

Text to Speech Module

THIS WIKI HAS BEEN UPDATED FOR VERSION 13 OF YOUR PBX GUI

What is the Text to Speech module used for?

The Text To Speech module allows you to add text to speech (TTS) instances on your PBX. You enter text to be read by a computer voice. When a TTS instance is entered as a destination in your call path, the system will play the text entered using the selected TTS engine. Then the call will then continue on to the target destination defined in the instance.

How is the Text to Speech module related to the other modules?

The Text to Speech module is a pass-through module that sits in front of a given destination. This module relates to any module that can set a destination, because this module can be used as a destination. This module also relates to any module that can be used as a destination, because this module requires a destination to be set.

The Text to Speech module is related to the [Text to Speech Engines](#) module found under the Settings menu. The Text to Speech Engines module allows you to add additional TTS engines to your system, beyond the default *flite* engine. When creating a new TTS instance in the Text to Speech module, you will choose a TTS engine.

How Do I Get to the Text to Speech Module?

- Log in to the GUI.
- On the top menu click **Applications**
- In the drop down click **Text to Speech**

Usage

See the [User Guide](#)