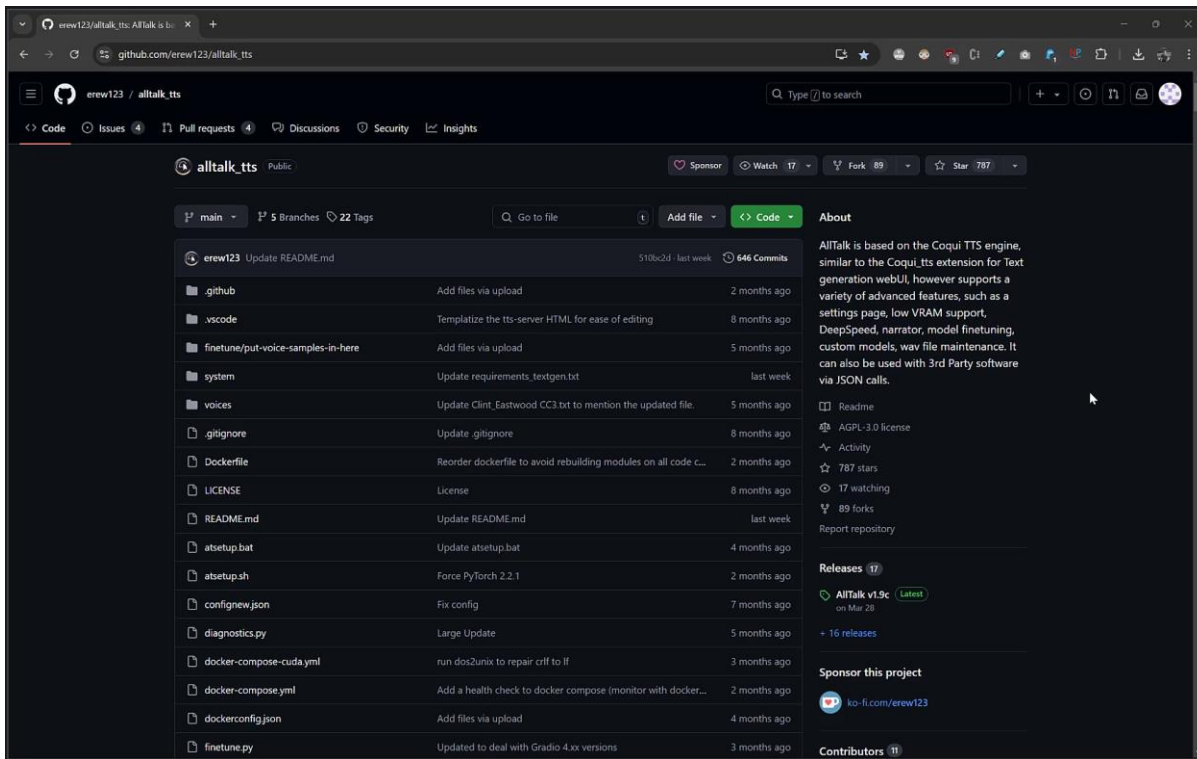


Use AllTalk_TTS API

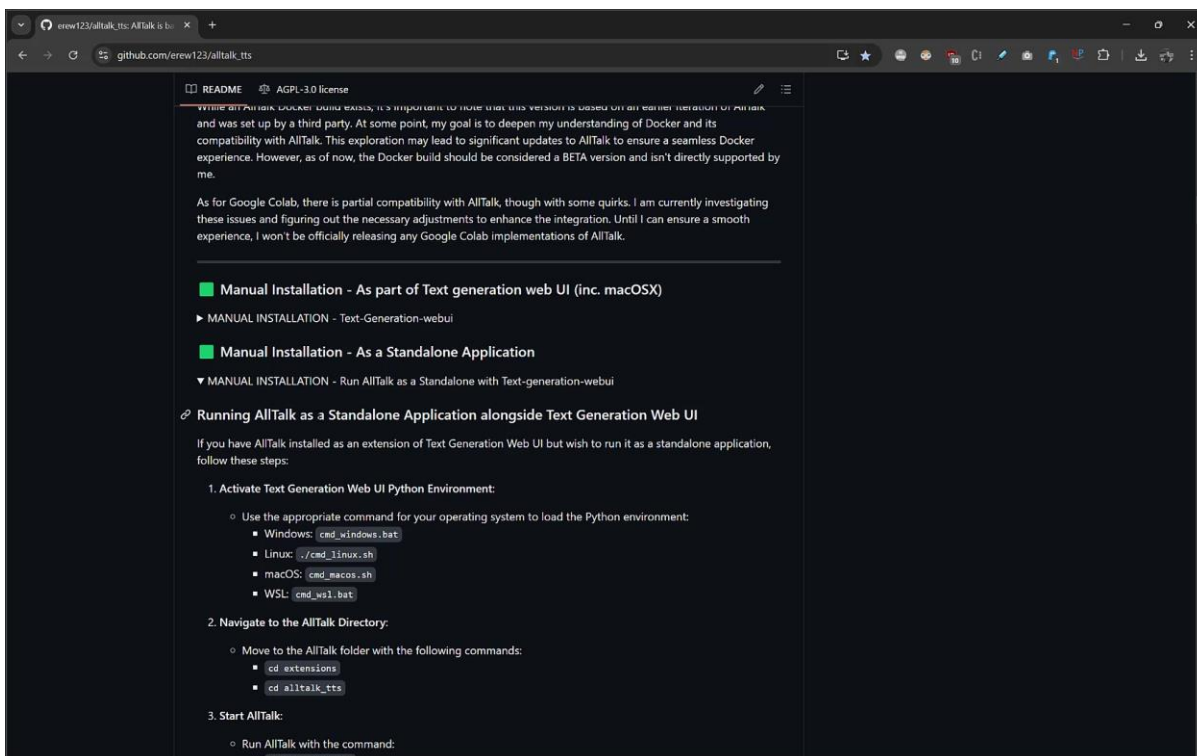
Go to AllTalk GitHub Page

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



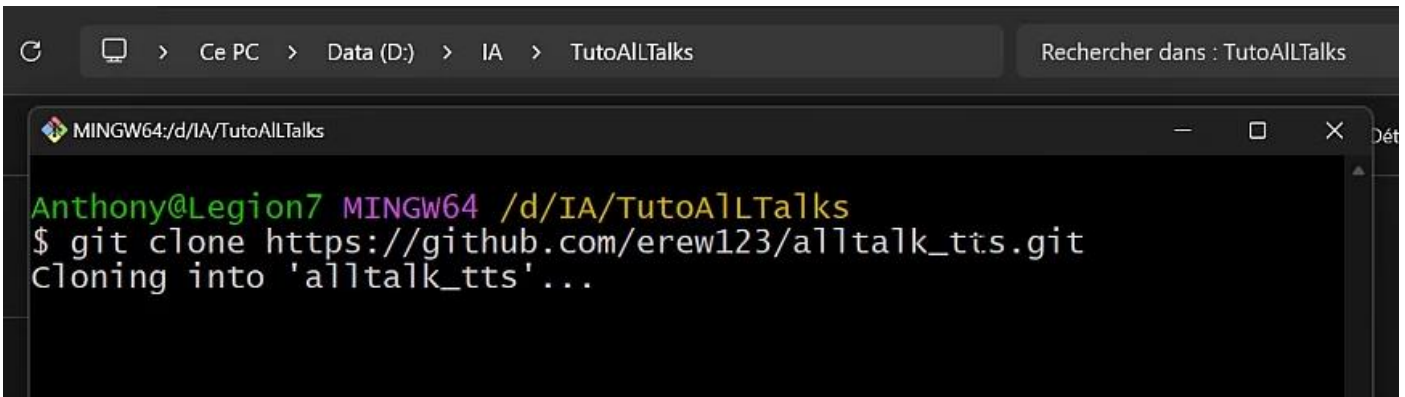
Follow installation instructions

Install AllTalk locally and follow the manual installation instructions:



Clone the repository

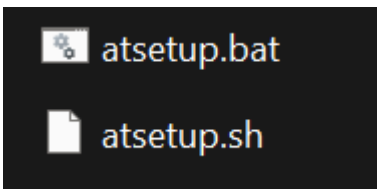
You will need [Git](#) and [Python](#) to install the repository. Once Git is installed, use clone command to clone the repository on your computer:



```
Anthony@Legion7 MINGW64 /d/IA/TutoAllTalks
$ git clone https://github.com/erew123/alltalk_tts.git
