Wizzard Wavefile Factory

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System Requirements

Software Minimum Requirements

- AT&T Natural Voices Text to Speech engine (installed automatically)
- AT&T Natural Voices voice fonts (should be installed separately)
- Microsoft Word (if you are planning to use Importing functionality)

Hard Drive Space

Wizzard Wavefile Factory requires less than 100 MB of disk space (without voice fonts).
Disk requirements of voice fonts vary. Generally, 16 KHz voice fonts require between 450 MB and 750 MB per font.

Memory Requirements

Wizzard Wavefile Factory requires 256 MB RAM minimum but 512MB RAM is recommended. Extra memory will provide better performance if you use the Wizzard Wavefile Factory while other applications are running.

Also note that each voice requires about 75 MB of data to be accessed by the engine

Wizzard Wavefile Factory comes with a trial version of AT&T Natural Voices which requires an Internet connection to verify that the appropriate audio distribution licenses have been purchased to synthesize audio for production use and to use or distribute synthesized audio.

Introduction to Wizzard Wavefile Factory

About Wizzard Wavefile Factory

Wizzard Wavefile Factory uses the AT&T Natural Voices Text-to-Speech (TTS) software to prepare and synthesize text into audio in multiple languages. Tools for changing how words are spoken and for batch processing a series of text files are provided.

The AT&T Natural Voices supports US English, UK English, French, German, Spanish, Italian Canadian-French, Indian English and Brazilian Portuguese voices. You can even mix languages in a single input file by specifying the voice to use to speak the text. Note that any voice will attempt to speak whatever text is presented, i.e. Rosa (Spanish) will attempt to synthesize English text as Spanish words.

AT&T Natural Voices TTS engines allow you to mix languages on a single computer simply by specifying a different voice. Users can specify a voice and language in an SSML control tag that is included in the input text. This architecture also allows you to deliver new voices in a variety of languages with a single TTS engine executable.

Wizzard Wavefile Factory screens

- Text editor (main screen)
- Settings
- Dictionary Editor
- SSML Tag Selection
- Batch Processing
- Wave File Player

To open **Settings** window:
- Click **Tools** within the main menu
- Select option **Settings**

To open **Dictionary Editor** window:
- Select word that you would like to add to dictionary (optional)
- Click **Tools** within the main menu
- Select option **Dictionary**

To open **SSML Tag Selection** window:
- Select word or phrase that you would like to apply selected tag to (optional)
- Click **Tools** within the main menu
- Select option **Add SSML Tag**

To open **Batch Processing** window:
- Click **Batch** within the main menu
- Select option **Batch Processing**

Functional Description – Settings

Settings exists for the purpose of defining global application options. Following are the descriptions of those options:

Invoice
Please enter order number, which could be found on the invoice, emailed you by Wizzard Software Corp. The number should contain 10 digits. The text-to-speech conversion ability will not be activated until you enter a valid order number. Please note that you also need to have an Internet connection.

App Path
This is an informational field. If you ever need to contact Wizzard Software Corp technical support, please copy and paste the value of this field into your email.

Volume
Please select default audio volume. The value of this field does not affect your computer's speakers volume. Please note that you can change volume on-the-fly by using tag Prosody Volume within the text.

Speed
Please select default audio speed. Please note that you can change speed on-the-fly by using tag Prosody Rate within the text.

Fonts
Please select default voice font. Please note that you can change voices on-the-fly by using tag Voice Name within the text. If your list of fonts contains no records, then you need to close Wizzard Wavefile Factory and install any compatible voice font.

Dictionary
This is an informational field.

Audio Player Options
Select **Loop** if you want your audio to be re-played from the beginning over and over. Default is **Do not loop**.

Batch Processing Options - Automatically add every txt file to the batch list when saved
Default is **No**. Check this option if you want every text file that you save within the text editing screen to be added to the batch list. If batch list already contains a file with the same name, it will be overwritten.

Batch Processing Options - Overwrite txt file when importing files to the batch
Default is **Yes**. Uncheck this option if you want program to ask your permission to overwrite file in the batch list when importing files.

Batch Processing Options - Overwrite WAVE file when doing batch conversions
Default is **Yes**. Uncheck this option if you want program to ask your permission to overwrite WAVE file when converting batch text files into audio files.

Batch Processing Options - File Pattern
Specify here all the file types that will be imported. Enter only extensions, separate them by semicolon. Default is **doc ; rtf; txt**.

Functional Description – Text Editing

Text Editor is the main screen of Wizzard Wavefile Factory.

How to open text file for editing?

To open a text file for editing, click **File** from main menu then select option **Open**. Navigate to the needed folder, then select file and click button **Open**.
Please note that you can open file with any extension, but the file should contain plain text inside. If you see a combination of text and various symbols please try importing the file rather than opening it.

How to import text from file for editing?

To import text for editing, click **File** from main menu then select option **Import**. Navigate to the needed folder, then select file and click button **Open**.
Import file is similar to open file; however, importing means that the file will be converted from its original format into plain text. Wizzard Wavefile Factory uses Microsoft Word to extract text from the file. The list of supported file formats for importing usually includes Microsoft Word files (doc, dot, etc), Plain Text files (txt), Rich Text Format files (rtf), Web pages (htm, html, etc), Word Perfect files (wpd), Microsoft Excel files (xml), and others. Other file formats including Adobe PDF files may be imported using the cut/paste function by opening the final in another application such as Adobe Reader, select and cut the desired text and paste it into the main edit window in Wizzard Wavefile Factory.

How can I save edited file?

To save the file click **File** from the main menu then select option **Save** or **Save As**. In you have selected option **Save As** (of if you have selected option **Save** on a new file), navigate to needed folder, type name of the file then click button **Save**.
We recommend saving into file with extension TXT because Wizzard Wavefile Factory always saves file in plain text format, even if text was imported from Microsoft Word or any other non-text file.

How can I add edited text file to the batch?

To add current text file to the batch, click **Batch** from main menu then select option **Add This File to Batch**.

How can I convert text to audio?

If you would like to convert only selected text to audio, then highlight the portion of the text that you would like to convert. Otherwise, the entire text will be converted into audio. To play audio through your computer speakers, click **File** within the main menu then select option **Play Audio on Speakers**. To generate WAV file, click **File** within the main menu then select option **Create WAV file**; navigate to needed folder, type the name of the file and click button **Save**.

Functional Description – Dictionary Editor

Dictionary Editor exists for purpose of altering the way word is synthesized.

How can I alter the way audio is generated for a word?
There are several ways you can do that. If you are familiar with phonemes:

- Select (highlight) the word within the text editing window
- Click **Tools** within the main menu then select option **Dictionary**
- *Dictionary Editor window will appear.*
- You can click the **Play Word** button to listen to how it sounds by default and the **Word -> Phonemes** button to see the default phonemes
- Edit phonemes then click button **Play Phonemes**
- *Keep editing phonemes until you are happy with the way the word sounds*
- Click button **Add/Save Pair**
- Click button **Close**

You can also manipulate with word itself to achieve needed audio:

- Select (highlight) the word within the text editing window
- Click **Tools** within the main menu then select option **Dictionary**
- *Dictionary Editor window will appear.*
- Edit word then click button **Play Word**
- *Keep editing word until you are happy with the way the word sounds*
- Click button **Word -> Phonemes**
- Retype the original word
- Click button **Add/Save Pair**
- Click button **Close**

You may also add additional word pairs to the dictionary:

- After saving the previous pair replace the word with a new word and follow the above steps.

Following phonetic alphabets are supported.

