

LOADING INSTRUCTIONS

To load in the menu, type CHAIN "MENU" and press the ENTER key.

The programs can then be selected by typing any of the following:

CHAIN "SPEECH"

CHAIN "DEMO"

CHAIN "SPELL"

CHAIN "SAYFILE"

CHAIN "EDIT"

CHAIN "NOTES"

Please note that SPEECH must be loaded before you CHAIN the DEMO, SPELL or SAYFILE programs.

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THE SIX PROGRAMS ON THIS CASSETTE

SPEECH This is the 8K machine-code program.

DEMO This program shows off the features of SPEECH.

SPELL A simple spelling-test program. This can easily be amended for personal use.

SAYFILE This program enables you to say document files. (i.e. files having the extension .DOC). Try loading "SPNOTE.DOC" when SAYFILE asks for a filename.

EDIT A program to enable you to add entries to the data dictionary. After loading this program you will need to rewind the tape and LOAD "SPDICN.BIN".

Note: It is advisable to reset the computer (by switching it off and then on again) before using this program, otherwise a "memory full" type error message may be returned.

NOTES: A document file containing comprehensive details of how to use SPEECH in your own programs. Full instructions on editing the dictionary are included as is the facility to make a printed copy of the file.

Note: It is advisable to reset the computer (by switching it off and then on again) before using this program, otherwise a "memory full" type error message may be returned.

PHONEMES (49 in total)

PHONEME	ENGLISH EXAMPLE	ISPEAK EQUIV'ENT	PHONEME	ENGLISH EXAMPLE	ISPEAK EQUIV'ENT
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Vowel Sounds

AY	pa <u>g</u> le	PAYL	OW	co <u>o</u> t	KOWT
AE	bl <u>a</u> ck	BLA EK	OO	co <u>o</u> t	KOOT
AA	car	KAAR	UX	co <u>o</u> t	KUXT
AI	fa <u>i</u> r	FAIR	OY	vo <u>i</u> ce	VOYS
			AW	no <u>w</u>	NAW
EE	me <u>e</u> t	MEET	AO	do <u>o</u> r	DAOR
EH	ge <u>t</u>	GEHT	OH	w <u>o</u> n	WOHN
ER	per <u>k</u>	PERK			
			UW	yo <u>u</u>	YUW
IY	si <u>t</u> e	SIYT	UU	pu <u>t</u>	PUUT quiet "u"
IX	si <u>t</u>	SIXT short "i"	UH	wo <u>o</u> d	WUHD
IH	si <u>t</u>	SIHT long "i"	AH	u <u>p</u>	AHP

Consonants

B	ba <u>t</u>	BAET	N	na <u>p</u>	NAEP
D	da <u>b</u>	DAEB	P	pa <u>t</u>	PAET
F	fa <u>t</u>	FAET	R	ra <u>t</u>	RAET
G	ga <u>p</u>	GAEP	S	sa <u>t</u>	SAET
/H	ha <u>t</u>	/HAET	T	ta <u>p</u>	TAEP
J	ja <u>b</u>	JAEB	V	va <u>t</u>	VAET
K	ka <u>t</u>	KAET	W	wa <u>g</u>	WAEG
L	la <u>g</u>	LAEG	Y	ya <u>p</u>	YAEP
M	ma <u>t</u>	MAET	Z	za <u>p</u>	ZAEP

Special Sounds

CH	ch <u>a</u> ir	CHAIR	CT	fa <u>ct</u>	FAECT
DH	th <u>i</u> s	DHIXS	DR	dra <u>g</u> on	DRAEGUUN
SH	sha <u>r</u> e	SHAIR	DUX	du <u>k</u> e	DUXK
TH	th <u>i</u> ck	THIHK	NX	si <u>n</u> g	SIHNX
ZH	azu <u>r</u> e	AEZHAOR	TR	tra <u>c</u> k	TRAEK

INTRODUCTION

SPEECH (written by Rick Peterson) is a powerful speech synthesiser which requires no extra hardware whatsoever. It has an unlimited vocabulary, and is simplicity itself to use. For example, load in **SPEECH** by typing **RUN "SPEECH"** and then type in the following:
a\$ = "I am a talking computer, as easy to use as 1 2 3" and press **RETURN**. Then type **ISAY,@a\$** and the computer speaks. You can use the **ISPEAK** command to directly access the 49 individual phonemes.

