

TextToAudioMP3DLL

➤ Installation:

- Install the .Net Framework 4.5-X Redistributable (if not installed!)
- Extract the *TextToAudioMP3DLL.zip* file
- Test the *TextToAudioMP3DLL.dll* with the attached demo application "TextToAudioMP3.exe" and source code snipes
- Add the *TextToAudioMP3DLL.dll* to your project
- Buy a licence for development and or for your application

License URL:

<http://members.chello.at/~olgotools.com/shop/texttomp3dllpp/textto mp3dllLicense.html>

➤ Voices:

- Search for a German voice (e.g., Google or other Search Engines) for "RSSolo4GermanSteffi.exe"
- "Good" voices have to be purchased and then installed

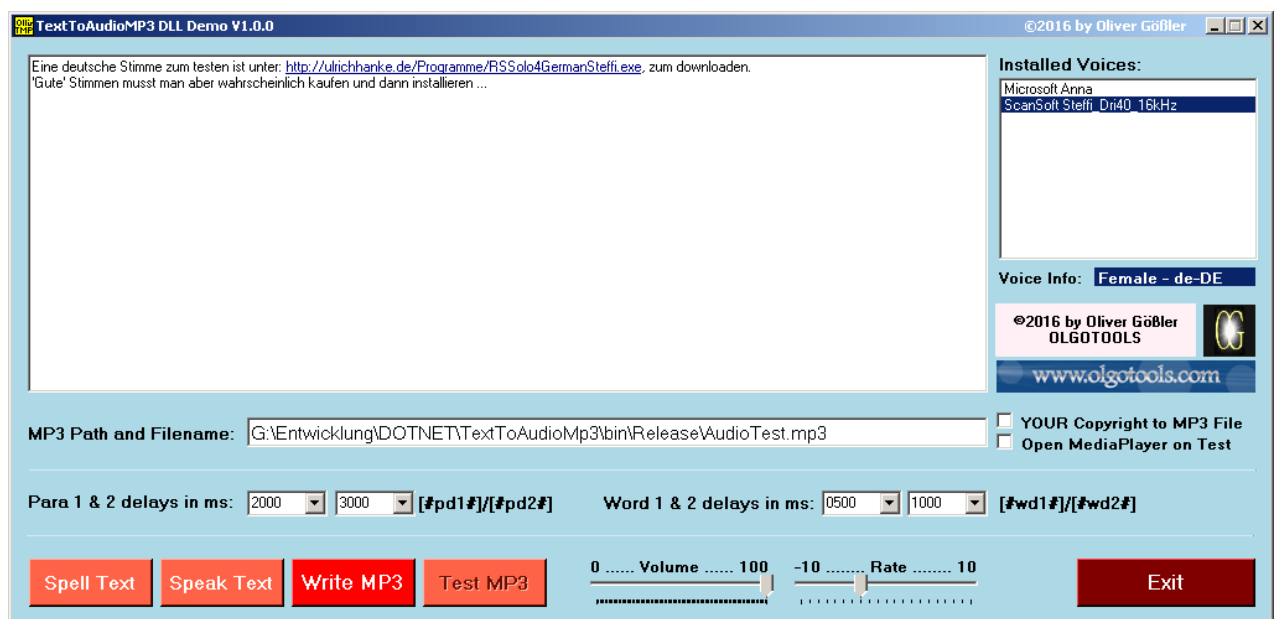
➤ TextToAudioMP3DLL.dll constructors:

- **public** **GenerateMP3DLL()**

➤ TextToAudioMP3DLL.dll methods:

- **public void** **GenerateMP3**(**string** **inputText** (plain ANSI-Text & Delay tags), **string** **mp3File** (fully qualified file name))
- **public List<String>** **GetInstalledVoices()**
- **public List<String>** **GetInstalledVoices**(**CultureInfo** **cultureInfo**)
- **public String** **GetVoiceDetails**(**int** **voiceIndex**)
- **public void** **SpeakText** (**string** **textToSpeak**)
- **public bool** **SpeakText** (**string** **textToSpeak**)
- **public void** **PlayGeneratedMP3()**
- **public void** **PlayGeneratedMP3**(**bool** **openMediaPlayer**)
- **public bool** **CheckInputWord**(**string** **inputWord**, **string** **affixFile**, **string** **dictionaryFile**)
- **public List<String>** **GetWordSuggestions**(**string** **inputWord**, **string** **affixFile**, **string** **dictionaryFile**)
- **public void** **Dispose()**

- TextToAudioMP3DLL.dll properties:
 - **public int** *SetAudioVolume*
 - **public int** *SetSpeechRate*
 - **public string** *SetVoiceName*
 - **public bool** *IsCopyrightInfoText*
 - **public string** *SetCopyrightInfoText*
 - **public uint** *SetPara1Delay*
 - **public uint** *SetPara2Delay*
 - **public uint** *SetWord1Delay*
 - **public uint** *SetWord2Delay*
- TextToAudioMP3DLL.dll events:
 - **public event** *AudioGenerationCompleted*
 - **public event** *AudioPlaybackCompleted*
- Some links to the topic Text to Speech:
 - <http://www.acapela-group.com/voices/demo/>
 - <http://www.borncity.com/blog/2009/06/30/deutsche-sprachausgabe-in-windows-7/>
 - <http://www.cross-plus-a.com/de/balabolka.htm>
 - <http://ttssamples.syntheticspeech.de/deutsch/>
 - <http://www.nuance.com/for-individuals/by-product/dragon-for-pc/index.htm>



➤ TextToAudioMP3DLL Demo application:

- The demo application uses the „SplashScreenLib.dll“
- Demo application source code snipes attached
- Lists installed voices & details of the selected voice
- Volume and talk rate are adjustable
- Rudimentary text check (for German language)
- Generates from the text an MP3 file
- Allows testing of the generated MP3 file
- The text can also only be spoken
- Four delay tags are available

➤ Possible License models:

- Development license 5.- Euro
- Application license 150.- Euro

License-Link: [TextToAudioMP3DLL License](#)

➤ Please purchase a license model and send me:

- Your payment information
- Your machine- and username for a development licence
- Your application-exe-file-name and application full name for an application licence

Please visit the website www.olgotools.com if you are interested in:

- Splash Screen DLL
- Make HTML photo album
- Wake on Lan
- RunsAs
- Silent Server
- RFID / NFC