- DARPA US English Phonetic Alphabet
- SAMPA Spanish Phonetic Alphabet
- SAMPA UK English Phonetic Alphabet
- SAMPA German Phonetic Alphabet
- SAMPA Italian Phonetic Alphabet
- SAMPA French Phonetic Alphabet
- SAMPA Canadian French Phonetic Alphabet
- SAMPA Brazilian Portuguese Phonetic Alphabet

How can I delete word from the dictionary?
Highlight the word from the list then click button **Delete Pair**.

Functional Description – Using SSML Control Tags

SSML Control Tags exist for purpose of altering the way word or phrase is synthesized.

How can I insert SSML Control Tag into text?

- Select (highlight) the text to apply SSML tag to (Break and ATT_Ignore_Case tags do not require this step. The tag will be inserted at the insertion point (cursor location))
- Click **Tools** within the main menu then select option **Add SSML Tag**
- *List of SSML tags will appear.*
- Double click needed SSML tag

How do I insert SSML Control Tag while typing text?

- Click **Tools** within the main menu then select option **Add SSML Tag**
- *List of SSML tags will appear.*
- Double click needed SSML tag
- The tag will indicate where the affected text should be typed.
- Replace “text” with the desired text

Functional Description – Batch Processing

Batch Processing exists for purpose of converting multiple text files into WAV files at once.

How to add file to batch list?

There are 3 ways you can add file(s) to the batch list.

- Import folder (see next)
- Import files (see next)
- Saving text file within the text editing window (see Settings for more info)

How to import folder to the batch list?

- Click **File** within Batch Processing window
- Select option **Import Folder**
- Navigate to needed folder
- Click button **Save**

At this time Wizzard Wavefile Factory will attempt to extract text from all the files that are located within specified folder and which meet the file pattern (see Settings for more info). Please note that Wizzard Wavefile Factory uses Microsoft Word to extract text from the files. The list of supported for importing formats usually includes Microsoft Word files (doc, dot, etc), Plain Text files (txt), Rich Text Format files (rtf), Web pages (htm, html, etc), Word Perfect files (wpd), Microsoft Excel files (xml), and others (we do not support Adobe PDF format yet). When text has been extracted, a new file will be added to the batch list (that will contain the extracted text). The name of the file will consist of name of the original file plus extension ".txt".

How to import file(s) to the batch list?

- Click **File** within Batch Processing window
- Select option **Import Files**
- Navigate to needed folder
- Select one or more files
- Click button **OK**

At this time Wizzard Wavefile Factory will attempt to extract text from all selected files. Please note that Wizzard Wavefile Factory uses Microsoft Word to extract text from the files. The list of supported for importing formats usually includes Microsoft Word files (doc, dot, etc), Plain Text files (txt), Rich Text Format files (rtf), Web pages (htm, html, etc), Word Perfect files (wpd), Microsoft Excel files (xml), and others (we do not support Adobe PDF format yet). When text has been extracted, a new file will be added to the batch list (that will contain the extracted text). The name of the file will consist of name of the original file plus extension ".txt".

How to edit text file within the batch list?

- Highlight needed text file from the list of text files (on the left)
- Click **File** within the Batch Processing window
- Select option **Edit Text File**

At this time selected file will be loaded, the text will appear within the Text Editing screen.

How to play audio file?

- Highlight needed wave file from the list of audio files (on the right)
- Click **File** within the Batch Processing window
- Select option **Play Audio File**

At this time the audio player window will appear and start playing the audio.

How to synthesize text files into audio files?

- Click checkbox left of the file name for every text file that you want to synthesize
- Click **Tools** within the Batch Processing window
- Select option **Convert Selection to WAVE**

At this time the Wizzard Wavefile Factory will start conversion, please watch the status on the bottom of the Batch Processing window. To cancel conversion, click **Tools** then select option **Cancel Conversion**.

SSML Control Tags

The AT&T Natural Voices TTS engine does a great job of synthesizing most text without special instructions, but there may be special circumstances where you wish to fine-tune the pronunciation of certain words or phrases. The AT&T Natural Voices TTS engine allows users to mark up the text to be spoken to include special control tags that change the way the text is pronounced. The AT&T Natural Voices TTS engine supports a subset of the SSML control tags and adds a few extras. Not all tags are supported in all languages. Control tags are case-insensitive.

SSML TAG	US	UK	DE	ES	IT	FR	PT
<ATT_Ignore_Case>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<paragraph> text </paragraph>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<sentence> text </sentence>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<say-as type="ATT_Literal"> text </say-as>	**Y**	N	N	N	N	N	N
<say-as type="ATT_Math"> text </say-as>	**Y**	N	N	N	N	N	N
<say-as type="ATT_Measurement"> text </say-as>	**Y**	N	N	N	N	N	N
<say-as type="acronym"> text </say-as>	**Y**	N	N	N	N	N	N
<say-as type="number"> text </say-as>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<say-as type="date"> text </say-as>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<say-as type="time"> text </say-as>	**Y**	N	N	N	N	N	N
<say-as type="currency"> text </say-as>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<say-as type="telephone"> text </say-as>	**Y**	N	N	N	N	N	N
<say-as type="name"> text </say-as>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<say-as type="net"> text </say-as>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<say-as type="address"> text </say-as>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<sub alias="*sub*" > *text* </phoneme>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<phoneme alphabet="att_darpabet_english" ph="*phonemes*"> *text* </phoneme>	**Y**	N	N	N	N	N	N
<phoneme alphabet="att_sampa_english" ph="*phonemes*"> *text* </phoneme>	N	**Y**	N	N	N	N	N
<phoneme alphabet="att_sampa_german" ph="*phonemes*"> *text* </phoneme>	N	N	**Y**	N	N	N	N
<phoneme alphabet="att_sampa_spanish" ph="*phonemes*"> *text* </phoneme>	N	N	N	**Y**	N	N	N
<phoneme alphabet="att_sampa_italian" ph="*phonemes*"> *text* </phoneme>	N	N	N	N	**Y**	N	N
<phoneme alphabet="att_sampa_french" ph="*phonemes*"> *text* </phoneme>	N	N	N	N	N	**Y**	N
<phoneme alphabet="att_sampa_portuguese" ph="*phonemes*"> *text* </phoneme>	N	N	N	N	N	N	**Y**
<voice gender="male, female, neutral" > text </voice>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<voice age="integer" > text </voice>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<voice category="child, teenager, adult, elder" > text </voice>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<voice name="mike8, crystal16, rosa8, etc"> text </voice>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<break/>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<break size="None, small, medium, large" />	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<break time="*integer*"/>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<prosody rate="fast, medium, slow, default" > text </prosody>	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**
<prosody volume="silent, soft, medium, loud, default" > text	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**	**Y**

ATT_Ignore_Case

Tag tells the TTS engine to ignore the capitalization of words within the specified context. This mode is useful to override the default behavior which is to spell all capitalized words.

Syntax: <ATT_IGNORE_CASE> *text* </ATT_IGNORE_CASE>
Example: <ATT_ignore_case> THIS CONTRACT </ATT_ignore_case>
Note: Pronounced as “this contract”

Break

The tag instructs the TTS engine to insert a pause in the synthesized text in one of three ways.

Syntax #1: <BREAK/>
Example: Time for a pause <Break/> Okay, keep going.
Note: Inserts a brief break after the word “pause”.

Syntax #2: <BREAK Size=”none | small | medium | large”/>
Example: No time for a pause <Break size=”none”/> Keep going.
Note: Inserts no break after the word “pause”.
Example: Time for a pause <Break size=”medium”/> Okay, keep going.
Note: Inserts a brief silence, the equivalent of the silence following a sentence, after the word “pause”.
Example: Time for a pause <Break size=”large”/> Keep going.
Note: Inserts only the default break after the word “pause”.
Example: Time for a pause <Break size=”medium”/> Okay, keep going.
Note: Inserts the equivalent of a paragraph break of silence after the word “pause”.

