

# Text To Speech Engines User Guide



## Text To Speech Engines User Guide

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#### **Overview**

The Text To Speech Engines module allows you to add additional TTS engines to your system. Several other modules depend on the Text to Speech Engine module to be installed in order to provide a valid path for text to speech, as well as the ability to add TTS engines compatible with different languages and dialects.

### Logging In

• Log into the Text To Speech Engine module and you should see a screen like this. The primary screen allows you to map new speech engines on your system and on the right side you will see a list of existing speech engines already mapped to your system.

#### **Text to Speech Engines**

On this page you can manage text to speech engines on	
your system. When you add an engine you give it a name,	Add Engine
and the full path to the engine on your system. After doing this the engine will be available on the text to speech page.	flite

Engine name:	
Engine path:	
Submit	

#### Adding a Speech Engine

• Adding a Speech Engine- There are two fields that need to be configured to add a speech engine to your system.

Engine name: <sup>20</sup>	
Engine path:	
Submit	

- Engine Name- Enter a descriptive name for this speech engine.
- Engine Path- The full path to the binary of your text to speech engine.

### **Example**

• For our example, we add the swift speech engine that is licensed by Cepstral. We will not go into installing the speech engine, just configuring the path to the executable via the Text to

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Speech Engine module.

Engine name: swift
Engine path: /opt/swift
Submit

- Engine Name- Enter description "swift."
- Engine Path- Enter the full path to the swift executable: "/opt/swift."
- Swift will now show as an available speech engine.

## **Text to Speech Engines**

On this page you can manage text to speech engines on your system. When you add an engine you give it a name, and the full path to the engine on your system. After doing this the engine will be available on the text to speech page.

Add Engine	
flite	
swift	

Engine name:	
Engine path:	
Submit	

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- Press the "Submit" button to save your changes.
- Change your TTS Engine- In the modules that support TTS engine selection, you will see a drop down that will now allow you to configure which TTS engine you want to use for that specific application.

TTS engine:	flite	4
-	flite	
Outhound Coller ID	swift	
Outbound Caller ID		

#### **Tips & Tricks**

By default, flite is the only TTS Engine installed on your PBX. Most professional TTS engines will require a license to use on your PBX.



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