

Creating voice prompts using Quick Synthesis:

1. Using a wav editor, record a wav file of the prompt in 22.050 Hz, 16 bit, mono format.
2. Open quick Synthesis and click file/new.
3. Add wav file to project.
4. In quick Synthesis, label the sound and build project.
5. This will build two files filename.ves (speech file) and filename.veh (header file) and also automatically builds a sentence table.
6. Open the Sensory Voice Extreme IDE
7. Click file new
8. Enter the following structure:

```
//-----  
// File      : saycommand.vec  
// Project   : Voice Extreme  
// Purpose   : Test program for Voice Extreme  
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//-----
```

```
extern SPEECH VPsaycommand;    // start of the speech table  
main()  
{  
    Talk (0, &VPsaycommand);    // say "say command"  
}
```

The **EXTERN** tag informs the program that it will be using an external file, linked through a speech table.

talk(message address – zero indexed, pointer to de-reference the contents at that address)

The **Talk** Function

USAGE:

void Talk (UINT8 messageNumber, SPEECH *speechData)

DESCRIPTION:

Speaks the utterance at index messageNumber in the speechData vocabulary.

ARGUMENTS:

messageNumber = The 0-based index number of the utterance to be spoken

SpeechData = A Pointer to a Speech File

RETURNS:

Void

9. Save this file as filename.vec
10. Click project/new
11. Add the following files:
 - a. filename.vec (source / code)
 - b. filename.ves (speech)
 - c. filename.veh (header / include file) *if necessary*
12. Save the project as projectname.vep
13. Build the project
14. Download it to the IC.