Multimedia Talking BINGO

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Instructions for creating and installing you own custom voice files
into Multimedia Talking BINGO for Windows.

Note: This feature is available only in the registered version of the program. However, you can use this information to prepare the wave files while you are waiting for your order to arrive.

Your can record one or two optional sets of wave files that contain the sounds that will be used to call the bingo game. You can use your own voice, or the voice of a favorite loved one.

You can choose the set of voices to be used by clicking the CUSTOM 1 or CUSTOM 2 check boxes on the SETTINGS panel. If multiple voices are checked, the voices will randomly alternate.

Requires:
> 1) A sound card that supports WAVE file recording.
>
> 2) Any wave file recording and editing program (such as the SOUND RECORDER program supplied with Windows, or one of many enhanced shareware or retail wave file editors, such as GOLDWAVE).
>
> 3) Approximately 400KB of disk space to hold the recorded wave files. (800KB if both custom voice sets are recorded.).

General recording tips:

1) Trim ALL leading and trailing silence from all of the files before they are saved. This will save disk space, and also provide the best playback effect.

2) The wave files MUST be placed in the same directory that contains the MMBINGO.EXE program file.

3) In order to keep the disk space requirements to about 400KB (per voice set), A sampling rate of about 11 HZ MONO, using 8 bit samples, is suggested. Other settings may work, but the disk space requirements will be much greater. For example, using stereo will double the file sizes. Using 16 bit samples will double them again!! Using a 22K sampling will double everything a third time!!! If the files are too large, unacceptable delays may be noticed during playback.

   If you use the Windows SOUND RECORDER, use "FILE / NEW" to select the recording settings, before you start to record each file.

4) The speech may be recorded in any language.

5) It may be easier to record all of the speech at once into a single large wave file. Then save each individual file by clipping just the desired sound portion from the master file. Remember -- In order to achieve the proper playback effect, it is very important to trim all leading and trailing silence from each file before it is saved.

6) The entire set of wave files must be recorded and named exactly as shown in the list

below. However, it it not necessary to record both sets. ("CUSTOM 2" is
optional).

7) Use the listed file names below for voice "CUSTOM 1". For voice "CUSTOM 2", use a
prefix of "U2-" in place of "U1-" in all of the file names. All of the files must be located in the
same directory that contains MMBINGO.EXE.

File Name   **Numbers**

U1-1.WAV   "one"
U1-2.WAV   "two"
U1-3.WAV   "three"
U1-4.WAV   "four"
U1-5.WAV   "five"
U1-6.WAV   "six"
U1-7.WAV   "seven"
U1-8.WAV   "eight"
U1-9.WAV   "nine"
U1-10.WAV   "ten"
U1-11.WAV   "eleven"
U1-12.WAV   "tweleve"
U1-13.WAV   "thirteen"
U1-14.WAV   "fourteen"
U1-15.WAV   "fifteen"
U1-16.WAV   "sixteen"
U1-17.WAV   "seventeen"
U1-18.WAV   "eighteen"
U1-19.WAV   "nineteen"
U1-20.WAV   "twenty"
U1-30.WAV   "thirty"
U1-40.WAV   "fourty"
U1-50.WAV   "fifty"
U1-60.WAV   "sixty"
U1-70.WAV   "seventy"
U1-80.WAV   "eighty"
U1-90.WAV   "ninety"
U1-100.WAV   "one hundred"

FILE NAME   **Letters**

U1-B.WAV   "B"
U1-I.WAV   "I"
U1-N.WAV   "N"
U1-G.WAV   "G"
U1-O.WAV   "O"

FILE NAME   **Phrases**

U1-BINGO.WAV   "I hear Bingo!!! Hold Your Markers."
U1-FALSE.WAV"That was not a good BINGO, we are going to keep playing."
U1-FIRST.WAV   "The first ball is ..."
U1-GOOD.WAV"We have a winner!!! That was a good BINGO."
U1-NEW.WAV   "We are starting game number ..."
U1-READY.WAV   "Lets play BINGO!!!"

U1-UNDER.WAV   "Under the ..."

Note: It is very important to trim the trailing silence from all phrases that end in "...".

The end.