Subject: UTTS: U++ Text to Speech
Posted by forlano on Mon, 03 Dec 2018 16:31:16 GMT

Hello,

after a long fight with the includes here is a zero approximation Text To Speech app U++ based.
It uses the sapi.h library and try to replicate three actions (Speak, Pause and Stop) of a general application
(see https://www.ultimatepp.org/forums/index.php?t=msg&th=105 13&goto=50672&#msg_50672 for link and screenshot).

Unfortunately two very (VERY) important features are missing:
1) select the voice format (it affect the quality of the voice);
2) select the voice (English, Italian, etc... that affect the right pronunciation of the text).

This is done in the original application using Windows helper that retrieve the system default, but I am not able to translate in U++.

I hope somebody with more experience can have a look at it and add these two features that improve drastically the voice and pronunciation (it's not nice to listen my default Italian voice to pronunce english text!).

I had to modify the atlbase.h file to remove an annoying compiling error (see readme.txt file).

Thanks,
Luigi

edit: added package

File Attachments
1) UTTSApp.7z, downloaded 303 times