Syntax #3: <BREAK time=” duration ”/>
Example: Break for 100 milliseconds <Break time=”100ms”/> Okay, keep going.
Note: Inserts 100 milliseconds of silence after the word “milliseconds”.
Example: Break for 3 seconds <Break time=”3s”/> Okay, keep going.
Note: Inserts 3 seconds of silence after the word “seconds”.

Paragraph

This tag tells the TTS engine to change the prosody to reflect the end of a paragraph, regardless of the surrounding punctuation.

Syntax: <PARAGRAPH> text </PARAGRAPH> or <P> text
Example: <P> The paragraph tag can be abbreviated as just the letter P.
Note: The TTS engine changes the prosody to reflect the paragraph boundaries.

Phoneme

This tag allows the user to specify pronunciations explicitly in the input text. Including the orthography, i.e. the word or words represented by the phonemes, are optional, but recommended, because some modules in the front end depend on orthography. The pronunciations must be represented using the DARPA or SAMPA phoneme set when using the AT&T Natural Voices TTS Client SDK. Complete description of the DARPA and SAMPE phoneme sets is later in this manual.

Syntax: <PHONEME alphabet=”att_darpabet_english” ph=” phoneme^{+} “/>
Syntax: <PHONEME alphabet=”att_sampa_spanish” ph=” phoneme^{+} “> orthography </PHONEME>

Example: <Phoneme alphabet=”att_darpabet_english” ph=”b ow t 1”/>
Example: <Phoneme alphabet=”att_sampa_english” ph=”b ow t 1”/>
Example: <Phoneme alphabet=”att_sampa_spanish” ph=”p a 1 D r e”> padre </Phoneme>
Example: <Phoneme alphabet=”att_sampa_german” ph=”b o: t 1”> boot </Phoneme>

Prosody

We support only the Rate and Volume attributes of the SSML Prosody tag. The Pitch and Contour tags are not supported.

Prosody > Rate

The Rate attribute of the Prosody tag changes the rate at which the text is spoken. You can specify either the absolute rate or a relative change in the current speaking rate. This release supports a range of up to eight times faster or slower than the default speed.

Syntax: <PROSODY RATE=”fast | medium | slow | default”> content </PROSODY>
Syntax: <PROSODY RATE=” RelativeChange “> text </PROSODY>
Note: This changes the speaking rate which is expressed in Words per Minute (WPM). RelativeChange is a floating point number that is added to the current rate. Using a RelativeChange < 0 decreases the speed.
Example: This is the default speed <prosody rate=”slow”> this is speaking slowly <prosody rate=”fast”> this is speaking fast </prosody> back to slow </prosody> back to the default rate.
Example: This is the default speed <prosody rate="-50%"> this is 50% slower <prosody rate="+100%"> this is 50% faster than normal </prosody> back to 50% slower </prosody> back to the default rate.

Prosody > Volume

The Volume attribute of the Prosody tag allows the application to change the volume of the TTS voice. Note that this does not change the volume of the output device, but it does raise or lower the volume of the text spoken within the context of the tag.

Syntax: <PROSODY VOLUME=” level “> text </PROSODY>
Note: Level is a value from 0.0 to 200.0. A value of 100 is the voice’s default volume, a value of 0 changes the volume to 0 and a value of 200 doubles the volume. The volume changes linearly.
Syntax: <PROSODY VOLUME=” silent | soft | medium | loud | default “> text </PROSODY>
Syntax: <PROSODY VOLUME=” delta “> text </PROSODY>
Example: This is the default volume <prosody volume="silent"> silence </prosody> <prosody volume="soft"> Now I'm whispering </prosody> <prosody volume="+20%"> a little louder </prosody> <prosody volume="medium"> medium volume</prosody> <prosody volume="+20%"> a little louder </prosody> <prosody volume="loud"> very loud </prosody> <prosody volume="default"> back to default volume </ prosody>.

Say-As

Say-As tags provide contextual hints to the TTS engine about how text should be pronounced. The TTS engine supports a number of different contexts that can be used to fine-tune the pronunciation of words.

Say-As > ATT_Literal

The ATT_Literal context instructs the TTS engine to pass the string through literally without applying additional context processing such as abbreviations, addresses, dates, math symbols, measurements, names, numbers, times, or phone numbers.

Syntax: <SAY-AS Type=”ATT_Literal”> text </SAY-AS>
Example: <Say-as type=”ATT_Literal”> misc. </Say-as> misc.
Note: Pronounced as “misk miscellaneous”

Say-As > ATT_Math

The ATT_Math context tells the TTS engine to treat the text as a mathematical expression.

Syntax: <SAY-AS Type=”ATT_Math”> text </SAY-AS>
Example: <Say-as Type=”ATT_Math”> 3+4=7 </Say-as> 3+5=8
Note: Pronounced as “three plus four equals seven three plus sign five equal sign eight”

Say-As > ATT_Measurement

The ATT_Measurement context tells the TTS engine to treat the text as a measurement, e.g. single

quotes are pronounced “feet” and double quotes are pronounced “inches”.

Syntax: <SAY-AS Type=”ATT_Measurement”> text </SAY-AS >
Example: <Say-as Type=”ATT_Measurement”> 5’ 3” </Say-as> 7’ 9”
Note: Pronounced as “five feet three inches seven single quote nine double quote”

Say-As > Acronym

The Acronym context tells the TTS engine to treat the text as an acronym and to pronounce the text as the letters in the words. This tag is especially useful if your text is mostly upper case and you use the ATT_Ignore_Case tag but then encounter an acronym.

Syntax: <SAY-AS Type=”Acronym”> text </SAY-AS>
Example: MADD <Say-as type=”acronym”> MADD </Say-as>
Note: Pronounced as “mad M-A-D-D”.

Say-As > Number

The Number type tells the engine to expect a number.

Syntax: <SAY-AS type=”Number”> text </SAY-AS>
Example: <Say-as type=”Number”> 10,243 </Say-as>
Note: Pronounced as “ten thousand two hundred forty three”

Syntax: <SAY-AS type=”Number:Decimal”> text </SAY-AS>
Example: <Say-as type=”Number:decimal”> 3.14159 </Say-as>
Note: Pronounced as “three point one four one five nine”

Syntax: <SAY-AS type=”Number:Fraction”> text </SAY-AS>
Example: <Say-as type=”Number:Fraction”> 5 3/4 </Say-as>
Note: Pronounced as “five and three fourths”

Syntax: <SAY-AS type=”Number:Ordinal”> text </SAY-AS>
Example: <Say-as type=”Number:ordinal”> VI </Say-as>
Note: Pronounced as “sixth”

Say-As > Date

The Date context tells the TTS engine to treat the text as date. You may also add qualifiers to provide even more information to the TTS engine but in general the extra qualifiers are not needed.

