

# Navigation voices



This page is obsolete and will be reworked soon

## Basic information

- Locus type: `<html><b><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></b></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

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## Navigation Custom Voice Files

- Search for already converted soundfiles? [click here >>](#)

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### 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=1431682717>

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