Cloning into 'alltalk_tts'...
```

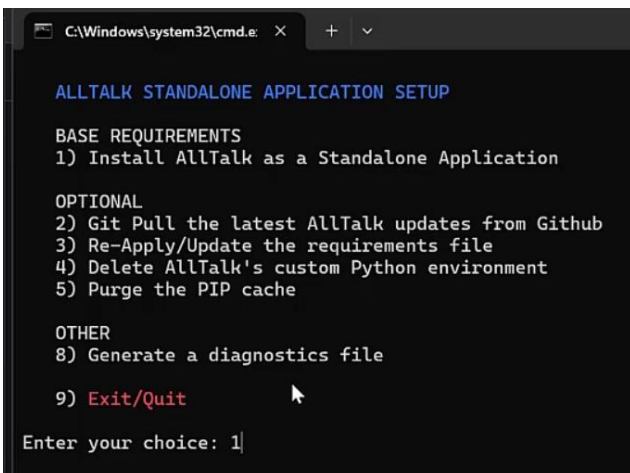
Run installation script

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



Follow instructions

Follow instructions to install AllTalk_TTS.



```
C:\Windows\system32\cmd.e  x  +  v

ALLTALK STANDALONE APPLICATION SETUP

BASE REQUIREMENTS
1) Install AllTalk as a Standalone Application

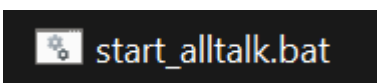
OPTIONAL
2) Git Pull the latest AllTalk updates from Github
3) Re-Apply/Update the requirements file
4) Delete AllTalk's custom Python environment
5) Purge the PIP cache

OTHER
8) Generate a diagnostics file
9) Exit/Quit

Enter your choice: 1|
```

