

# *Speech Systems*

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## SUPER TALKING HEAD INSTRUCTIONS

Super Talking Heads is a fun program intended for use with Speech Systems SUPER VOICE speech synthesizer. We assume the user is already familiar with the operation of the SUPER VOICE and in particular the SPEAK program that comes with the SUPER VOICE. This is important since Super Talking Heads is very much the same format as SPEAK. A menu is displayed in which the user may: 1. Have the heads speak as the user types, 2. Build a text file for the heads to speak and if one desires, save that text to tape or disk, and lastly 3. To play back the text file from tape or disk that the user has developed.

## What Programs Make Up Super Talking Heads

Super Talking Heads consists of two programs. The first is a BASIC program TALKHEADS and the second is a machine language program HEADS. To run the program:

1. (C)LOAD "TALKHEADS"
2. RUN

Piece of cake. The program will ask if you are running a tape or disk system and after you give the appropriate response, the machine language program HEADS will be loaded. This means that if you are running a tape system, you must keep the PLAY button of the tape player depressed so that the computer can load in HEADS.

The rest should be obvious. However, note that if you want the women's head to speak, you must specify a frequency parameter of 235 or greater. In other words, ↑F239 HELLO will cause the woman's head to speak HELLO. Conversely, ↑F233 HELLO will cause the man's head to speak.

The software also consists of the file DEMO which we have included for demonstration purposes. This is a text file that you may load and listen to. To listen to DEMO, select option 3 ("GET TEXT FROM TAPE/DISK") and when prompted for the file name, type DEMO.

## Moving The Files To Disk

The easiest way to move the 3 files to disk is with a tape to disk utility available from many vendors. If you do not have this utility, you can move the first file TALKHEDS over to disk as you would any BASIC program. Moving the machine language program to disk requires the beginning, ending, and execute addresses of the file. They are &H4C00, &H7FF0, &H\$4C00 respectively. We suggest the user consult the SAVEM command or a friend if he or she is having difficulty. You may also send Speech Systems \$5 and we will send you the files on disk. Moving the DEMO text ASCII file to disk is best done with a tape to disk utility. However, you can do it if you CLOAD TALKHEDS and when prompted for media say TAPE. When the menu is displayed, indicate that you wish to RETURN TO BASIC. Now without turning the computer off, rewind the tape, CLOAD TALKHEDS and RUN it again, but this time indicate that you are running a DISK system. You may now specify option 3 and when prompted specify the file to get as DEMO. After it has spoken, you will be asked if you wish to save it. Respond with Yes. The file DEMO will then be transferred to disk. However, after listening to it a few times, you will probably not feel that this file is mandatory to have on disk. In addition, note that this file is identical to the DEMO file that is on the Development Software tape with SPEAK.