Syntax: <SAY-AS Type=”Date”> text </SAY-AS>
Example: <Say-as Type=”Date”> Dec 25, 2001 </Say-as>
Note: Pronounced as “December twenty fifth two thousand one”

Syntax: <SAY-AS Type=”Date:M”> text </SAY-AS>
Example: <Say-as Type=”Date:M”> Dec </Say-as>
Note: Pronounced as “December”

Syntax: <SAY-AS Type=”Date:MD”> text </SAY-AS>
Example: <Say-as Type=”Date:MD”> Dec 25</Say-as>
Note: Pronounced as “December twenty fifth”

Syntax: <SAY-AS Type=”Date:MDY”> text </SAY-AS>
Example: <Say-as Type=”Date:MDY”> Dec 25, 2001 </Say-as>
Note: Pronounced as “December twenty fifth two thousand one”

Syntax: <SAY-AS Type=”Date:MY”> text </SAY-AS>
Example: <Say-as Type=”Date:MY”> Dec, 2001 </Say-as>

Note: Pronounced as “December two thousand one”

Syntax: <SAY-AS Type=”Date:Y”> text </SAY-AS>
Example: <Say-as Type=”Date:Y”> 2001 </Say-as>
Note: Pronounced as “two thousand one”
Note: US English only.

Say-As > Time

The Time context tells the TTS engine to treat the text as a time.

Syntax: <SAY-AS Type=”Time”> text </SAY-AS>
Example: <SAY-AS type=”Time”> 12:34 PM </SAY-AS>
Note: Pronounced as “twelve thirty four P M”

Syntax: <SAY-AS Type=”Time:HMS”> text </SAY-AS>
Example: <SAY-AS type=”Time”> 12:34:56 PM </SAY-AS>
Note: Pronounced as “twelve thirty four and fifty six seconds P M”

Syntax: <SAY-AS Type=”Time:HM”> text </SAY-AS>
Example: <SAY-AS type=”Time”> 12:34 PM </SAY-AS>
Note: Pronounced as “twelve thirty four P M”

Syntax: <SAY-AS Type=”Time:H”> text </SAY-AS>
Example: <SAY-AS type=”Time”> 12 PM </SAY-AS>
Note: Pronounced as “twelve P M”

Say-As > Currency

The Currency context tells the TTS engine to treat the text as currency and expand $ and decimal numbers appropriately. The Currency Context works only with US currency and not other currencies.

Syntax: <SAY-AS Type=”Currency”> text </SAY-AS>
Example: <Say-as Type=”Currency”> $25.32 </Say-as>
Note: Pronounced as “twenty five dollars and thirty two cents”

Say-As > Telephone

The Telephone context tells the TTS engine to treat the text as a telephone number.

Syntax: <SAY-AS type=”Telephone”> text </SAY-AS>
Example: <Say-as type=”telephone”> (212)555-1212 </Say-as>
Note: Pronounced as “two one two five five five one two one two”

Say-As > Name

AT&T Natural Voices TTS engine does a great job on names without XML tags but you can tell the engine to expect an name with the SAY-AS name tag.

Syntax: <SAY-AS Type=”Name”> text </SAY-AS>
Example: <Say-as Type=”Name”> Mark Beutnagel </Say-as>
Note: Pronounced as “Mark Beutnagel”

Say-As > Net

The Net type tells the engine to expect either an email address or a URL.

Syntax: <SAY-AS Type=”Net”> text </SAY-AS>
Example: <Say-as Type=”Net”> help@naturalvoices.att.com </Say-as>

Note: Pronounced as “help at natural voices dot ATT dot com”
Example: <Say-as Type=”Net”> http://naturalvoices.att.com </Say-as>
Note: Pronounced as “H T T P natural voices dot ATT dot com”

Syntax: <SAY-AS Type=”Net:email”> text </SAY-AS>
Example: <Say-as Type=”Net:email”> help@naturalvoices.att.com </Say-as>
Note: Pronounced as “help at natural voices dot ATT dot com”

Syntax: <SAY-AS Type=”Net:URL”> text </SAY-AS>
Example: <Say-as Type=”Net:URL”> help@naturalvoices.att.com </Say-as>
Note: Pronounced as “help at natural voices dot ATT dot com”

Say-As > Address

The Address context tells the TTS engine to treat the text as an address.

Syntax: <SAY-AS Type=”Address”> text </SAY-AS>
Example: <Say-as Type=”Address”> 123 Main St. , New York, NY 10017 </Say-as>
Note: Will be pronounced “one twenty three main street, New York, New York one zero zero one seven”

Sub

The SUB tag allows you to substitute spoken text for the written text.

Syntax: _{text}
Example: <sub alias=” Mothers Against Drunk Driving”> MADD </sub >
Note: Pronounced as “mothers against drunk driving”

Sentence

This tag tells the TTS engine to change the prosody to reflect the end of a sentence, regardless of the surrounding punctuation. The TTS engine changes the prosody to reflect the sentence boundaries.

Syntax: <SENTENCE> text </SENTENCE> or <S> text </S>
Example: <Sentence> This text is a sentence. </Sentence>
Example: <S> The sentence tag can be abbreviated as just the letter S. </S>

Voice

The Voice tag allows the application to change the voice of the TTS speaker from the input text. You can use this feature to change voices, e.g. you might use different voices to speak different sections of an email message or carry on a conversation between two different voices. The default voice for a server is specified when the server process is started. You choose a voice by specifying one or more of the following attributes:
Gender: male, female, or neutral
Age: an integer value, e.g. 30
Category: child, teen, adult, or elder
Name: mike8, crystal8, rosa16, rich16, or any other voices you’ve installed.
Language: “en_us” “English” for US English
“en_uk” or “UKEnglish” for UK English
“es_us” or “Spanish” for Spanish
“de_de” or “German” for German
“fr_fr” or “French” for French
“fr_ca” for Canadian French
“it_it” or “Italian” for Italian
“pt_br” for Brazilian Portuguese
You can specify several attributes but in the current release it is best to specify the speaker by name. You can purchase additional voices which may make more use of the additional attributes. Note that switching voices forces the server to load the data files for the each voice that is specified which may

result in noticeable delays. Voice switches will happen instantaneously once the voice data is in place.

Syntax: <VOICE Gender=”male | female | neutral” Age=”integer” Category=”child | teen | adult | elder” Language=”en_us | …” Name=”mike8 | …” </VOICE>
Example: <Voice Name=”mike8”> Hi, I’m Mike </Voice>
Note: Pronounced as “Hi, I’m Mike” using Mike’s 8 KHz voice.
Example: <Voice Name=”crystal8”> I’m Crystal </Voice>
Note: Pronounced as “I’m Crystal” using Crystal’s 8 KHz voice.
Example: <Voice Name=”rosa8”> Hola, me llamo Rosa </Voice>
Note: Pronounced as “Hola, me llamo Rosa” using Rosa’s 8KHz voice.
Example: <voice name=”mike16”> This is Mike <Voice Name=”crystal16”> This is Crystal </voice> This is Mike again. </voice>
Note: Pronounced as: in Mike’s voice “This is Mike”, then in Crystal’s voice, “This is Crystal”, then in Mike’s voice, “This is Mike again”.

Phonetic Alphabets

Wizzard Wavefile Factory supports following phonetic alphabets.

