

# Controls for Loquendo Text to Speech

## Table des matières

1.1	How to change Reeti Voice default parameters .....	2
1.2	Voices available on Reeti.....	2
1.3	Voice Control.....	2
1.4	Language Control.....	3
1.5	Say-as SMS.....	3
1.6	Speed Control.....	3
1.7	Pitch Control.....	4
1.8	Volume Control .....	5
1.9	Timbre Control .....	5
1.10	Reverb Effect .....	6
1.11	Whisper effect.....	6
1.12	Number interpretation.....	6
1.13	Spelling .....	6
1.14	Stress .....	7
1.15	Pause insertion.....	7
1.16	Play sound .....	7
1.17	Phonetic input .....	7

## 1.1 How to change Reeti Voice default parameters

As a root user, open file /home/reeti/reetiPrograms/configuration/voiceConfig.cfg

```
sudo gedit /home/reeti/reetiPrograms/configuration/voiceConfig.cfg
```

Change speed, timbre or pitch and save the file.

Relaunch Reeti (top – right icon in Configuration Panel)

## 1.2 Langages and Voices available on Reeti

- French, Bernard et Juliette
- English, Simon et Kate
- German, Stefan et Katrin
- Spanish, Jorge et Carmen
- Italian, Luca et Paola
- Portuguese, eusebio et amalia
- Dutch, willem et saskia
- Ddanish, magnus et frida
- Nnorwegian, henrik et vilde
- Swedish ,sven et annika
- Finnish, mikko et milla
- Polish, krzysztof et zosia
- Greek, nikos et afrodit
- Russian, dmitri et olga
- Chinese, lisheng et lisheng

## 1.3 Voice Control

Forces a switch between voices. The <name> must be the name of an installed voice. At the end of the prompt the voice is reset to its application default value.

```
\voice=<name>
```

### Example:

```
\\voice=Kate hello. \\voice=Simon hi.  
("hello" is read by the voice "Kate", then "hi" is read by the voice "Simon").
```



## 1.4 Language Control

Forces a switch between languages. The <name> must be the name of an installed language. Aliases are accepted for the language name, from the generic name (e.g. *English*), to the standard ISO codes for languages and variants (e.g. *en-US*, *en-GB*). At the end of the prompt the language is reset to its application default value.

**\\language=<name>**

### Example:

**\\language=English Paris \\language=French Paris.**  
 (the first occurrence of the word *Paris* will be pronounced: p"rIs , and the second: paR"i).

## 1.5 Say-as SMS

### Example:

**\\sayas=SMS brb c u l8r, \\sayas=default brb c u l8r.**  
 (if the current language is English, the text will be read as "be right back see you later, b r b c u l eight r").

## 1.6 Speed Control

allows the speaking rate to be modified, expressed in an abstract scale 0-100 or in words per minute.

**\\speed=<num>**

### Example:

**\\speed=60** (Scale 0-100)

**\\speed±<num>**

### Example:

**\\speed+20** (Scale 0-100 variation)

**\\speed±<perc>%**

### Example:

**\\speed+20%** (percentage variation)

**\\speed**

### Example:

**\\speed** (reset)

## 1.7 Pitch Control

allows the fundamental frequency (tone or pitch) to be modified, expressed in an abstract scale 0-100 or in Hertz (**hz**) or semitones (**st**).

**\\pitch=<num>**

**Example:**

```
\\pitch=60 (Scale 0-100)
```

**\\pitch±<num>**

**Example:**

```
\\pitch+20 (Scale 0-100 variation)
```

**\\pitch=<num>hz**

**Example:**

```
\\pitch=200hz (Hertz)
```

**\\pitch±<num>hz**

**Example:**

```
\\pitch-40hz (Hertz variation)
```

**\\pitch±<nsemit>st**

**Example:**

```
\\pitch+2st (semitones variation)
```

**\\pitch±<perc>%**

**Example:**

```
\\pitch+30% (percentage variation)
```

**\\pitch**

**Example:**

```
\\pitch (reset)
```



## 1.8 Volume Control

allows the volume (loudness) to be modified, expressed in an abstract scale 0-100 or in decibels (**dB**).

**\\volume=<num>**

**Example:**

```
\\volume=60 (Scale 0-100)
```

**\\volume±<num>**

**Example:**

```
\\volume+20 (Scale 0-100 variation)
```

**\\volume=<num>db**

**Example:**

```
\\volume=-3db (decibels)
```

**\\volume±<num>db**

**Example:**

```
\\volume+1db (decibel variation)
```

**\\volume±<perc>%**

**Example:**

```
\\volume+20% (percentage variation)
```

**\\volume**

**Example:**

```
\\volume (reset)
```

## 1.9 Timbre Control

allows the voice timbre to be modified by a shift in frequency, expressed in an abstract scale 0-100 or in semitones (**sf**).

