

How to Use TTS in Campaigns That Do Not Currently Support It

Some campaigns are voice acted, which is great. Most of those that are not voice acted can use Text To Speech (TTS) narration instead, which some people prefer to the missions having no narration at all.

Configuring TTS

FSO natively supports TTS and is compatible with most voices installed on your system.

From the 'Voice' settings in the 'Settings' tab of the Knossos launcher you can:

- Turn TTS on and off.
- Choose which voice to use.
- Configure when it should be used. (Tech room, command briefings, briefings, in mission etc.)

Enabling TTS in Missions That Do Not Feature It

The first thing to do is to check to see if a campaign has narration already. To do this, simply boot up a campaign and play some of a mission to see if the campaign is voice acted or already uses in-mission TTS. If so, hooray, you can ignore the rest of this and enjoy.

If, however, you hear blips, static bursts and the like when NPCs are speaking - but you are *not* hearing voices - human or synthetic - and you want to hear speech, then keep reading.

Some campaigns cannot use TTS in-mission due to the developer using a blip or burst of static to indicate you have received a message. This will prevent the TTS narration from narrating the line. To enable the TTS, we must remove these blips, static bursts etc. To do this, and replace them with TTS we must:

- 1) Check to see you have enabled TTS in the aforementioned Knossos Voice settings. Assuming it is enabled...
- 2) Make backups of the mission files - just in case.
- 3) Open up the campaign's mission files - ...*campaign name (folder) / Data (folder) / mission name (file)* - in notepad or notepad++.
- 4) Find the first instance of **+Wave Name:...** They are usually at the bottom of the file so you may need to scroll down.

- 5) Replace whatever is written there with **+Wave Name: emptymsg.wav**
- 6) Rinse and repeat for all other instances of **+Wave Name:...** in the mission file.
- 7) Rinse and repeat this process for all the other mission files for the campaign.
- 8) You are all set. Load the campaign, play and see if it worked 😊

TIPS:

Ctrl+F (Find) will help you find the instances. Paste **+Wave Name:** into the *Find what:* box.

Ctrl+H (Find and replace) will make this easier. Paste **+Wave Name** into the *Find what:* box and paste **+Wave Name: emptymsg.wav** into the *Replace with:* box. Clicking on the 'All' button should do this for all the instances in the document which will speed things up...

...Unless the devs have used lots of different blips and static bursts, in which case you will need to do this on a type-by-type basis, or even for each piece of dialogue individually, which will take longer.