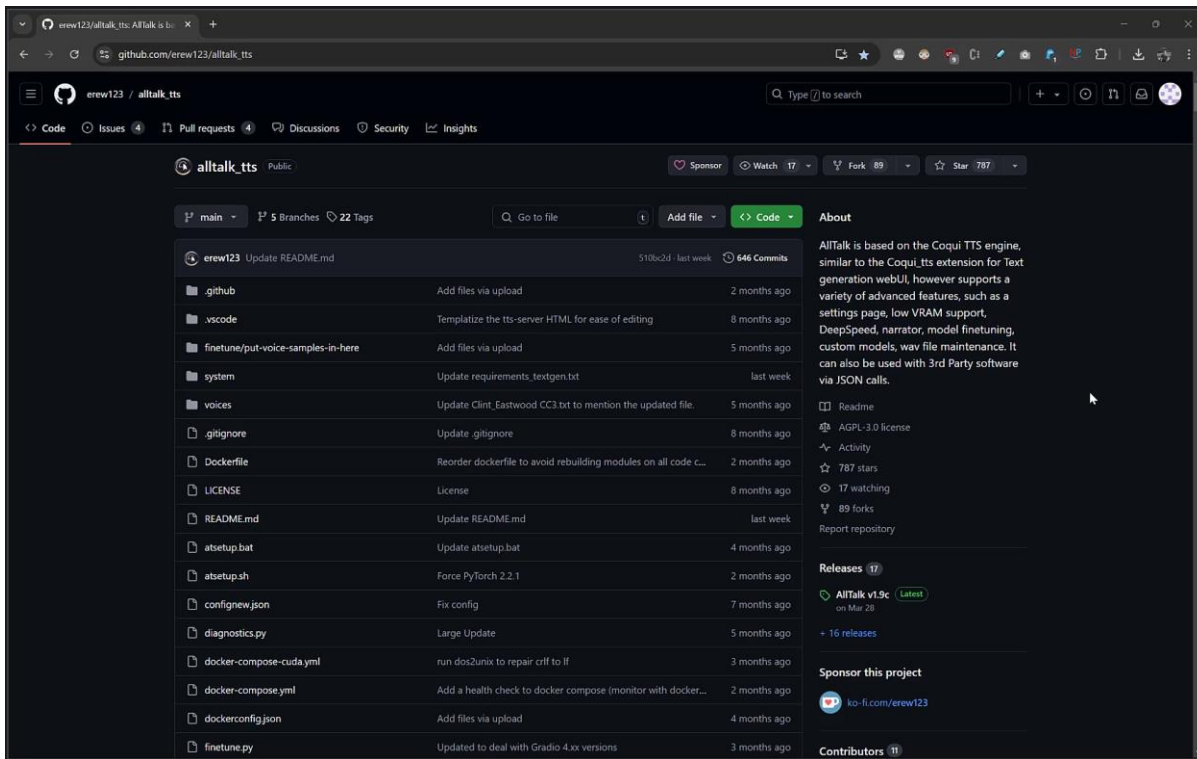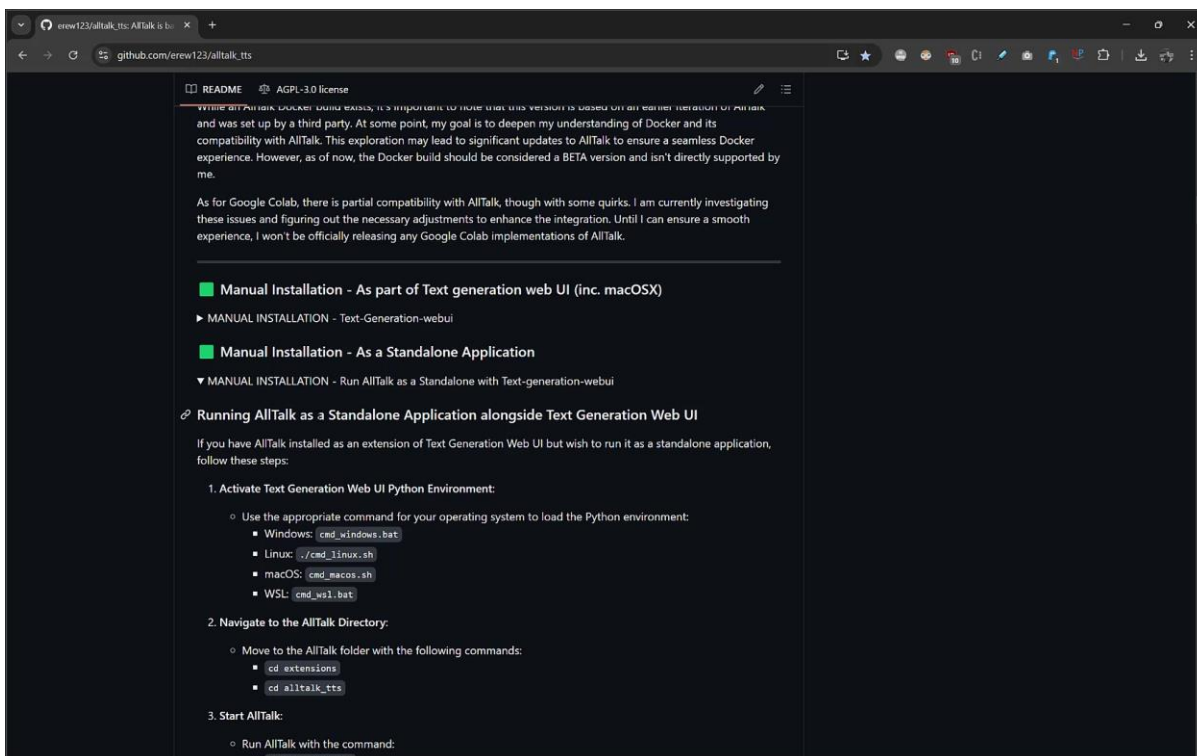# Use AllTalk_TTS API