- DARPA US English Phonetic Alphabet
- SAMPA Spanish Phonetic Alphabet
- SAMPA UK English Phonetic Alphabet
- SAMPA German Phonetic Alphabet
- SAMPA Italian Phonetic Alphabet
- SAMPA French Phonetic Alphabet
- SAMPA Canadian French Phonetic Alphabet
- SAMPA Brazilian Portuguese Phonetic Alphabet

DARPA US English Phonetic Alphabet

Alphabet name: **att_darpabet_english**

Phoneme	Example	Transcription
aa	Bob	b aa b 1
ae	bat	b ae t 1
ah	but	b ah t 1
ao	bought	b ao t 1
aw	down	d aw n 1
ax	about	ax 0 b aw t 1
ay	bite	b ay t 1
b	bet	b eh t 1
ch	church	ch er ch 1
d	dig	D ih g
dh	that	dh ae t 1
dx	butter	b ah 1 dx er 0
eh	bet	b eh t 1
em	Chatham	ch ae 1 dx em 0
en	satin	s ae 1 q en 0
er	bird	b er d 1
ey	bait	b ey t 1
f	fog	f ao g 1
g	got	g aa t 1
hh	hot	hh aa t 1
ih	bit	b ih t 1
iy	beat	b iy t 1
jh	jump	jh ah m p 1
k	cat	k ae t 1
l	lot	l aa t 1
m	Mom	m aa m 1
n	nod	n aa d 1
ng	sing	s ih ng 1
ow	boat	b ow t 1
oy	boy	b oy 1
p	pot	p aa t 1
q	button	b ah 1 q en 0
r	rat	r ae t 1
s	sit	s ih t 1
sh	shut	sh ah t 1
t	top	t aa p 1
th	thick	th ih k 1
uh	book	b uh k 1
uw	boot	b uw t 1
v	vat	v ae t 1
w	won	w ah n 1
y	you	y uw 1
z	zoo	z uw 1
zh	measure	m eh 1 zh er 0
0	Unstressed	
1	Primary stress	
2	Secondary stress	
&	Word boundary	
pau	Silence	

SAMPA Spanish Phonetic Alphabet

Alphabet name: **att_sampa_spanish**

Transcription	Phoneme	Example
a 1 g w a 0	a	agua
e s 1 t e 0	e	este
i 0 g w a l 1	i	igual
o 1 s o 0	o	oso
u 1 b e 0	u	uve
o j 1 g o 0	j	oigo
f w e 1 r a 0	w	f w e 1 r a 0
p a r 1 t e 0	p	parta
t o 1 m a 0	t	toma
k o 0 x e r 1	k	coger
b a 1 k a 0	b	vaca
k a 1 d a 0	d	cada
a 0 g a 1 l o 0	g	hagalo
f l a 1 k o 0	f	flaco
s i 1	s	si
x e n 1 t e 0	x	gente
k o 1 tS e 0	tS	coche
a 0 jj e r 1	jj	ayer
jj a 1 b e 0	jj	llave
m i 1 jj a 0	jj	milla
m a 1 n o 0	m	mano
n a 1 d a 0	n	nada
e s 0 p a 1 J a 0	J	españa
l o 1 k o 0	l	loco
p e 1 r o 0	r	pero
p e 1 rr o 0	rr	perro

SAMPA UK English Phonetic Alphabet

Alphabet name: **att_sampa_english**

Phoneme	Example	Transcription
ey	bait	b eI t 1
ae	bat	b { t 1
iy	beat	b i: t 1
eh	bet	b e t 1
ay	bite	b aI t 1
ih	bit	b I t 1
ow	boat	b @U t 1
aa	father	f A: 1 D @ 0
o	bob (UK)	b Q b 1
ao	bought	b O: t 1
aw	down	d aU n 1
oy	boy	b OI 1
ah	but	b V t 1
ax	about	@ 0 b aU t 1
uw	boot	b u: t 1
uh	book	b U k 1
er	bird	b 3: d 1
ix	debit (US)	d e 1 b I t 0
b	bet	b e t 1
ch	church	tS 3: tS 1
d	dog	d Q g 1
dx	buddy (US)	b V 1 d i: 0
f	fog	f Q g 1
g	got	g Q t 1
hh	hot	h Q t 1
jh	jump	dZ V m p 1
k	kit	k I t 1
l	lot	l Q t 1
el	battle (UK)	b { 1 t @l 0
m	mom	m Q m 1
en	satin (US)	s { 1 t I n 0
n	nod	n Q d 1
ng	thing	T I N 1
p	pot	p Q t 1
q	button (US)	b V 1 t @ n
r	rat	r { t 1
s	sit	s I t 1
sh	shut	S V t 1
t	top	t Q p 1
dh	that	D { t 1
th	thick	T I k 1
tx	butter (US)	b V 1 t @ 0
v	vat	v { t 1
w	won	w V n 1
y	you	j u: 1
z	zoo	z u: 1
zh	measure	m e 1 Z @ 0

SAMPA German Phonetic Alphabet

Alphabet name: **att_sampa_german**

Transcription	Example	Phoneme
l i: 1 b m 0	lieben	icol
b I n 1	bin	I
g e: 1 b m 0	geben	ecol
t R E 1 f n 0	treffen	E
k E: 1 z @ 0	käse	Ecol
h a: 1 b m 0	haben	acol
l a 1 s n 0	lassen	a
g u: t 1	gut	ucol
h U n t 1	hund	U
GS o: 1 b 6 0	ober	ocol
b o~ 0 Z u: R 1	bonjour	otil
k O pf 1	kopf	O
b y: 1 C 6 0	bücher	ycol
f Y n f 1	fünf	Y
l 2: 1 v @ 0	Löwe	2col
k 9 1 n @ n 0	können	9
b I 1 t @ 0	bitte	schwa [@]
v aI 1 d 6 0	weider	schwa_r [6]
h aI m 1	heim	aI
h aU s 1	haus	aU
t eI p 1	tape	eI (US English)
h OY 1 t @ 0	heute	OY
b OU 1 l @ 0	bowle	OU (US English)
t e~ 1	teint	etil
S a~ 1 s @ 0	chance	atil (US English)
p a 6 0 d o~ 1	pardon	otil (US English)
GS aI n 1	ein	[glottal_stop]
p a 0 p i: 6 1	papier	p
b o: 1 d n 0	boden	b
t a: k 1	tag	t
d U N 1 k l 0	dunkel	d
k a 1 ts @ 0	katze	k
g a 1 m a: 0	gamma	g
pf l a n 1 ts @ 0	pflanze	pf
ts aU 1 b 6 0	zauber	ts
d OY tS 1	deutsch	tS
dZ O p 1	job	dZ
f a s t 1	fast	f
v a: 1 g N 0	wagen	v
D @ 1	the	D (US English)
T i: 1 s I s 0	thesis	T (US English)
l a 1 s n 0	lassen	s
z e: 1	see	z
S p i: 1 l 6 0	spieler	S
Z a 2 l U 0 z i: 1	jalousie	Z
GS I C 1	ich	C
b u: x 1	buch	x
h o: x 1	hoch	h
m a n 1	mann	m
n a x t 1	nacht	n
f I N 1 6 0	finger	N
l e: 1 z n 0	lesen	l
w 9 r k 1	work	r (US English)
j U N 1 @ 0	junge	j
w I s 1 k i: 0	whiskey	w (US English)

SAMPA Italian Phonetic Alphabet

Alphabet name: **att_sampa_italian**

Transcription	Example	Phoneme
l a 0 z a 1 J a 0	lasagna	a
n e 1 r o 0	nero	e
E k 1 k o 0	ecco	E
i 1 z o 0 l a 0	isola	i
p a 0 d r o 1 n e 0	padrone	o
b O t 1 tS e 0	bocce	O
l u 1 n a 0	luna	u
a w 1 @ RR z 0	hours	x (non-native schwa)
b o k 1 k a 0	bocca	b
d a 1 t a 0	data	d
g r a n 1 d e 0	grande	g
k a 1 z a 0	casa	k
p a r 0 t i 1 r e 0	partire	p
t o k 0 k a 1 r e 0	toccare	t
f a 1 r e 0	fare	f
h a w s 1	house	h
s t a 1 r e 0	stare	s
S e 1 L e 0 r e 0	scegliere	S
v i 1 v e 0 r e 0	vivere	v
z b a 1 L o 0	sbaglio	z
r O w 1 dZ e 0	rouge	Z (not in voices)
o 0 dz O 1 n o 0	ozono	dz
dZ o 0 v a n 1 n i 0	giovanni	dZ
p i t 1 ts a 0	pizza	ts
tS a 1 o 0	ciao	tS
l E n 1 t o 0	lento	l
f i 1 L o 0	figlio	L
s e 0 r e 1 n o 0	sereno	r (tap)
t E 1 rr a 0	terra	rr (trill)
RR E d 1	red	RR (English 'r')
J O k 1 k i 0	gnocchi	J (n~)
m a m 1 m a 0	mamma	m
n j E n 1 t e 0	niente	n
m a N 0 k a 1 r e 0	mancare	N (ng)
j E 1 r i 0	ieri	j
n w O 1 v o 0	nuovo	w

