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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

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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.

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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.

[</a>](http://www.speech.cs.cmu.edu/flite/index.html)

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

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