Go to AllTalk GitHub Page

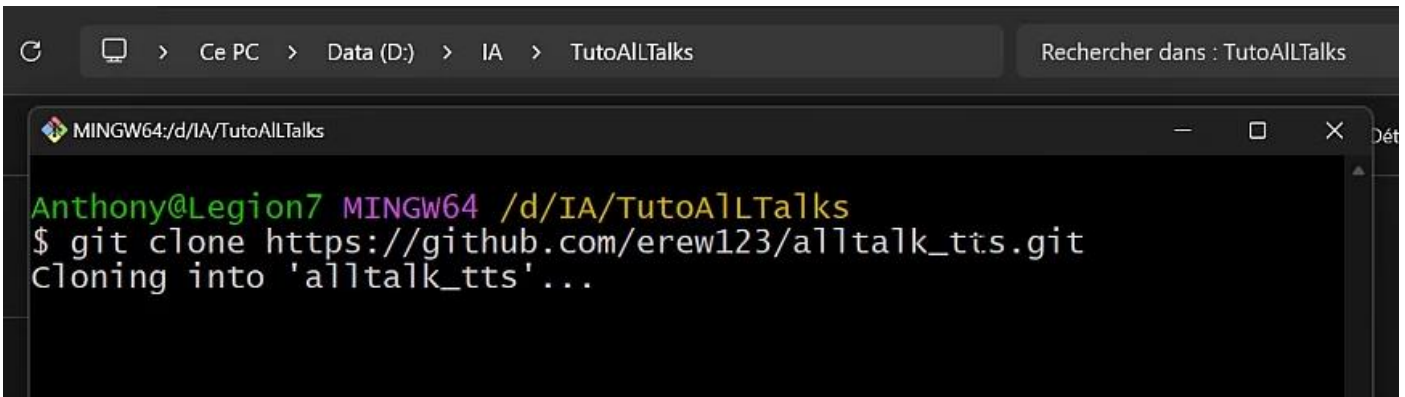Go to the official GitHub repository (https://github.com/erew123/alltalk_tts):

Follow installation instructions

Install AllTalk locally and follow the manual installation instructions:
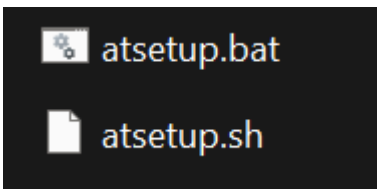
Clone the repository

You will need Git and Python to install the repository. One Git is installed, use clone command to clone the repository on your computer:
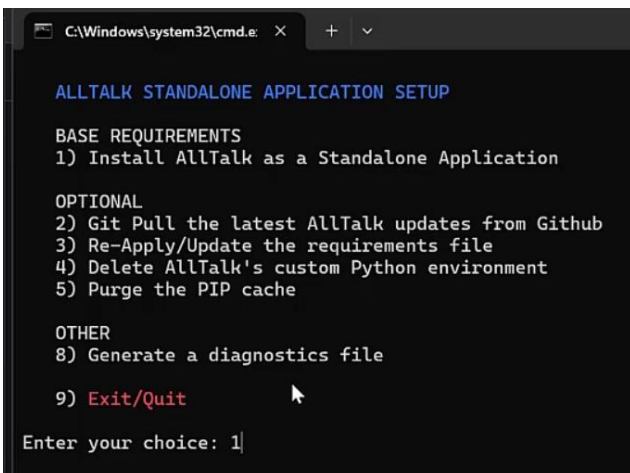

Run installation script

Depending on your operating system, run atsetup.bat (Windows) or atsetup.sh (Mac/Linux).