SAMPA French Phonetic Alphabet

Alphabet name: **att_sampa_french**

Transcription	Example	Phoneme
t i p 1	type	i
v i d 1	vide	I (FRC only)
k R a~ 1	cran	e
f E R 1	fer	E
p a t 1	patte	a
t a 1	tas	A (FRC only)
o 1	eau	o
s O R 1	sort	O
R u	roue	u
s u p 1	soupe	U (FRC only)
p y R 1	pure	y
b y S 1	buche	Y (FRC only)
d 2: 1	deux	2
p 9 R 1	peur	9
t a 1 b l @ 0	table	schwa [@]
b a 1	bat	brace [{] (from ENU)
u z 1	house	aU (from ENU)
s a~ 1	sang	atil
f e~ 1	fin	etil
l o~ 1	long	otil
b R e~ 1	brun	9til (FRC only)
b o~ 1	bon	b
d O R 0 m i R 1	dormir	d
g a R 1	gar	g
k O l 1	col	k
p o~ 1	pont	p
t E 0 R e~ 1	terrain	t
f O R 1	fort	f
v a S 1	vache	v
s E l 1	sel	s
Z a 0 z e 1	jaser	z
S 9 0 v a l 1	cheval	S
Z 2: 1	jeu	Z
h o m 1	home	h (ENU)
r i d 1	ride	r (ENU)
D 2: 1	the	dh (ENU)
g y 1 T r i 0	guthrie	th (ENU)
dZ a z 1	jazz	dZ (ENU)
t i 1 t R @ 0	titre	ts (FRC only)
d i s 1	dix	dz (FRC only)
g a 2 s p a t 0 S o 1	gaspacho	tS
l i 1 v R @ 0	livre	l
m O R 1	mort	m
n o~ 1	nom	n
a 0 J o 1	agneau	J
k a~ 0 p i N 1	camping	N
p j E R 1	pierre	j
w i 1	oui	w
p H i 1	puits	H
R u Z 1	rouge	R

SAMPA Canadian French Phonetic Alphabet

Alphabet name: **att_sampa_french**

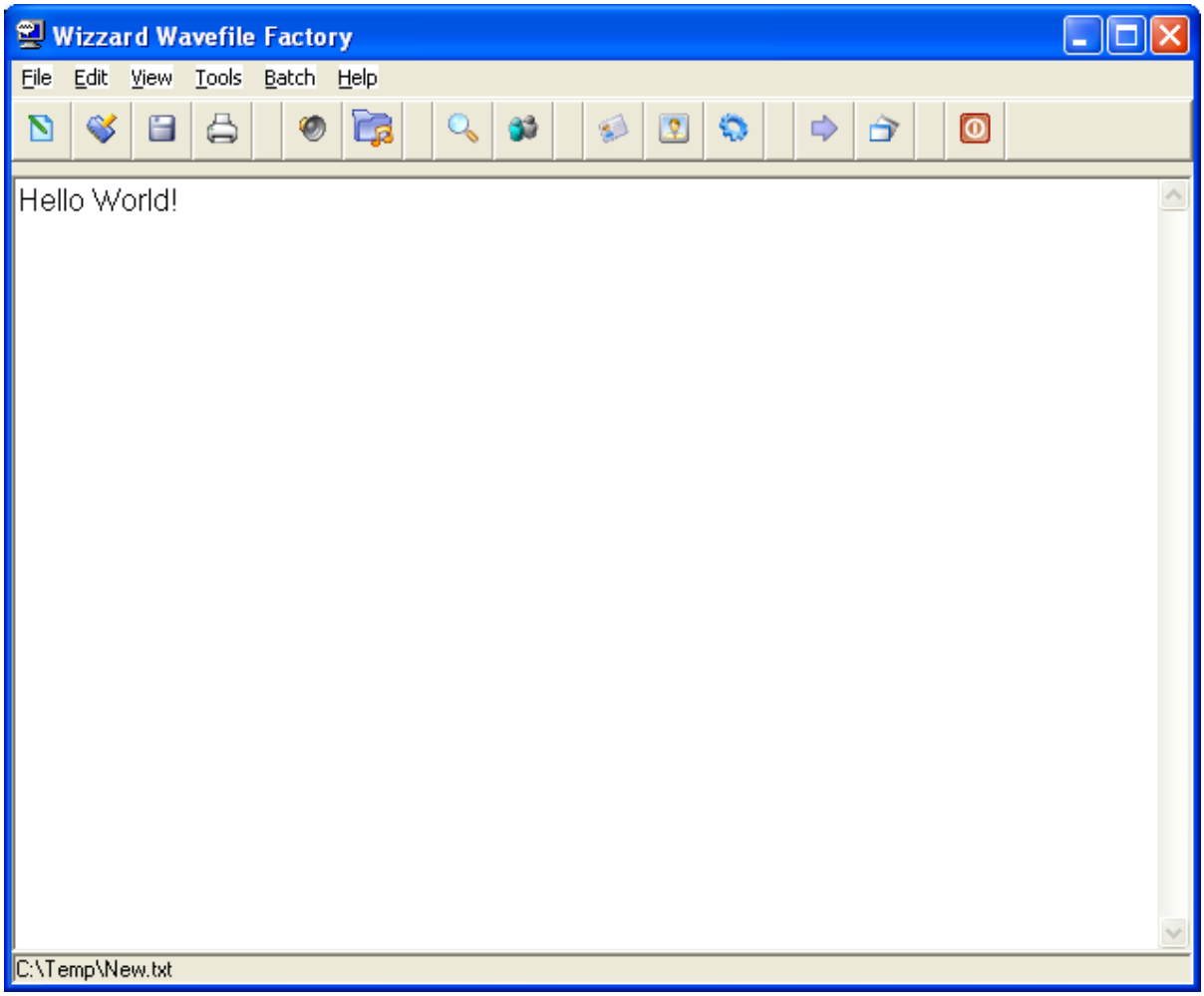
Transcription	Example	Phoneme
ts I p 1	type	i
v I d 1	vide	I (FRC only)
k R a~ 1	cran	e
f E R 1	fer	E
p a t 1	patte	a
t A 1	tas	A (FRC only)
o 1	eau	o
s O R 1	sort	O
R u	roue	u
s U p 1	soupe	U (FRC only)
p y R 1	pure	y
b Y S 1	buche	Y (FRC only)
d 2: 1	deux	2
p 9 R 1	peur	9
t a 1 b l 0	table	schwa [@] (in FRA)
b A 1	bat	brace [{] (from ENU)
u z 1	house	aU (from ENU)
s a~ 1	sang	atil
f e~ 1	fin	etil
l o~ 1	long	otil
b R 9~ 1	brun	9til (FRC only)
b o~ 1	bon	b
d O R 0 m i R 1	dormir	d
g A R 1	gar	g
k O l 1	col	k
p o~ 1	pont	p
t E 0 R e~ 1	terrain	t
f O R 1	fort	f
v a S 1	vache	v
s E l 1	sel	s
Z A 0 z e 1	jaser	z
S @ 0 v a l 1	cheval	S
Z 2: 1	jeu	Z
h O t 1	hot	h (ENU)
R I d 1	ride	r (ENU)
D @ 1	the	dh (ENU)
g a 1 T r i 0	guthrie	th (ENU)
dZ a z 1	jazz	dZ (ENU)
ts I t R 1	titre	ts (FRC only)
dz I s 1	dix	dz (FRC only)
g a 2 s p a t 0 S o 1	gaspacho	tS
l i v R 1	livre	l
m O R 1	mort	m
n o~ 1	nom	n
a 0 J o 1	agneau	J
k a~ 0 p I N 1	camping	N
p j E R 1	pierre	j
w i 1	oui	w
p H i 1	puits	H
R u Z 1	rouge	R

