

Talk

Jógvan Jacobsen

COLLABORATORS

| | | | |
|---------------|------------------------|-----------------|------------------|
| | <i>TITLE :</i> Talk | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | Jógvan Jacobsen | October 9, 2022 | |

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
| | | | |

Contents

| | | |
|----------|------------------------|----------|
| 1 | Talk | 1 |
| 1.1 | main | 1 |
| 1.2 | introduction | 1 |
| 1.3 | requirements | 2 |
| 1.4 | installation | 2 |
| 1.5 | usage | 3 |
| 1.6 | history | 3 |
| 1.7 | author | 4 |
| 1.8 | copyright | 4 |

Chapter 1

Talk

1.1 main

```
=====
                                'Talk'
=====

Talk for CLI (Version 1.6)

This is the documentation.

                                Introduction
                                What the BEEP is this?

                                Requirements
                                What would you need to run this?

                                Installation
                                How you install it

                                Usage
                                How do I use this?

                                History
                                Overview of all previous versions

                                Author
                                How to contact the author

                                Copyright
                                Copyright notice
```

1.2 introduction

```
Welcome to the incredible?!? Talk!
=====
```

Talk is a DOS command, that allows you to get your Amiga to talk. Easily. Through CLI. Or the "Execute command..." on the workbench menu. Talk is pretty powerfull too. In one simple command, you can specify rate, pitch, sex, volume and frequency. And more might be added later.

And you might ask yourself: WHY THE HELL DO I WANT TO USE SUCH A THING WHEN I CAN DO IT JUST AS WELL ON AMOS, BLITZ BASIC OR WHATEVER?

Well... The answer is simple. You need to start Amos, or whatever to get that solution to work. Here you just need the command. And off you go. And by the way. This is not the most crapæpy piece of software out there.

I have included it in many games batch files, so that the computer comes with a stupid remark every time I quit a game. I even considered to include it in my startup-sequence, but that would be a little over the top.

On several occasions I wanted such a program, so one day I just went and made one. I hope that you will have some use of it.

Don't contact me to tell me how stupid or crappy this is. This is the first program I have ever written and published. I am in the proses of learning.

1.3 requirements

Requirements:

=====

- An Amiga
- A CLI prompt?
- And an Amigaguide viewer to read this documentation (but I guess you already have that, or else you would'nt be reading this.).

Talk can be used by other programs, if you write in some "difficult" programming language, then you could use Talk, to simplify things.

1.4 installation

Installation

=====

- Copy these files to C(or wherever):

Talk

Talk.guide

Talk.guide.info

That's it.

The source code is just included for the people, who might be interested.

1.5 usage

Usage of Talk

=====

Enter english text. Talk will translate it to phonetic speach as good as the Narrator.device is able to. Phonetic speach is included but does'nt seem to work.

The syntax is:

Talk [phonetic] what-to-say rate pitch sex volume frequency

phonetic]: Include this if the text is phonetic. If not, than don't. does'nt work yet, but I'm working on it.

what-to-say: This is where you write what to say. Preferably in quotation marks as you can write more words that way. If you don't put them in quotation marks, then Talk will read the first word and ignore rest.

rate: This is how fast you want your Amiga to talk. In words per minute. It must be a value between 40 and 400. Deafulst is 150.

pitch: Base pitch for the voice, in hertz. Must be a value from 65 to 320. Default is 110.

sex: This sets the gender. 0 is male voice (default). 1 is female.

volume: Says it self, actually. Must be in the range from 0 to 64.

frecuency: This is the sampling frequency in hertz. Must be a value from 5000 to 28000. Default is 22200

If the values entered are too low or high, than Talk will use the lowest or highest values instead.

If you have any difficulties running this piece of software, let
me

know

and give me precise details of your setup, so I can warn others and include your name in a 'Thanx to' page in this guide.

1.6 history

History:

=====

V1.6: [3-2-1999]

- Improved phonetic speech code (still does'nt work!)
- Rewrote half of the command
- Improved usage menu

V1.5: [3-2-1999]

- Added support for phonetic speech (does'nt work yet!)

- Some improvements to usage menu

V1.4: [10-20-1998]

- Added this documentation
- Improved usage menu once more

V1.3: [10-20-1998]

- Fixed options again.
- Improved usage menu again

V1.2: [10-20-1998]

- Fixed Options
- Improved usage menu

V1.1: [10-20-1998]

- Added options, but they still didn't work.
- Added usage menu, when no parameters were given

V1.0: [10-20-1998]

- First command, that could make the computer talk.

1.7 author

Contacting the author:

=====

If it should happen, that you should want to contact me. Bug reports, ideas, or anything than here's how to. And I would appreciate postcards from anyone.

e-mail adress:

JogvanJ@Yahoo.Com

Post adress

Jógvan Jacobsen
oman Viðarlund 7kj
100 Tórshavn
Faroe Islands
(via denmark)

You might get a hold on me on either #AmIRC or #AmigaGames chat channels. I usually call myself JJ-Hammer.

1.8 copyright

Copyright

=====

This piece of software is currently freeware. That means that it may be distributed as long, as no money is made on it. It is not allowed to alter any of the files included.

It is allowed to include it on software titles of your own, as long as they are freeware too. If you want to include it on a software title, other than freeware, get my written permission first. Just so I can keep track of the use of my software.

I, the

author

, will accept no responsibility for any damage caused by this piece of software, or any other piece of software for that matter.

If you have any questions on this matter, please contact the

author

.
