

Custom Text-To-Speech

The main reason why we enabled customizing TTS is that TTS engines do not pronounce numbers correctly in some languages. Therefore we created our own system where all texts are stored in text files in usable format prepared for reading. Another advantage of this system is that you can customize the TTS files as you like.

The TTS files are available for customization [here](#).

Basic procedure

- **download** required file from the Google Drive
- **modify** its content
- **upload** modified file into *Locus/data/tts* directory - no matter if there is a TTS file in the directory - Locus will prefer your file.
- **choose** modified language in *Locus Settings > Language&Units > TTS settings*

Additional instructions

- the TTS file is written in JSON format which is very syntax-sensitive. Use some editor with syntax highlight, e.g. Notepad++ or Anyfile Notepad
- if you want to translate TTS to language that is not on the Google Drive, write to us and we will gladly add it.
- detailed information can be found in [this forum >>](#)

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<https://docs.locusmap.eu/> - Locus Map Classic - knowledge base

Permanent link:

<https://docs.locusmap.eu/doku.php?id=manual:advanced:customization:tts>

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