector, 24
- isCustomMode
 - Crosstales::RTVoice::Speaker, 162
- isESpeakMode
 - Crosstales::RTVoice::Speaker, 162
- isEditor
 - Crosstales::Common::Util::BaseHelper, 55
- isEditorMode
 - Crosstales::Common::Util::BaseHelper, 55
- isIL2CPPSupported
 - Crosstales::RTVoice::Provider::IVoiceProvider, 112
 - Crosstales::RTVoice::Speaker, 162
- isIL2CPP
 - Crosstales::Common::Util::BaseHelper, 55
- isIOSBasedPlatform

- Crosstales::Common::Util::BaseHelper, 56
- isIOSPlatform
 - Crosstales::Common::Util::BaseHelper, 56
- isInternetAvailable
 - Crosstales::Common::Util::BaseHelper, 55
- isLinuxEditor
 - Crosstales::Common::Util::BaseHelper, 56
- isLinuxPlatform
 - Crosstales::Common::Util::BaseHelper, 56
- isLoaded
 - Crosstales::RTVoice::Util::Config, 67
- isMacOSEditor
 - Crosstales::Common::Util::BaseHelper, 56
- isMacOSPlatform
 - Crosstales::Common::Util::BaseHelper, 56
- isMaryMode
 - Crosstales::RTVoice::Speaker, 162
- isOnlineService
 - Crosstales::RTVoice::Provider::IVoiceProvider, 112
 - Crosstales::RTVoice::Speaker, 162
- isPS4Platform
 - Crosstales::Common::Util::BaseHelper, 57
- isPlatformSupported
 - Crosstales::RTVoice::Provider::IVoiceProvider, 112
 - Crosstales::RTVoice::Speaker, 162
- isSSMLSupported
 - Crosstales::RTVoice::Provider::IVoiceProvider, 112
 - Crosstales::RTVoice::Speaker, 163
- isSilenceOnDisable
 - Crosstales::RTVoice::Speaker, 162
- isSilenceOnFocustLost
 - Crosstales::RTVoice::Speaker, 163
- isSilenceSource
 - Crosstales::RTVoice::Tool::Loudspeaker, 117
- isSimulateSkipSpeech
 - Crosstales::RTVoice::AdventureCreator::AC↔
Connector, 24
- isSpeakNativeSupported
 - Crosstales::RTVoice::Provider::IVoiceProvider, 112
 - Crosstales::RTVoice::Speaker, 163
- isSpeakSupported
 - Crosstales::RTVoice::Provider::IVoiceProvider, 112
 - Crosstales::RTVoice::Speaker, 163
- isSpeaking
 - Crosstales::RTVoice::Speaker, 163
- isStandalonePlatform
 - Crosstales::Common::Util::BaseHelper, 57
- isSynchronized
 - Crosstales::RTVoice::Tool::Loudspeaker, 117
- isTTSAvailable
 - Crosstales::RTVoice::Speaker, 163
- isTvOSPlatform
 - Crosstales::Common::Util::BaseHelper, 57
- isValidURL
 - Crosstales::Common::Util::BaseHelper, 52
- isVoiceForCultureAvailable
 - Crosstales::RTVoice::Speaker, 153
- isVoiceForGenderAvailable
 - Crosstales::RTVoice::Speaker, 153
- isVoiceForNameAvailable
 - Crosstales::RTVoice::Speaker, 153
- isWSABasedPlatform
 - Crosstales::Common::Util::BaseHelper, 58
- isWSANative
 - Crosstales::RTVoice::Speaker, 164
- isWSAPlatform
 - Crosstales::Common::Util::BaseHelper, 58
- isWebGLPlatform
 - Crosstales::Common::Util::BaseHelper, 57
- isWebPlatform
 - Crosstales::Common::Util::BaseHelper, 57
- isWindowsBasedPlatform
 - Crosstales::Common::Util::BaseHelper, 57
- isWindowsEditor
 - Crosstales::Common::Util::BaseHelper, 58
- isWindowsPlatform
 - Crosstales::Common::Util::BaseHelper, 58
- isWorkingInEditor
 - Crosstales::RTVoice::Provider::IVoiceProvider, 113
 - Crosstales::RTVoice::Speaker, 164
- isWorkingInPlaymode
 - Crosstales::RTVoice::Provider::IVoiceProvider, 113
 - Crosstales::RTVoice::Speaker, 164
- isXboxOnePlatform
 - Crosstales::Common::Util::BaseHelper, 58
- LeftToRight
 - Crosstales::Common::Util::SpectrumVisualizer,
169
- Load
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔
WS, 198
 - Crosstales::RTVoice::Azure::VoiceProviderAzure,
201
 - Crosstales::RTVoice::Google::VoiceProvider↔