The ISAY Command

This command enables your computer to say English sentences. Simply type **a\$ =** followed by the sentence to be spoken enclosed in quotation marks and then type **SAY,@a\$**. **SPEECH** recognises both upper and lower case.

Adding a question mark to the end of a word pushes the pitch up ("How are you?") whereas adding a full stop pushes it down ("I am so depressed."). Pauses can be included by using spaces, commas or hyphens. The computer can also say the figures 0 to 9. **SPEECH** can even handle the following:
a\$ = "Power mowers are thoroughly tough though."

ISAY,@a\$

SPEECH can be used indirectly. The following example illustrates how to do so:

10 **a\$ = "What is your name?"**

20 **ISAY,@a\$**

30 INPUT NAMES\$

40 b\$ = "Hello" + NAMES\$

50 ISAY,@b\$

Linguists say that the English language has approximately 200 rules for pronunciation and 2000 exceptions. Not surprisingly SPEECH cannot handle all these. To solve this, try altering the spelling of "difficult" words: e.g. chaos to cayos.

The ISPEAK Command

This command enables individual phonemes to be spoken. A list of the phonemes that may be used is included in these instructions. When a number is placed after a vowel sound (like "AE") the pitch of the phoneme will change. The number can be in the range 1 to 9, where 1 is the lowest pitch and 9 is the highest (try "WEH4LKAHM EH3VREEWON"). So stress and intonation can easily be added wherever desired. Again, pauses can be included by using spaces, commas or hyphens. Question marks and full stops can also be used.

The IPITCH Command

This command is used to change the overall pitch of the voice. The format of the command is IPITCH,number. The pitch is normally set to PITCH9. IPITCH,1 sets the lowest pitch, whereas IPITCH,20 sets the highest.

The ICENTRE, ILEFT, IRIGHT Commands

The sound channel through which SPEECH operates can be set by the commands:—

- ICENTRE — sound through both channels,
- ILEFT — sound through left channel only,
- IRIGHT — sound through right channel only.

TECHNICAL INFORMATION

How to incorporate SPEECH into your own programs

When you have written your BASIC program using the ISAY, ISPEAK, IPITCH commands as explained above, execute the following procedure:

1. Insert the SPEECH cassette into your Datacorder.
2. Type CHAIN "SPEECH";20000 and press ENTER.
3. After loading is complete, the computer will display the message:

INSERT DESTINATION CASSETTE

Press RECORD and PLAY then any key

Remove the SPEECH cassette and insert a new cassette into the Datacorder to become the destination cassette.

4. After pressing a key the SPEECH loader program ("SPEECH") will be "SAVED" to the new cassette and then the following message will appear:

"INSERT SPEECH CASSETTE

Press PLAY then any key

Remove the destination cassette and insert the SPEECH cassette into your Datacorder.

5. The above messages will be displayed a further twice. Follow all the instructions given by the computer until the message "SPEECH HAS BEEN SAVED" appears.

6. Next LOAD your own program ("OWNPROG") into your computer.

7. SAVE "OWNPROG" onto the destination cassette.

8. Now turn your computer off and then on again.

9. To use your program, rewind the destination cassette to the beginning and type CHAIN "SPEECH". After this is complete then type CHAIN "OWNPROG".

10. Your program will now load and then run automatically and your computer will speak when the program reaches your ISAY and ISPEAK commands.

Further technical information is available by loading the documentation file with CHAIN "NOTES".

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