

# VST Speek 1.3



## 1. Presentation

VST Speek is a text to speech application : 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

just copy the VstSpeek3.exe anywhere you want and double click to execute !

## 3. Using the program

### 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.

### 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 :

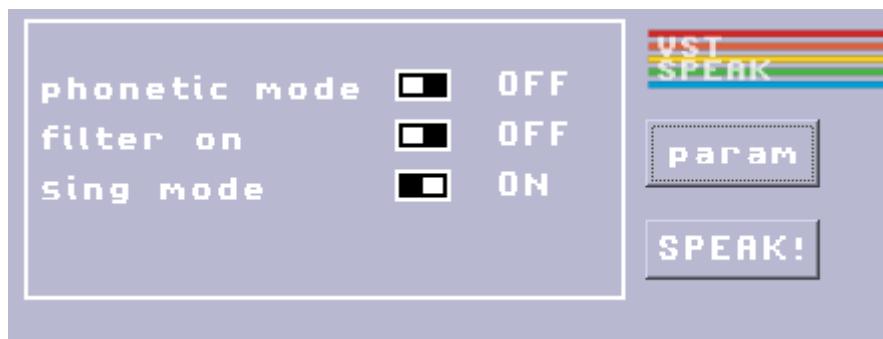
00-20	impractical
20-30	very high
30-40	high
40-50	high normal
50-70	normal
70-80	low normal
80-90	low
90-255	very low
default = 64	

**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 traduciton : 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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