SAMPA Brazilian Portuguese Phonetic Alphabet

Alphabet name: **att_sampa_portuguese**

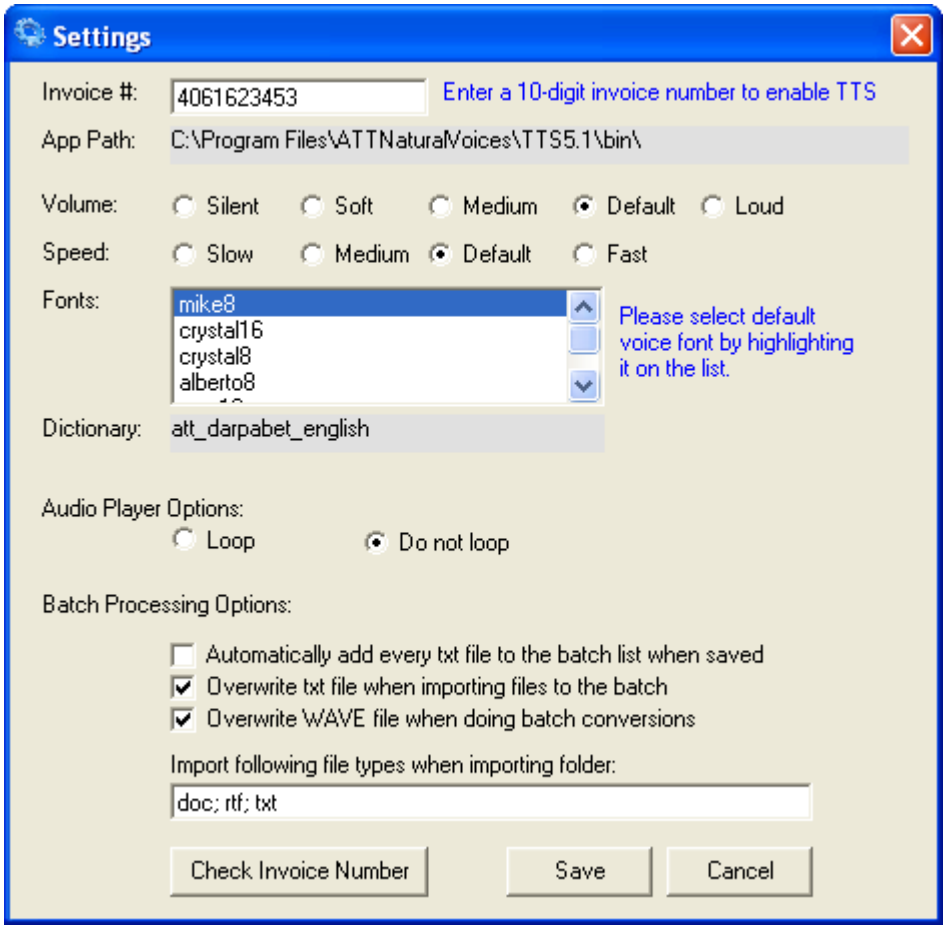
Transcription	Phoneme	Example
m a w 1	a	mal
p e 0 r u 1	e	peru
d E 1 d u 0	E	dedo
f i 0 z E 1 s i 0	I	fizesse
t o 0 p a 1 d a 0	o	topada
p O r 1 t a 0	O	porta
k u 1 r a 0	u	cura
p a~ 1 p a 0	atil	pampa
f e~ 1 d a 0	etil	fenda
dZ i~ 1 d a 0	itil	dinda
a 0 s o~ 1 b r a 0	otil	assombra
s u~ 1 g a 0	util	sunga
f a 0 l e j 1	j	falei
m e w 1	w	meu
k a 0 p i 0 t a~ j~ s 1	jtil	capitães
k a 0 p i 0 t a~ w~ 1	wtil	capitão
p a j 1	p	pai
t e 1 J u 0	t	tenho
k o~ 1	k	com
b a r 1 k u 0	b	barco
d O 1 s i 0	d	doce
g r a~ 1 dZ i 0	g	grande
f a 1 l u 0	f	falo
s E w 1	s	céu
v e r 1 dZ i 0	v	verde
k a 1 z a 0	z	casa
S a 0 p E w 1	S	chapéu
Z O j 1 a 0	Z	jóia
k a 1 x u 0	x	carro
p O 1 tS i 0	tS	pote
dZ i 1 g u 0	dZ	digo
m a r 1	m	mar
n a 1 d a 0	n	nada
J a 1 m i 0	J	nhame
l a~ 1 S i 0	l	lanche
L a 1 m i 0	L	lhame
k a 1 r u 0	r	caro
k 6 1 m 6 0	cama	/6/ -> /a/
O n 1 t 6~ j~ 0	otem	/6~/ -> /a~/

Screens – Text Editor window



This is a main Wizzard Wavefile Factory window. It consists of main menu, toolbar, text box and status bar. You can enable or disable toolbar and status bar using options under main menu **View**. You can also change font size for text box.

