

# AU Speek 1.3 beta



## 1. Presentation

AU Speek is a text to speech AudioUnit plugin : it "reads" the text you type in the text field.

It's a recreation of the Software Automatic Mouth (SAM) vocal synthesis software created by Softvoice Inc for the Commodore 64.

The original C64 software has been reverse engineered and ported to C by Sebastian Macke : <http://simulationcorner.net/index.php?page=sam>

## 2. Installation

### 2.1 Mac OS X 10.8 or higher install

Extract the AUSpeek3.component file from the zip archive and copy the file to :

/Library/Audio/Plug-Ins/Components or

/Users/{userName}/Library/Audio/Plugins/Components

Note : use the 64 bit version if your host only accepts 64 bit AudioUnit plugins

## 2.2 MAC OS X 10.6 & 10.7 install

Extract the AUSpeek3.component file from the zip archive and copy the file to :

/Library/Audio/Plug-Ins/Components or

/Users/{userName}/Library/Audio/PlugIns/Components

Note : use the 32 bit carbon AudioUnit only !

## 3. Using the plugin

### 3.1. Textfield.

Click in the textfield and type any text with your keyboard, then click on the "speak" button or press "enter" or "return".

If you want to insert a carriage return without triggering the play, use CTRL+enter or return or SHIFT + enter or return.

You can also trigger the voice with MIDI notes : the root note is C-4 (hex 0x3C). The plugin is sensitive to the MIDI velocity and MIDI pitch bend command.

On Ableton Live 9 and Presonus Studio One, you have an additional button for closing the textfield (in case it's stuck on the screen).

### 3.2 Parameters.

Click on the "param" toggle button if you are in "configuration" view to show the parameters.

You can use the sliders to change the voice characteristics, there are 4 parameters : pitch, speed, mouth, throat.

**Pitch** range :

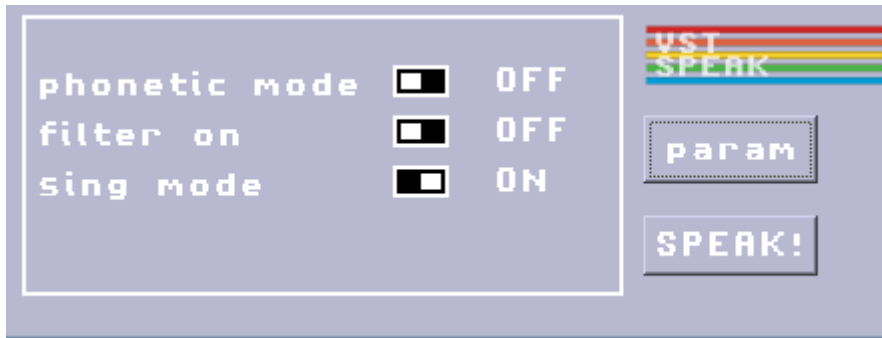
00-20	impractical
20-30	very high
30-40	high
40-50	high normal
50-70	normal
70-80	low normal
80-90	low
90-255	very low
default = 64	

**Speed** range :

20-40	very fast
40-60	fast
60-70	fast conversational
70-75	normal conversational
75-90	narrative
90-100	slow
100-200	very slow

### 3.3 Configuration

Click on the "config" toggle button if you are in parameter view., this will show the configuration view :



#### **phonetic mode :**

when this option is "ON", the plugin expects "phoneme" on input rather than normal text.

normal text is converted to phoneme, then converted to sound.

when you use the phonetic mode, the first conversion is bypassed, you have to type the phoneme:

example of phoneme traduction : appropriate = AHPROH4PRIYIXT.

in this mode you have more option (for adding stress by typing a number before the phoneme you want to emphase).

The complete phoneme alphabet and explanations can be found here :

<http://www.retrobits.net/atari/sam.shtml>

#### **filter :**

Not active yet in AudioUnit version.

#### **sing:**

this change the way the word are pronounced

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