Start AllTalk_TTS

Launch « start_alltalk » script to run AllTalk_TTS. For example on Windows the script will be this one :

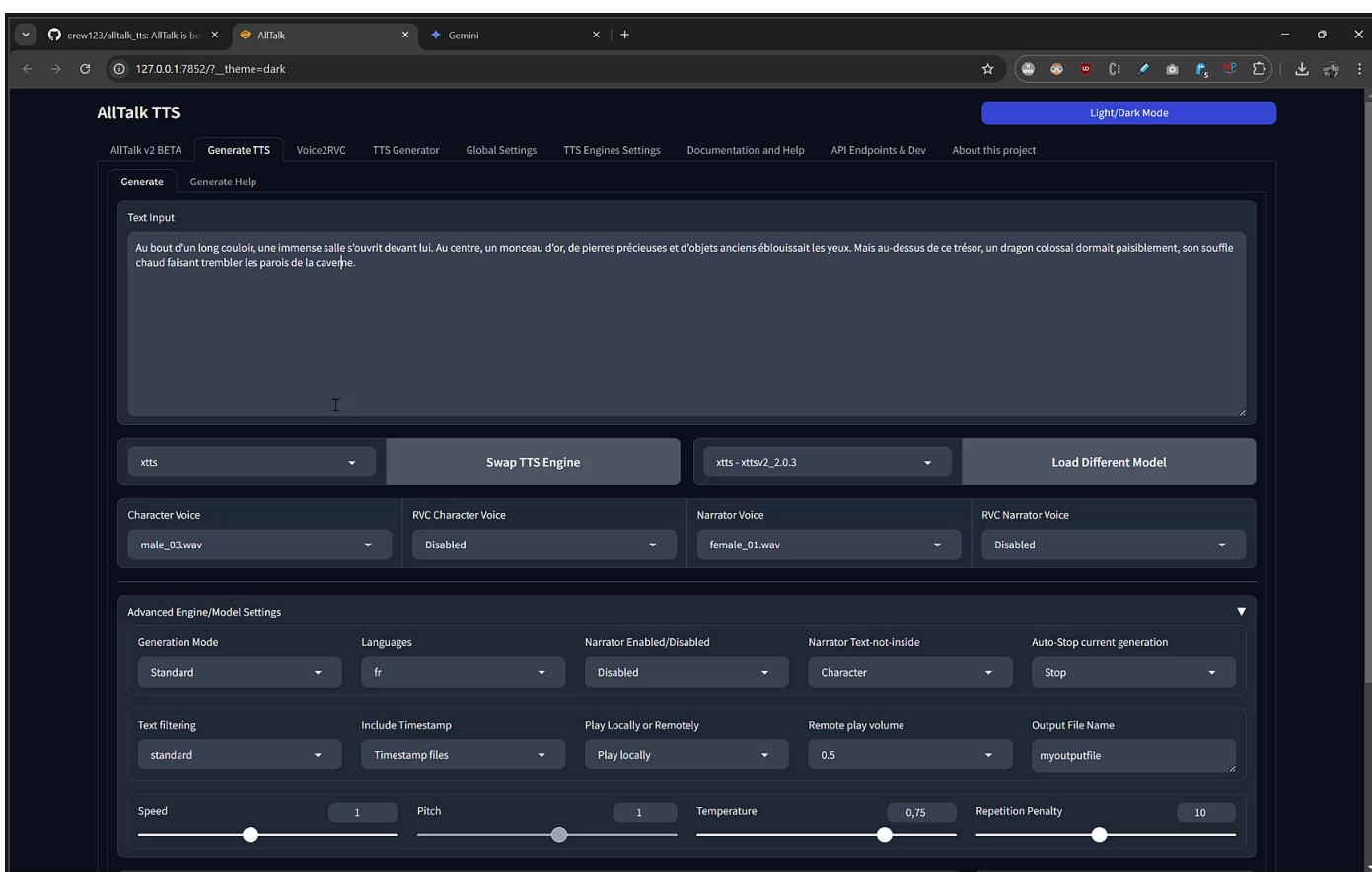


Wait until you see local server address :

```
C:\Windows\system32\cmd.e: x + v
[AllTalk ENG] DeepSpeed version : 0.14.0+ce78a63
[AllTalk ENG] Python Version : 3.11.0
[AllTalk ENG] PyTorch Version : 2.2.1
[AllTalk ENG] CUDA Version : 12.1
[AllTalk ENG]
[AllTalk ENG] Model/Engine : xttsv2_2.0.3 loading into cuda
[AllTalk ENG] Model License: https://coqui.ai/cpml.txt
[AllTalk ENG] Load time : 21.89 seconds.
[AllTalk TTS]
[AllTalk TTS] API Address : 127.0.0.1:7851
[AllTalk TTS] Gradio Light: http://127.0.0.1:7852
[AllTalk TTS] Gradio Dark : http://127.0.0.1:7852?__theme=dark
[AllTalk TTS]
[AllTalk TTS]
```

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):