Google, 205
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔
Klattersynth, 207
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 44
 - Crosstales::RTVoice::SAPI::VoiceProviderSAPI,
212
 - Crosstales::RTVoice::Util::Config, 66
 - Crosstales::RTVoice::VoiceProviderExample, 203
 - Crosstales::RTVoice::Watson::VoiceProvider↔
Watson, 214
 - Crosstales::RTVoice::WebGL::VoiceProvider↔
WebGL, 216
- Locale
 - Crosstales::RTVoice::Azure::Synthesize::Input↔
Options, 106
- Loop
 - Crosstales::UI::Util::AudioSourceController, 32
- ManagerName
 - Crosstales::UI::UIFocus, 187
- MarkSpokenText

- Crosstales::RTVoice::Util::Helper, 104
- MaryPassword
 - Crosstales::RTVoice::Speaker, 164
- MaryPort
 - Crosstales::RTVoice::Speaker, 164
- MaryTTSMODE
 - Crosstales::RTVoice::Speaker, 159
- MaryTTSPassword
 - Crosstales::RTVoice::Speaker, 159
- MaryTTSPort
 - Crosstales::RTVoice::Speaker, 159
- MaryTTSType
 - Crosstales::RTVoice::Model::Enum, 17
 - Crosstales::RTVoice::Speaker, 159
- MaryTTSUrl
 - Crosstales::RTVoice::Speaker, 159
- MaryTTSUser
 - Crosstales::RTVoice::Speaker, 159
- MaryType
 - Crosstales::RTVoice::Speaker, 164
- MaryUrl
 - Crosstales::RTVoice::Speaker, 164
- MaryUser
 - Crosstales::RTVoice::Speaker, 164
- Material
 - Crosstales::Common::Util::RandomColor, 128
- MaxSize
 - Crosstales::UI::UIResize, 189
- MaxTextLength
 - Crosstales::RTVoice::Provider::IVoiceProvider, 113
 - Crosstales::RTVoice::Speaker, 165
- MinSize
 - Crosstales::UI::UIResize, 189
- Mode
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, 26
 - Crosstales::RTVoice::Model::Sequence, 134
 - Crosstales::RTVoice::Tool::Paralanguage, 121
 - Crosstales::RTVoice::Tool::SpeechText, 172
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 183
 - HutongGames::PlayMaker::Actions::SpeakBase,
147
- MovementSpeed
 - Crosstales::Common::Util::FreeCam, 93
- Mute
 - Crosstales::UI::Util::AudioSourceController, 33
- Name
 - Crosstales::RTVoice::Model::Voice, 192
- NewGender
 - Crosstales::RTVoice::Tool::ChangeGender, 65
- Next
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 182
- Obj
 - HutongGames::PlayMaker::Actions::AudioFile↔
Generator, 27
 - HutongGames::PlayMaker::Actions::Paralanguage,
124
 - HutongGames::PlayMaker::Actions::SpeechText,
170
 - HutongGames::PlayMaker::Actions::TextFile↔
Speaker, 185
- Objects
 - Crosstales::Common::Util::BackgroundController,
34
 - Crosstales::Common::Util::PlatformController, 125
 - Crosstales::RTVoice::Demo::Util::NativeController,
119
- OnAudioFileGeneratorComplete
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 29
- OnAudioFileGeneratorStart
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 29
- OnErrorInfo
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 46
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 63
 - Crosstales::RTVoice::Speaker, 165
- OnParalanguageComplete
 - Crosstales::RTVoice::Tool::Paralanguage, 122
- OnParalanguageStart
 - Crosstales::RTVoice::Tool::Paralanguage, 123
- OnProviderChange
 - Crosstales::RTVoice::Speaker, 165
- OnSpeakAudioGenerationComplete
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 46
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 63
 - Crosstales::RTVoice::Speaker, 165
- OnSpeakAudioGenerationStart
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 46
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 63