**\\timbre =<num>**

**Example:**

```
\\timbre=60 (Scale 0-100)
```

**\\timbre±<num>**

**Example:**

```
\\timbre+20 (Scale 0-100 variation)
```

**\\timbre**

**Example:**

```
\\timbre (reset)
```



## 1.10 Reverb Effect

creates reverb with an intensity of <gain> and a delay of <delay> milliseconds

**\\reverb=<gain>,<delay>**

**Example:**

```
\\reverb=80,500 (0<gain<100, 0<delay<2000)
\\reverb=0,0 (removes the reverb effect)
```

## 1.11 Whisper effect

applies the whisper effect to the voice currently active in the system. The possible values are: on, off.

**Example:**

```
\\whisper=on
(the effect is active)
\\whisper=off
(the effect is active)
```

## 1.12 Number interpretation

<b>\\number=cardinal</b>	cardinal number, e.g. \\number=cardinal 254667 ( <i>two hundred fifty four thousand six hundred sixty seven</i> )
<b>\\number=code</b>	numerical code, e.g. \\number=code 254 (read: <i>two five four</i> )
<b>\\number=time</b>	time e.g. \\number=time 10:24:45 (read: <i>ten twenty-four and forty five seconds</i> )
<b>\\number=telephone</b>	telephone number, e.g. \\number=telephone 254667 ( <i>two five four six six seven</i> )

## 1.13 Spelling

<b>\\spell=yes</b>	the following word is spelled out, e.g. \\spell=yes but ( <i>bee you tee</i> )
<b>\\spell=no</b>	the following word is not spelled out, e.g. \\spell=no IBM ( <i>ibm</i> )
<b>\\spell=auto</b>	default behavior, e.g. \\spell=auto but \\spell=auto IBM ( <i>but i bee em</i> )

## 1.14 Stress

- \\stress=yes** the following word is stressed, e.g. \\stress=yes da casa (Italian: *dà càsa*)  
**\\stress=no** the following word is de-accented, e.g. da \\stress=no casa (Italian: *da casa*)  
**\\stress=auto** default behavior, e.g. \\stress=auto da \\stress=auto casa (Italian: *da càsa*)

## 1.15 Pause insertion

Here \\pause is a comma pause. (inserts a 120ms 'comma intonation' pause between "Here" and "is")

This \\pause=10 is a comma pause. (inserts a 10ms 'comma intonation' pause)

## 1.16 Play sound

Plays one of the paralinguistic sounds recorded for the voice in use. The names of the available sounds can be found in the SDK prompt editing tool or in the Voice Package. For most voices, the following sounds at least are available:

Cough, Cry, Eh, Kiss, Laugh, Mmm, Oh, Sniff, Swallow, Throat, Whistle, Yawn.

**\\item=<sound name>**

**Example:**

```
\\item=Laugh
```

## 1.17 Phonetic input

These commands allow the user to write a word or phrase phonetically rather than graphemically. In case the usual written form of a word or phrase does not produce the desired pronunciation, the user can insert it phonetically, selecting the appropriate phonemes to achieve the desired pronunciation.

The phonemes can be represented using the standard SAMPA alphabet, in its X-SAMPA extension (see <http://www.phon.ucl.ac.uk/home/sampa/>), or by using the International Phonetic Alphabet (see <http://www.langsci.ucl.ac.uk/ipa/>).

The interpretation of phonetic transcriptions by Loquendo TTS is, in principle, language-independent, thanks to the Phonetic Mapping feature (see [Languages and Voices](#)). Their acoustic rendering, however, depends on the phonemes available for that voice.

The syntax of the Phonetic Input command is the following:

### **SAMPA**

Enables the insertion of a phonetic transcription expressed in the SAMPA (X-SAMPA) alphabet.

The phonetic transcription **<phonemes>** should be a string of X-SAMPA phonemes, representing a single word or a short phrase. The character "#" can be used as a word separator, while "\$" can be used as a syllable separator.

### **\\sampa(<phonemes>)**

#### **Example:**

```
\\sampa(%le#"gRa~Z) (Les Granges in French)
```

The older variants of the SAMPA alphabet, which are language-dependent, are also accepted if the <variant> parameter is specified, where <variant> can be "ucl" or "teatlas" or "navteq" (or "x-sampa" for the default variant). A <language> parameter can also be specified. For example, the value <en-us> forces the interpretation of the symbols "e" and "o" as diphthongs, while the value "spanish" allows the interpretation of the symbol "Y".

### **\\sampa=<variant>;(<phonemes>)**

### **\\sampa=<variant>;<language>;(<phonemes>)**

#### **Example:**

```
\\sampa=x-sampa; ("p_hleIs) (place in English) equivalent to:
\\sampa ("p_hleIs)

\\sampa=ucl; ("pleIs) (place in English)

\\sampa=teatlas; ("pleIs) (place in English)

\\sampa=navteq;en-us; ("ples) (place in English)
```

### **IPA**

Allows the insertion of a phonetic transcription expressed in the IPA alphabet.

The phonetic transcription **<phonemes>** should be a string of IPA phonemes that can be written in unicode or, if the document or the application do not support the unicode encoding, by using the character entities.

### **\\ipa(<phonemes>)**

#### **Example:**

```
\\ipa(le gÊË^É'lfÊ') (Les Granges in French)
```

or, with the character entities:

```
\\ipa(le g&#640;&#712;&#593;&#771;&#658;) (Les Granges in French)
```