
Subject: Re: TTS text2Speech in U++
Posted by [koldo](#) on Thu, 27 Sep 2012 13:42:50 GMT
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Hello Arek

Wellcome to U++.

I do not know BSD text to speech libraries. However the one that you link seems very easy to use:

```
#include <stdafx.h>
#include <sapi.h>
```

```
int main(int argc, char* argv[])
{
    ISpVoice * pVoice = NULL;

    if (FAILED(::CoInitialize(NULL)))
        return FALSE;

    HRESULT hr = CoCreateInstance(CLSID_SpVoice, NULL, CLSCTX_ALL, IID_ISpVoice, (void
**) &pVoice);
    if( SUCCEEDED( hr ) )
    {
        hr = pVoice->Speak(L"Hello world", 0, NULL);
        pVoice->Release();
        pVoice = NULL;
    }

    ::CoUninitialize();
    return TRUE;
}
```

I recommend you to run the U++ examples, play with them, look for features you like and begin a very small project with the basic features like this text to speech sample.