 - Crosstales::RTVoice::Speaker, 165
- OnSpeakComplete
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 46
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 63
 - Crosstales::RTVoice::Speaker, 165
- OnSpeakCurrentPhoneme
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 46
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 63
 - Crosstales::RTVoice::Speaker, 165
- OnSpeakCurrentViseme
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 46
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 64
 - Crosstales::RTVoice::Speaker, 165
- OnSpeakCurrentWord
 - Crosstales::RTVoice::Provider::BaseCustom↔

- VoiceProvider, 46
- Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 64
- Crosstales::RTVoice::Speaker, 165
- OnSpeakStart
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 46
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 64
 - Crosstales::RTVoice::Speaker, 166
- OnSpeechTextComplete
 - Crosstales::RTVoice::Tool::SpeechText, 173
- OnSpeechTextStart
 - Crosstales::RTVoice::Tool::SpeechText, 173
- OnVoicesReady
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 46
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 64
 - Crosstales::RTVoice::Speaker, 166
- OpenCrosstales
 - Crosstales::UI::StaticManager, 174
- OpenFile
 - Crosstales::Common::Util::BaseHelper, 53
- OpenPanel
 - Crosstales::UI::WindowManager, 220
- OutputFile
 - Crosstales::RTVoice::Model::Wrapper, 223
- OutputFormat
 - Crosstales::RTVoice::Azure::Synthesize::Input↔
Options, 107
- PATH_DELIMITER_UNIX
 - Crosstales::Common::Util::BaseConstants, 40
- PATH_DELIMITER_WINDOWS
 - Crosstales::Common::Util::BaseConstants, 40
- PREFIX_FILE
 - Crosstales::Common::Util::BaseConstants, 41
- PROCESS_KILL_TIME
 - Crosstales::Common::Util::BaseConstants, 40
- Pause
 - Crosstales::RTVoice::Speaker, 154
- Pitch
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, 26
 - Crosstales::RTVoice::Model::Sequence, 134
 - Crosstales::RTVoice::Model::Wrapper, 224
 - Crosstales::RTVoice::Tool::Paralanguage, 121
 - Crosstales::RTVoice::Tool::SpeechText, 172
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 183
 - Crosstales::UI::Util::AudioSourceController, 33
 - HutongGames::PlayMaker::Actions::SpeakBase,
147
- Platform
 - Crosstales::Common::Model::Enum, 12
- Platforms
 - Crosstales::Common::Util::PlatformController, 125
- PlayAllOnStart
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 183
- PlayAllSequences
 - Crosstales::RTVoice::Tool::Sequencer, 137
- PlayNextSequence
 - Crosstales::RTVoice::Tool::Sequencer, 137
- PlayOnStart
 - Crosstales::RTVoice::Tool::Paralanguage, 122
 - Crosstales::RTVoice::Tool::Sequencer, 137
 - Crosstales::RTVoice::Tool::SpeechText, 172
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 184
- PlaySequence
 - Crosstales::RTVoice::Tool::Sequencer, 137
- Prefix
 - Crosstales::Common::Util::TakeScreenshot, 180
- Previous
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 182
- Provider
 - Crosstales::RTVoice::Tool::VoiceInitalizer, 197
- ProviderType
 - Crosstales::RTVoice::Model::Enum, 18
- Quit
 - Crosstales::UI::StaticManager, 174
- RTVOICE_SCENE_OBJECT_NAME
 - Crosstales::RTVoice::Util::Constants, 74
- RTVoiceIOSBridge, 131
 - setVoices, 131
 - speak:text:rate:pitch:volume:, 131
 - stop, 132
- RTVoiceIOSBridge(), 132
- RTVoiceName
 - HutongGames::PlayMaker::Actions::SpeakUI, 167