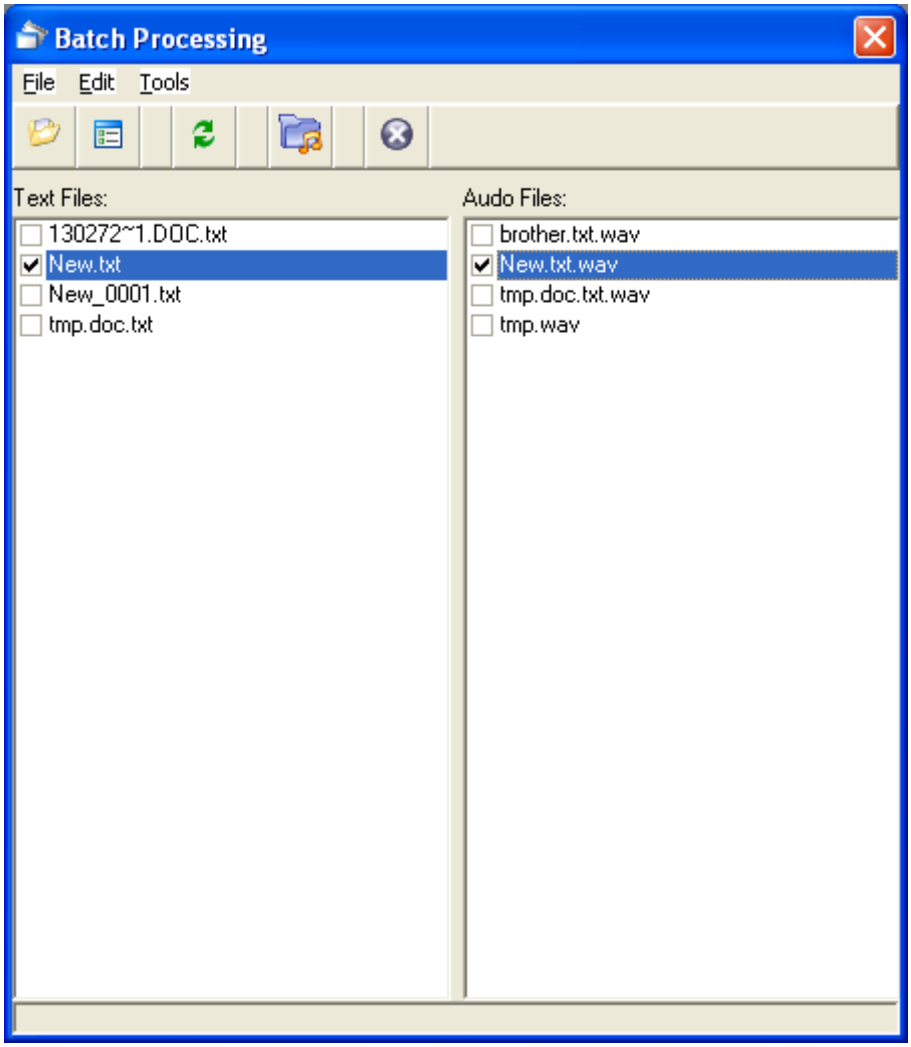
Screens – Settings window



To open **Settings** window:

- ➲ Click **Tools** within the main menu
- ➲ Select option **Settings**

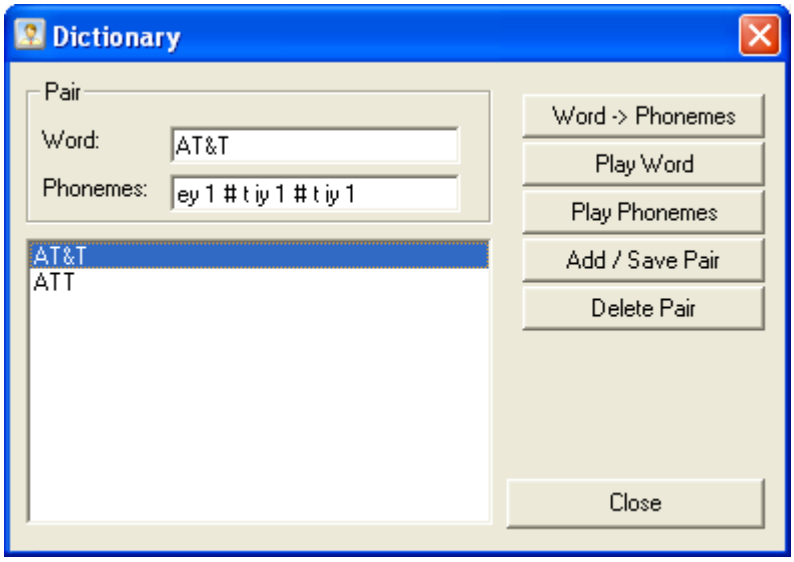
Screens – Batch Processing window



To open **Batch Processing** window:

- Click **Batch** within the main menu
- Select option **Batch Processing**

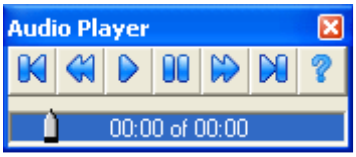
Screens – Dictionary Editor window



To open **Dictionary Editor** window:

- Select word that you would like to add to dictionary (optional)
- Click **Tools** within the main menu
- Select option **Dictionary**

Screens – Wave File Player window

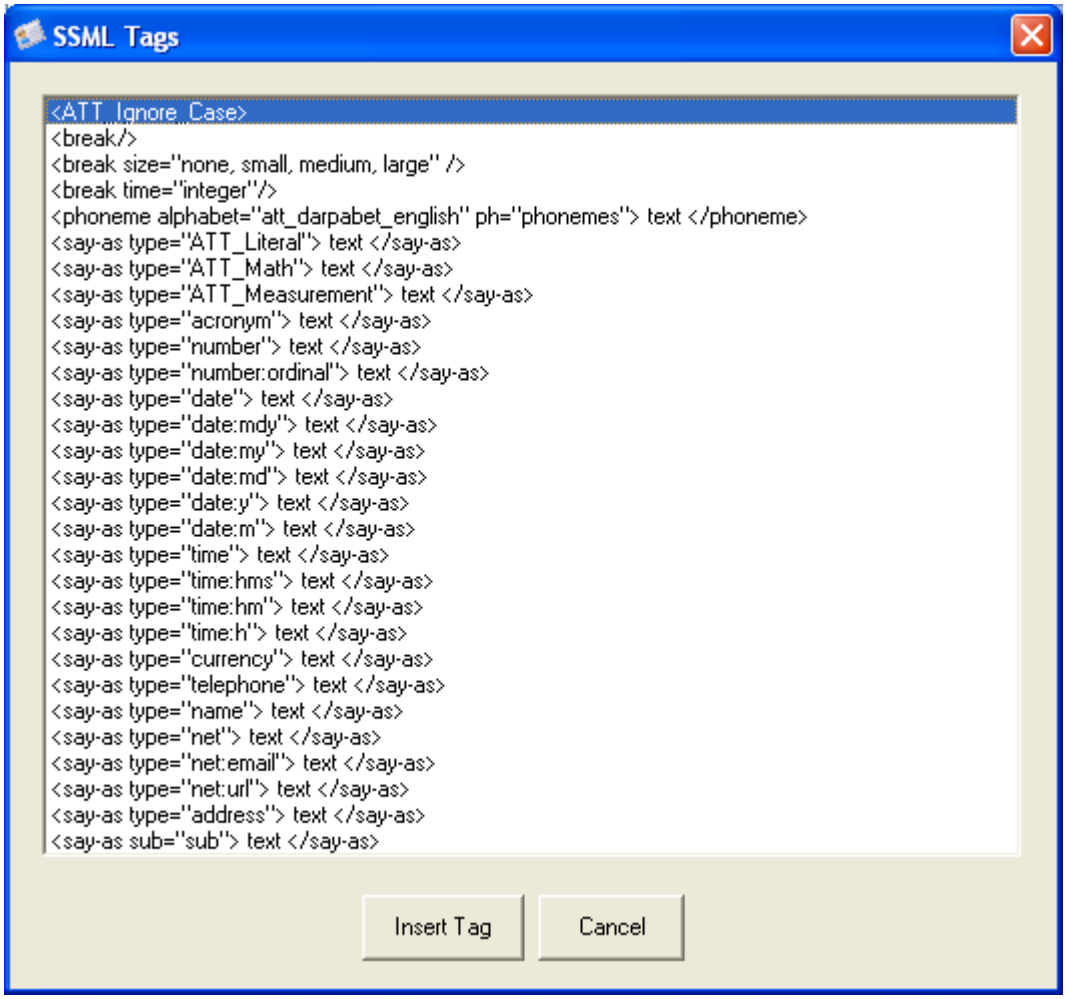


This window automatically pops up:

- When you create WAV file from the text editing window
- When you play WAV file from the text editing window
- When you play audio on speakers from the text editing window
- When you double-click audio file from the batch processing window

Please check Settings to learn how to control audio loop.

Screens – SSML Control Tag selection



To open **SSML Tag Selection** window:

- Select word or phrase that you would like to apply selected tag to (optional)
- Click **Tools** within the main menu
- Select option **Add SSML Tag**

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for
WIZZARD WAVEFILE FACTORY
powered by AT&T Natural Voices Text-to-Speech Engine for Microsoft Windows

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