

TextToSpeech

(Information and examples taken from the DroidScript documentation)

Description

The **TextToSpeech** method uses Android's speech engine to speak out loud the given **text**. You can specify the **pitch** and **speed** of the output with decimal values where a value of 1.0 is used for normal pitch or speed.

Note: Custom speech engines are often installed by phone manufacturers, so the quality, available pitch and speed range may vary between devices.

```
app.TextToSpeech( text, pitch, speed, callback, stream, locale, engine);
```

Example

```
function onStart()  
{  
  app.TextToSpeech( "DroidScript is awesome!", 1.0, 1.0, myfunc, "music" );  
}  
  
function myfunc()  
{  
  alert("Done reading!");  
}
```

From:

<http://sgarman.net/wiki/> - **DroidScript wiki**

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