- RTVoiceNameAndroid
 - HutongGames::PlayMaker::Actions::Speak, 145
- RTVoiceNameCustom
 - HutongGames::PlayMaker::Actions::Speak, 145
- RTVoiceNameIOS
 - HutongGames::PlayMaker::Actions::Speak, 145
- RTVoiceNameMac
 - HutongGames::PlayMaker::Actions::Speak, 145
- RTVoiceNameMaryTTS
 - HutongGames::PlayMaker::Actions::Speak, 145
- RTVoiceNameWSA
 - HutongGames::PlayMaker::Actions::Speak, 145
- RTVoiceNameWindows
 - HutongGames::PlayMaker::Actions::Speak, 145
- Rate
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, 26
 - Crosstales::RTVoice::Model::Sequence, 135
 - Crosstales::RTVoice::Model::Wrapper, 224
 - Crosstales::RTVoice::Tool::Paralanguage, 122
 - Crosstales::RTVoice::Tool::SpeechText, 172
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 184
 - HutongGames::PlayMaker::Actions::SpeakBase,
147
- Raw16Khz16BitMonoPcm
 - Crosstales::RTVoice::Azure, 15
- Raw16Khz16BitMonoTrueSilk

- Crosstales::RTVoice::Azure, 15
- Raw24Khz16BitMonoPcm
 - Crosstales::RTVoice::Azure, 15
- Raw24Khz16BitMonoTrueSilk
 - Crosstales::RTVoice::Azure, 15
- Raw8Khz8BitMonoMULaw
 - Crosstales::RTVoice::Azure, 15
- RefreshOnVoicesReady
 - Crosstales::RTVoice::Tool::ChangeGender, 65
- Reload
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 182
- ReloadProvider
 - Crosstales::RTVoice::Speaker, 154
- RemoteCertificateValidationCallback
 - Crosstales::Common::Util::BaseHelper, 53
- RequestUri
 - Crosstales::RTVoice::Azure::Synthesize::Input↔
 - Options, 107
 - Crosstales::RTVoice::Azure::VoiceProviderAzure, 202
 - Crosstales::RTVoice::Watson::VoiceProvider↔
 - Watson, 215
- Reset
 - Crosstales::RTVoice::Speaker, 154
 - Crosstales::RTVoice::Util::Config, 66
- ResetAllAudioSources
 - Crosstales::UI::Util::AudioSourceController, 32
- ResetAudioFilters
 - Crosstales::UI::Util::AudioFilterController, 30
- ResetAudioSourcesOnStart
 - Crosstales::UI::Util::AudioSourceController, 33
- Riff16Khz16BitMonoPcm
 - Crosstales::RTVoice::Azure, 15
- Riff16Khz16KbpsMonoSiren
 - Crosstales::RTVoice::Azure, 15
- Riff24Khz16BitMonoPcm
 - Crosstales::RTVoice::Azure, 15
- Riff8Khz8BitMonoMULaw
 - Crosstales::RTVoice::Azure, 15
- SHOW_BWF_BANNER
 - Crosstales::Common::Util::BaseConstants, 40
- SHOW_DJ_BANNER
 - Crosstales::Common::Util::BaseConstants, 40
- SHOW_FB_BANNER
 - Crosstales::Common::Util::BaseConstants, 40
- SHOW_OC_BANNER
 - Crosstales::Common::Util::BaseConstants, 41
- SHOW_RADIO_BANNER
 - Crosstales::Common::Util::BaseConstants, 41
- SHOW_RTV_BANNER
 - Crosstales::Common::Util::BaseConstants, 41
- SHOW_TB_BANNER
 - Crosstales::Common::Util::BaseConstants, 41
- SHOW_TPB_BANNER
 - Crosstales::Common::Util::BaseConstants, 41
- SHOW_TPS_BANNER
 - Crosstales::Common::Util::BaseConstants, 41
- SHOW_TR_BANNER
 - Crosstales::Common::Util::BaseConstants, 41
- Crosstales::Common::Util::BaseConstants, 41
- SPEAK_CALL_SPEED
 - Crosstales::RTVoice::Util::Constants, 74
- SampleRate
 - Crosstales::Common::Model::Enum, 12
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔
 - Klattersynth, 208
 - Crosstales::RTVoice::Model::Voice, 192
- Samples
 - Crosstales::Common::Util::FFTAnalyzer, 90
- SaturationRange
 - Crosstales::Common::Util::RandomColor, 128
- Save
 - Crosstales::Common::Util::CTPlayerPrefs, 77
 - Crosstales::RTVoice::Util::Config, 66
- Scale
 - Crosstales::Common::Util::TakeScreenshot, 180
- ScaleMax
 - Crosstales::Common::Util::RandomScaler, 130
