# Navigation voices

This page is obsolete and will be reworked soon

## Basic information

- Locus type: <html><a href="https://play.google.com/store/apps/details?id=menion.android.locus&referrer=utm_source%3Ddocs%26utm_medium%3Dheader%26utm_content%3Dnavigation_voices" target="_blank">Free</a>/<a href="https://play.google.com/store/apps/details?id=menion.android.locus.pro&referrer=utm_source%3Ddocs%26utm_medium%3Dheader%26utm_content%3Dnavigation_voices" target="_blank">Pro</a></html>, **1.9.0+**
- Last updated manual: **3.1.1**

## How to

Here is short description, how to create and use voice files in Navigation function. This method show how to convert voice files from application TomTom to format, usable by Locus.

### Get some voice

Firstly you need to have any TomTom voice file. One usable site with a lot of free voices is for example here.

### Convert voices to some usable format

- In previous link is description, how to use program VIFTOOL. For you are important these steps
  - download voice template and save it to some new HDD folder (e.g. C:\my_tomtom_voice). You need to save these 3 voice related files: **VIF**, **CHK** and **BMP** file.
  - download **VIFTOOL**
  - install downloaded Vif Tool to the folder with the voice template.
  - goto **Start** > **Run** > **CMD**
  - in command window type *cd c:\viftool*
  - in command window type *viftool.exe split dataXX.chk* to extract all **ogg** voice files from tomtom **CHK** file.
  - you'll get directory full of *.ogg files. And now simply pack all these ogg files into one zip file (only files, not whole directory).

- result now will be four files
  - **dataXX.bmp** - image (optional)
  - **dataXX.chk** - original voices (not needed)
  - **dataXX.vif** - description file (required)
  - **dataXX.zip** - voices (required)

*.VIF and *.ZIP (you can also *.BMP) files, copy directly into Locus/data/nav_audio directory.

- actual system allow to change voices, when you start navigation and tap on arrow symbol
- Search for already converted soundfiles? → click here

## List of supported voice (ogg) files

Below is a complete list of voice ogg files, that should be in packed **zip** file.

- 50.ogg
- 80.ogg
- 100.ogg
- 200.ogg
- 300.ogg
- 400.ogg
- 500.ogg
- 600.ogg
- 700.ogg
- 800.ogg
- 2ndLeft.ogg
- 2ndRight.ogg
- 3rdLeft.ogg
- 3rdRight.ogg
- After.ogg
- AhExit.ogg
- AhExitLeft.ogg
- AhExitRight.ogg
- AhFerry.ogg
- AhKeepLeft.ogg
- AhKeepRight.ogg
- AhLeftTurn.ogg
- AhRightTurn.ogg
- AhUTurn.ogg
- Arrive.ogg
- BearLeft.ogg
- BearRight.ogg
- Depart.ogg
- Charge.ogg
- KeepLeft.ogg

- KeepRight.ogg
- LnLeft.ogg
- LnRight.ogg
- Meters.ogg
- MwEnter.ogg
- MwExit.ogg
- MwExitLeft.ogg
- MwExitRight.ogg
- RbBack.ogg
- RbCross.ogg
- RbExit1.ogg
- RbExit2.ogg
- RbExit3.ogg
- RbExit4.ogg
- RbExit5.ogg
- RbExit6.ogg
- RbLeft.ogg
- RbRight.ogg
- RoadEnd.ogg
- SharpLeft.ogg
- SharpRight.ogg
- Straight.ogg
- TakeFerry.ogg
- Then.ogg
- TryUTurn.ogg
- TurnLeft.ogg
- TurnRight.ogg
- UTurn.ogg
- Yards.ogg

From:
https://docs.locusmap.eu/ - **Locus Map Classic - knowledge base**

Permanent link:
**https://docs.locusmap.eu/doku.php?id=manual:advanced:customization:navigation&rev=1431675219**

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