

# VST Speek 1.3 beta



## 1. Presentation

VST Speek is a text to speech VST 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 Windows installation

32 bit : Extract the VST Speek DLL from the zip archive VSTSpeek-x86.zip and copy the file in your VST 32 bit plugins folder.

64 bit : Extract the VST Speek DLL from the zip archive VSTSpeek-x64.zip and copy the file in your VST 64 bit plugins folder.

The plugin should appear in your host (after VST scanning or rescanning) under the name "VST Speek" or "Text 2 Speech VST"

## 2.2 MAC OS X installation

Extract the VSTSpeek3.vst bundle file from the zip archive and copy the file to :

/Library/Audio/Plug-Ins/VST or

/Users/{userName}/Library/Audio/PlugIns/VST or

any folder or sub folder if your host lets you set the VST directory to scan.

Note :

if you're using MAC OS X 10.8 (Mountain Lion) or higher, you can install :

- the 64 bit cocoa VST if your host accept only 64 bit plugins
- the 32 bit cocoa VST if you use a 32 bit host that supports Cocoa UI
- the 32 bit carbon VST if you use a 32 bit host that only supports Carbon UI.

if you're using MAC OS X 10.6 (Snow Leopard) or 10.7 (Lion) you have to install :

- the 32 bit carbon VST
- Do not use the Cocoa version under 10.8

## 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 :

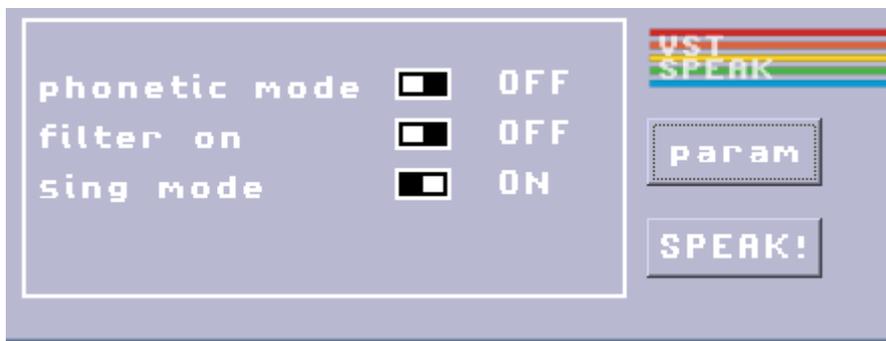
00-20	impractical
20-30	very high
30-40	high
40-50	high normal
50-70	normal
70-80	low normal
80-90	low
90-255	very low
default	= 64

**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 :**

When engaged, this apply a lowpass filter.

**sing:**

this change the way the word are pronounced

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