- ScaleMin
 - Crosstales::Common::Util::RandomScaler, 130
- Sequences
 - Crosstales::RTVoice::Tool::Sequencer, 137
- SerializeToByteArray< T >
 - Crosstales::Common::Util::SerializeDeSerialize, 140
- SerializeToFile< T >
 - Crosstales::Common::Util::SerializeDeSerialize, 140
 - Crosstales::Common::Util::XmlHelper, 226
- SerializeToString< T >
 - Crosstales::Common::Util::XmlHelper, 226
- SetBool
 - Crosstales::Common::Util::CTPlayerPrefs, 78
- SetDate
 - Crosstales::Common::Util::CTPlayerPrefs, 78
- SetFloat
 - Crosstales::Common::Util::CTPlayerPrefs, 78
- SetInt
 - Crosstales::Common::Util::CTPlayerPrefs, 78
- SetString
 - Crosstales::Common::Util::CTPlayerPrefs, 78
- setVoices
 - RTVoiceIOSBridge, 131
- ShowFileLocation
 - Crosstales::Common::Util::BaseHelper, 53
- Silence
 - Crosstales::RTVoice::LiveSpeaker, 114
 - Crosstales::RTVoice::Provider::BaseCustom↔
 - VoiceProvider, 44, 45
 - Crosstales::RTVoice::Provider::BaseVoice↔
 - Provider, 62
 - Crosstales::RTVoice::Provider::IVoiceProvider, 110
 - Crosstales::RTVoice::SAPI::VoiceProviderSAPI, 212
 - Crosstales::RTVoice::Speaker, 154
 - Crosstales::RTVoice::Tool::Paralanguage, 121
 - Crosstales::RTVoice::Tool::SpeechText, 172

- Crosstales::RTVoice::Tool::TextFileSpeaker, 182
- Crosstales::RTVoice::WebGL::VoiceProvider↔
WebGL, 216
- SilenceOnDisable
 - Crosstales::RTVoice::Speaker, 160
- SilenceOnFocustLost
 - Crosstales::RTVoice::Speaker, 160
- SilenceSource
 - Crosstales::RTVoice::Tool::Loudspeaker, 117
- SimplifiedCulture
 - Crosstales::RTVoice::Model::Voice, 193
- SimulateSkipSpeech
 - Crosstales::RTVoice::AdventureCreator::AC↔
Connector, 24
- Source
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, 26
 - Crosstales::RTVoice::Model::Sequence, 135
 - Crosstales::RTVoice::Model::Wrapper, 223
 - Crosstales::RTVoice::Tool::Loudspeaker, 117
 - Crosstales::RTVoice::Tool::SpeechText, 173
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 184
- Speak
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔
WS, 199
 - Crosstales::RTVoice::Azure::Synthesize, 178
 - Crosstales::RTVoice::Azure::VoiceProviderAzure,
201
 - Crosstales::RTVoice::Google::VoiceProvider↔
Google, 205
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔
Klattersynth, 207
 - Crosstales::RTVoice::LiveSpeaker, 114, 115
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 45
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 62
 - Crosstales::RTVoice::Provider::IVoiceProvider, 110
 - Crosstales::RTVoice::Provider::VoiceProviderMary,
210
 - Crosstales::RTVoice::SAPI::VoiceProviderSAPI,
212
 - Crosstales::RTVoice::Speaker, 154, 155
 - Crosstales::RTVoice::Tool::Paralanguage, 121
 - Crosstales::RTVoice::Tool::SpeechText, 172
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 183
 - Crosstales::RTVoice::VoiceProviderExample, 203
 - Crosstales::RTVoice::Watson::VoiceProvider↔
Watson, 214
 - Crosstales::RTVoice::WebGL::VoiceProvider↔
WebGL, 216
- speak:text:rate:pitch:volume:
 - RTVoiceIOSBridge, 131
- SpeakAll
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 183
- SpeakImmediately
 - Crosstales::RTVoice::Model::Wrapper, 223
- SpeakMarkedWordsWithUID
 - Crosstales::RTVoice::Speaker, 155
- SpeakMode
 - Crosstales::RTVoice::Model::Enum, 18
- SpeakNative
 - Crosstales::RTVoice::AWSPolly::VoiceProviderA↔
WS, 199
 - Crosstales::RTVoice::Azure::VoiceProviderAzure,
201
