
Subject: TTS text2Speech in U++
Posted by [malinowskia](#) on Thu, 27 Sep 2012 12:14:19 GMT
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I'm new to C & U++. I can use GUI and DB and need speech functionality in my program now.

I searched the forum without success.
Could you advise how to add it ?

I found Win SDK
<http://msdn.microsoft.com/en-us/library/ms720163%28v=vs.85%29.aspx>
or if you are familiar with any other based on BSD license please let me know.

Thanks in advance,
Arek

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

Welcome 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.

Subject: Re: TTS text2Speech in U++
Posted by [jheblack](#) on Sat, 29 Sep 2012 18:36:10 GMT
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@malinowskia Quote:or if you are familiar with any other based on BSD license please let me know.

<http://www.speech.cs.cmu.edu/flite/download.html>

It is a form of BSD style licensing. I tested it to implement 'audio' tool tips in a FOXToolkit/C++ binary that was with TBB: Threading Building Blocks by Intel*.

Big deal

Flite (festival-lite) is a small, fast run-time synthesis engine developed at CMU and primarily designed for small embedded machines and/or large servers. Flite is designed as an alternative synthesis engine to Festival for voices built using the FestVox suite of voice building tools.

It worked, but the FOXToolkit license (?) was not BSD style, so I stopped development of FOXToolkit.
