

Gibberish+ User Manual



Thank you for supporting Gibberish+ !

Gibberish+ helps you to give mumble voices to your characters effortlessly.



✓ What should I Do?

This [video tutorial](#) is the quickest way to get you started. (in case you've not watched it on UnityAssetStore page)

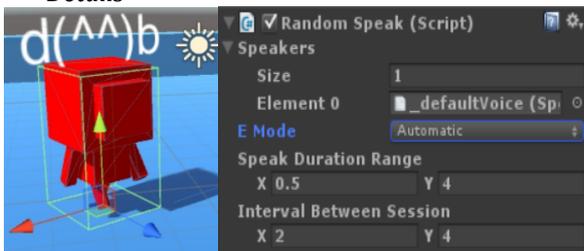
(Read on if you prefer details on paper :))

◆ Case1. Mumble Without Code

TLDR(Too long dont read):

1. Add a "RandomSpeak" behaviour on your character;
2. Select a speaker voice, and you're ready to hear your mumbling character.

===Details===



- Select the character to mumble, add the **RandomSpeak** monobehaviour;
- In **speakers** fields, add one preset voice; (you can add multiple voices in the list so the character will randomly decide one on spawn)
- Keep the **Emode** as "Automatic", so it will mumble without external control;
- **Speak Duration Range** decides each mumble session's time duration, in second;
- **Interval Between Session** decides pause duration between two mumble sessions, in second;

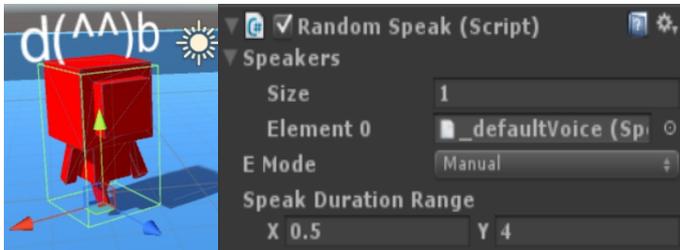


◆ Case 2. Code Triggered Mumble

TLDR:

1. Add a “RandomSpeak” behaviour on your character, set a speaker;
2. Call the *RandomSpeak.Speak()* to initiate mumble;
3. (You could check *RandomWalk.OnCollisionEnter* for example)

===Details===



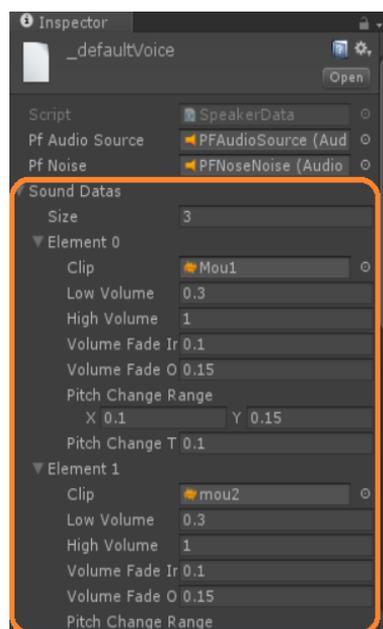
- Select the character to mumble, add the **RandomSpeak** monobehaviour;
- In **speakers** fields, add one preset voice; (you can add more voices in the list so the character will randomly decide one on spawn)
- Set the **Emode** as “Manual”, so the mumble is controlled by user code;
- **Speak Duration Range** decides each mumble session's time duration, in second;
- Call *Speak()* on one *RandomSpeak* to initiate a mumble session on this *RandomSpeak*;

- You don't need to check if the previous mumble is over before calling *Speak()*;

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✓ How Can I Add New Voice?