 - Crosstales::RTVoice::Google::VoiceProvider↔
Google, 206
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔
Klattersynth, 208
 - Crosstales::RTVoice::LiveSpeaker, 115
 - Crosstales::RTVoice::Provider::BaseCustom↔
VoiceProvider, 45
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, 63
 - Crosstales::RTVoice::Provider::IVoiceProvider, 110
 - Crosstales::RTVoice::Provider::VoiceProviderMary,
210
 - Crosstales::RTVoice::SAPI::VoiceProviderSAPI,
212
 - Crosstales::RTVoice::Speaker, 156
 - Crosstales::RTVoice::VoiceProviderExample, 204
 - Crosstales::RTVoice::Watson::VoiceProvider↔
Watson, 214
 - Crosstales::RTVoice::WebGL::VoiceProvider↔
WebGL, 217
- SpeakNativeWithUID
 - Crosstales::RTVoice::Speaker, 156
- SpeakRandom
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 184
- SpeakText
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 183
- SpeakWithUID
 - Crosstales::RTVoice::Speaker, 156
- SpeechCount
 - Crosstales::RTVoice::Speaker, 166
- SpeechTime
 - Crosstales::RTVoice::Model::Wrapper, 224
- Speeches
 - Crosstales::RTVoice::Klattersynth::VoiceProvider↔
Klattersynth, 208
- Speed
 - Crosstales::UI::WindowManager, 220
- SpeedMax
 - Crosstales::Common::Util::RandomRotator, 129
- SpeedMin
 - Crosstales::Common::Util::RandomRotator, 129
- SplitStringToLines
 - Crosstales::Common::Util::BaseHelper, 53
- Ssml16Khz16BitMonoSilk
 - Crosstales::RTVoice::Azure, 15
- Ssml16Khz16BitMonoTts
 - Crosstales::RTVoice::Azure, 15
- Start
 - Crosstales::UI::UIDrag, 186
 - Crosstales::UI::UIFocus, 187

- Crosstales::UI::UIWindowManager, 190
- StartLooking
 - Crosstales::Common::Util::FreeCam, 92
- StereoPan
 - Crosstales::UI::Util::AudioSourceController, 33
- stop
 - RTVoiceIOSBridge, 132
- StopAll
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 183
- StopAllSequences
 - Crosstales::RTVoice::Tool::Sequencer, 137
- StopLooking
 - Crosstales::Common::Util::FreeCam, 92
- StreamingAssetsPath
 - Crosstales::Common::Util::BaseHelper, 58
- StringToGender
 - Crosstales::RTVoice::Util::Helper, 104
- Survivors
 - Crosstales::Common::Util::SurviveSceneSwitch, 175
- SwitchPanel
 - Crosstales::UI::WindowManager, 220
- Synchronized
 - Crosstales::RTVoice::Tool::Loudspeaker, 117
- Synthesize
 - Crosstales::RTVoice::Azure::Synthesize, 178
- TTS_LINUX_DATA
 - Crosstales::RTVoice::Util::Config, 67
- TTS_LINUX
 - Crosstales::RTVoice::Util::Config, 67
- TTS_MACOS
 - Crosstales::RTVoice::Util::Config, 68
- TTS_WINDOWS_BUILD
 - Crosstales::RTVoice::Util::Config, 68
- TTS_WINDOWS_EDITOR_x86
 - Crosstales::RTVoice::Util::Config, 68
- TTS_WINDOWS_EDITOR
 - Crosstales::RTVoice::Util::Config, 68
- TTS_WINDOWS_SUBPATH
 - Crosstales::RTVoice::Util::Constants, 74
- TTS_WINDOWS_x86_SUBPATH
 - Crosstales::RTVoice::Util::Constants, 74
- Text
 - Crosstales::RTVoice::Azure::Synthesize::Input↔ Options, 107
 - Crosstales::RTVoice::Model::Sequence, 135
 - Crosstales::RTVoice::Model::Wrapper, 224
 - Crosstales::RTVoice::Tool::Paralanguage, 122
 - Crosstales::RTVoice::Tool::SpeechText, 173
 - HutongGames::PlayMaker::Actions::Speak, 145
 - HutongGames::PlayMaker::Actions::SpeakUI, 167
- TextFiles
 - Crosstales::RTVoice::Tool::AudioFileGenerator, 29
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 184
- Timeout
 - Crosstales::Common::Util::CTWebClient, 80
- ToAudioClip
 - Crosstales::RTVoice::Util::WavMaster, 218, 219
- Uid