Follow instructions

Follow instructions to install AllTalk_TTS.

Start AllTalk_TTS

Launch « start_alltalk » script to run AllTalk_TTS. For example on Windows the script will be this one :
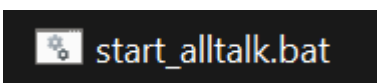
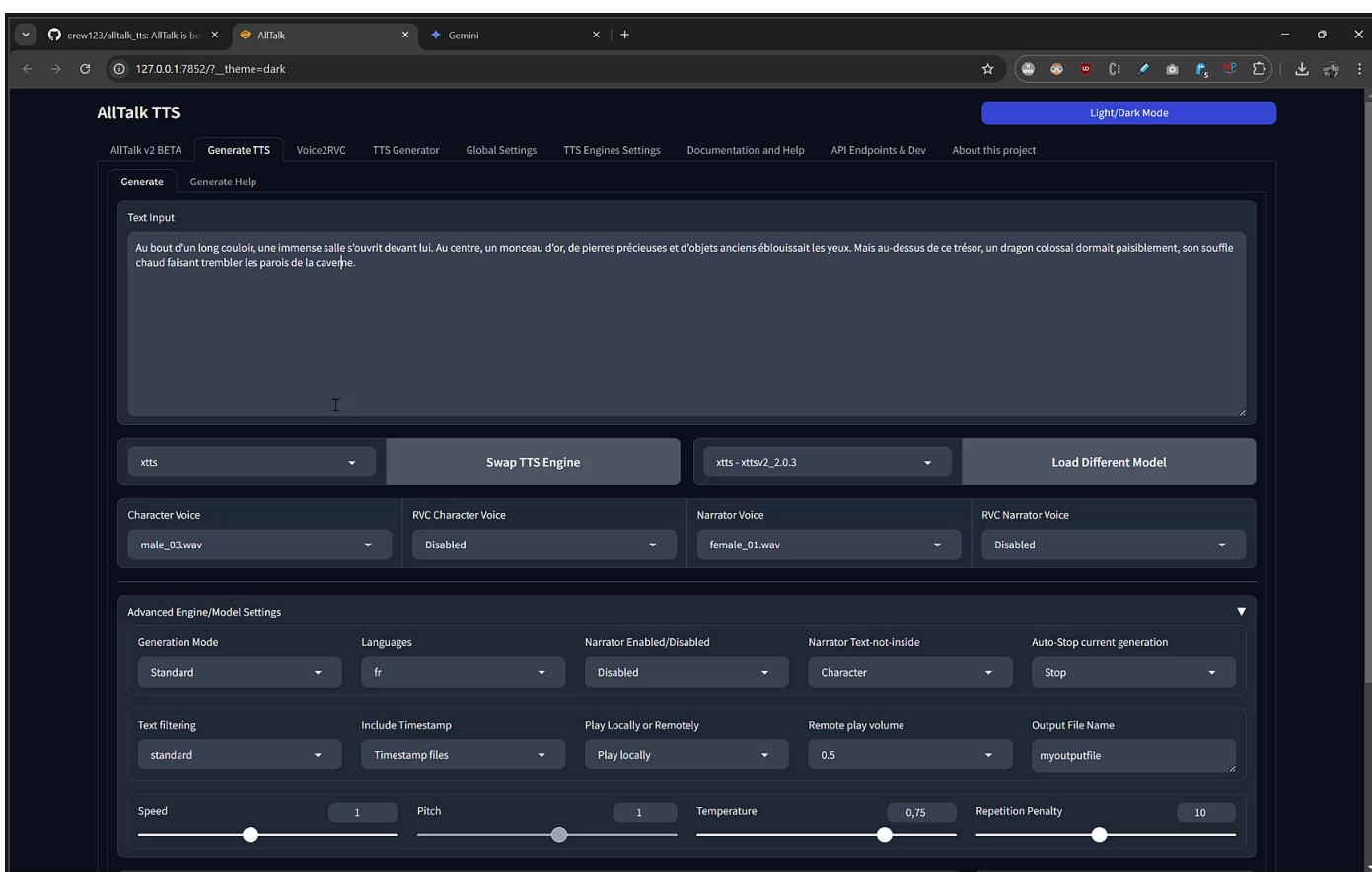Wait until you see local server address :

Check that AllTalk_TTS is working

Open web interface and check that the tool is working by generating a sample audio file with « xtts » engine:

Use AllTalk_TTS in Unity

You can now use AllTalk_TTS API from Unity (don't forget to set API URL):