Gibberish+ is designed to let users easily extend their own voice library, you just need to prepare 1~4 short audio samples for a new voice. (of course you could make a voice with more audio samples)



1. Prepare 1~4 short(0.15~0.4s each) audio samples;
2. Navigate to the voice library directory “*Assets/Skele/Mumbler/Res/SoundLib/Resources/Speakers*”;
3. Duplicate “*_defaultVoice*” asset with *Ctrl+D*, change it to the new voice name as you like;

4. Select the new voice asset, set the audio samples into the "SoundDatas" list;

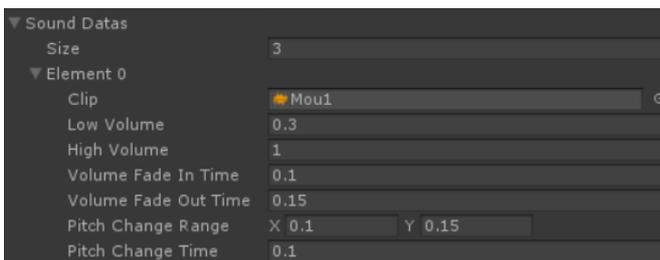
We're done here! Just run the example "AuditionRoom" scene and hear it work. (it will auto-collect all available voice data in library).

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✓ How to Tweak Existing Voice?

You might have noticed that in the voice asset there're quite some options for each audio sample.

Usually, the default settings we inherited from "_defaultVoice" should work just fine, but after you get familiar with the system, you might want to tweak it a little more to fit your own need.



Let's take this as example, for each audio sample:

* *Clip parameter:*

- **Clip** is the audio sample to be played;

* *Volume CrossFading parameters:*

- **Low volume & High Volume** decides the volume range for the clip, range [0,1];
- **Volume Fade in Time & Volume Fade Out Time** decides the volume fade in/out duration, in second, the two time combined should not be longer than the clip's length;



The clips are played with cross-fading to avoid the obvious gaps between clips.

Each clip could be played with fade-in and fade-out, during the fade-out of previous clip, the next clip is started with a fade-in.

KEYPOINT: If you want the clips to be played in a more compact style, tune up the "Volume Fade Out Time" parameter; if you want the clips to be played with clear gap, tune down the "Volume Fade Out Time"

* *Intonation parameters:*

Each mumble session is consisted of one or more groups, and a group is consist of several audio samples.

We will give a group the feel of intonation by tweaking the pitches in runtime. For example, the 1st audio has pitch goes up, and the 2nd to 4th audio stay up, the 5th goes down and 6th keeps down;

- **Pitch Change Range** controls the amplitude of the pitch change, e.g.: [0.1, 0.15], means when the intonation goes up/down x, x's magnitude is between [0.1, 0.15].
- **Pitch Change Time** controls the time used to tween the pitch

Short Pause Range	X 0.05	Y 0.15
Long Pause Range	X 0.2	Y 0.3
Random Pause Range	X 0	Y 0.2
Avg Sound Group Size	6	
Chance Start Tone Up	0.3	
Chance Start Tone Down	0.3	
Chance Mid Tone Change	0.035	
Chance End Tone Change	0.4	
Do Volume Fade	<input checked="" type="checkbox"/>	
Do Pitch Fade	<input checked="" type="checkbox"/>	

These parameters are for ALL the audio samples in this voice,

- **Short/Long/Random Pause Range** is used to insert random pause between samples so you got the feeling of word & sentence, the time unit is second.
- **Avg Sound Group Size**, how many audio samples do we group together to make intonation, the group size follows normal distribution here;
- **Chance Start Tone Up/Down/Mid Tone Change/End Tone Change**, are used to control the chance to change the intonation;
- **Do Volume Fade**, whether we should do cross-fading;
- **Do Pitch Fade**, whether we should do intonation;

KEYPOINT: In most cases, you don't really need to tweak these parameters , it would be fine to just keep them that way.

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✓ Extra

1. Gibberish+ is compatible with Unity's AudioMixer, enabling you to add SFX for your voices; Just add the Mixer into the AudioSource prefab specified in the voice asset;
2. You could also bypass RandomSpeak and use the underlying *MumbleSpeak singleton* to directly initiate a mumble with specified duration, this is for usecases that a prefab character is not desired.

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✓ I've some additional questions...?

You can find out more from the resources below:

1. Forum & wiki: <https://www.reddit.com/r/GibberishPlus/> **(recommended)**
2. Youtube Channel: https://www.youtube.com/channel/UCFTSio5Rf_BubazPW8S7cbA
3. Mail: tmpxyz at gmail dot com (please add "Gibberish+" in the title for Gmail filter to work)

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