 - Crosstales::RTVoice::Model::Wrapper, 223
- UnPause
 - Crosstales::RTVoice::Speaker, 157
- Uniform
 - Crosstales::Common::Util::RandomScaler, 131
- Update
 - Crosstales::Common::Util::TakeScreenshot, 180
 - Crosstales::UI::WindowManager, 220
- UseInterval
 - Crosstales::Common::Util::RandomColor, 128
 - Crosstales::Common::Util::RandomRotator, 129
 - Crosstales::Common::Util::RandomScaler, 131
- UseSpeechAudioSource
 - Crosstales::RTVoice::AdventureCreator::AC↔ VoiceWrapper, 26
- ValidURLFromFilePath
 - Crosstales::Common::Util::BaseHelper, 54
- ValidateFile
 - Crosstales::Common::Util::BaseHelper, 54
- ValidatePath
 - Crosstales::Common::Util::BaseHelper, 54
- ValueRange
 - Crosstales::Common::Util::RandomColor, 128
- Vendor
 - Crosstales::RTVoice::Model::Voice, 193
- Version
 - Crosstales::RTVoice::Model::Voice, 193
- VisualPrefab
 - Crosstales::Common::Util::SpectrumVisualizer, 169
- Voice
 - Crosstales::RTVoice::Model::Voice, 192
 - Crosstales::RTVoice::Model::VoiceAlias, 195
 - Crosstales::RTVoice::Model::Wrapper, 223
- VoiceForCulture
 - Crosstales::RTVoice::Speaker, 157
- VoiceForGender
 - Crosstales::RTVoice::Speaker, 157
- VoiceForName
 - Crosstales::RTVoice::Speaker, 157
- VoiceName
 - Crosstales::RTVoice::Azure::Synthesize::Input↔ Options, 107
 - Crosstales::RTVoice::Model::VoiceAlias, 195
- VoiceNameAndroid
 - Crosstales::RTVoice::Model::VoiceAlias, 194
- VoiceNameCustom
 - Crosstales::RTVoice::Model::VoiceAlias, 194
- VoiceNameIOS
 - Crosstales::RTVoice::Model::VoiceAlias, 195
- VoiceNameLinux
 - Crosstales::RTVoice::Model::VoiceAlias, 195
- VoiceNameMac
 - Crosstales::RTVoice::Model::VoiceAlias, 195
- VoiceNameMaryTTS
 - Crosstales::RTVoice::Model::VoiceAlias, 195
- VoiceNameWSA

- Crosstales::RTVoice::Model::VoiceAlias, 195
- VoiceNameWindows
 - Crosstales::RTVoice::Model::VoiceAlias, 195
- VoiceNames
 - Crosstales::RTVoice::Tool::VoiceInitalizer, 197
- VoiceProviderMary
 - Crosstales::RTVoice::Provider::VoiceProviderMary, 209
- VoiceType
 - Crosstales::RTVoice::Azure::Synthesize::Input↔ Options, 107
- Voices
 - Crosstales::RTVoice::AdventureCreator::AC↔ Connector, 24
 - Crosstales::RTVoice::AdventureCreator::AC↔ VoiceWrapper, 26
 - Crosstales::RTVoice::Model::Sequence, 135
 - Crosstales::RTVoice::Provider::IVoiceProvider, 113
 - Crosstales::RTVoice::Speaker, 166
 - Crosstales::RTVoice::Tool::Paralanguage, 122
 - Crosstales::RTVoice::Tool::SpeechText, 173
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 184
 - HutongGames::PlayMaker::Actions::GetVoices, 96
- VoicesForCulture
 - Crosstales::RTVoice::Speaker, 158
- VoicesForGender
 - Crosstales::RTVoice::Speaker, 158
- Volume
 - Crosstales::RTVoice::AdventureCreator::AC↔ VoiceWrapper, 26
 - Crosstales::RTVoice::Model::Sequence, 135
 - Crosstales::RTVoice::Model::Wrapper, 224
 - Crosstales::RTVoice::Tool::Paralanguage, 122
 - Crosstales::RTVoice::Tool::SpeechText, 173
 - Crosstales::RTVoice::Tool::TextFileSpeaker, 184
 - Crosstales::UI::Util::AudioSourceController, 33
 - HutongGames::PlayMaker::Actions::SpeakBase, 147
- WSANative
 - Crosstales::RTVoice::Speaker, 160
- WSAVoiceNameToGender
 - Crosstales::RTVoice::Util::Helper, 105
- Width
 - Crosstales::Common::Util::SpectrumVisualizer, 169
- Windows
 - Crosstales::UI::UIWindowManager, 191
- Wrapper
 - Crosstales::RTVoice::Model::Wrapper, 222
- ZoomSensitivity
 - Crosstales::Common::Util::FreeCam, 93