

ElevenLabs Configuration

Overview

ElevenLabs is a cloud-based text-to-speech service that produces significantly more natural-sounding speech than Windows built-in voices. iReporter integrates with ElevenLabs as an optional voice engine — when configured, all button voice output uses ElevenLabs instead of Windows TTS.

ElevenLabs requires an internet connection during races. A free-tier account provides enough monthly character credits for most iReporter use cases.

Getting an ElevenLabs Account and API Key

1. Go to <https://elevenlabs.io> and click **Sign Up**.
2. Create a free account using your email address or a Google/Apple login.
3. Once logged in, click your profile avatar (top-right) and select **Profile + API Key**.
4. Under the **API Key** section, click **Copy** to copy your key.

Keep this key private — it controls access to your account credits.

Configuring iReporter

1. In the iReporter settings panel, tick **Enable Voice** in the top bar.
2. In the **Voice Options** panel, set the **Voice Engine** dropdown to **Eleven Labs**.
3. Paste your API key into the **API Key** field.
4. Click **Load Voices** to fetch the list of voices available on your account.
5. Select a voice from the **Voice** dropdown.
6. Click **Test Voice** to hear a sample phrase spoken with the selected voice.

Voice Output Device

By default, voice output goes to your system's default audio device. You can route it to a specific device using the **Voice Output Device** dropdown:

- **Default (system audio)** — plays through your normal speakers or headset
- **VB-Audio CABLE Input** — routes audio into a virtual microphone, which can then be used as your iRacing in-car microphone so race control hears the spoken message

VB-Audio Virtual Cable is free software available at <https://vb-audio.com/Cable/>.

Choosing a Voice

ElevenLabs offers dozens of pre-made voices as well as the ability to clone custom voices. For race reporting, clear and authoritative voices work best. After clicking **Load Voices**, try a few with **Test Voice** until you find one that reads race messages clearly at speed.

You can browse voices on the [ElevenLabs Voice Library](#) to preview them before loading in iReporter.

Troubleshooting

Issue	Fix
Load Voices returns empty list	Check your API key is correct and your account is active. Free accounts may have usage limits.
Test Voice fails with error	Ensure your API key is saved (click outside the field first). Check your internet connection.
Voice plays through wrong device	Use the Voice Output Device dropdown to select the correct output.
No voice heard during race	Confirm Enable Voice is ticked globally. Check the per-button Speak Text is not empty and Disable Voice for this button is not ticked.

Switching Back to Microsoft Voice

To revert to Windows TTS, use the **Voice Engine** dropdown and select **Microsoft Voice**, or click the **Switch to Microsoft Voice** button inside the ElevenLabs panel. This clears the stored API key and voice selection.

Revision #1

Created 2026-04-28 21:00:18 UTC by DEV API

Updated 2026-04-28 21:00:18 UTC by DEV API