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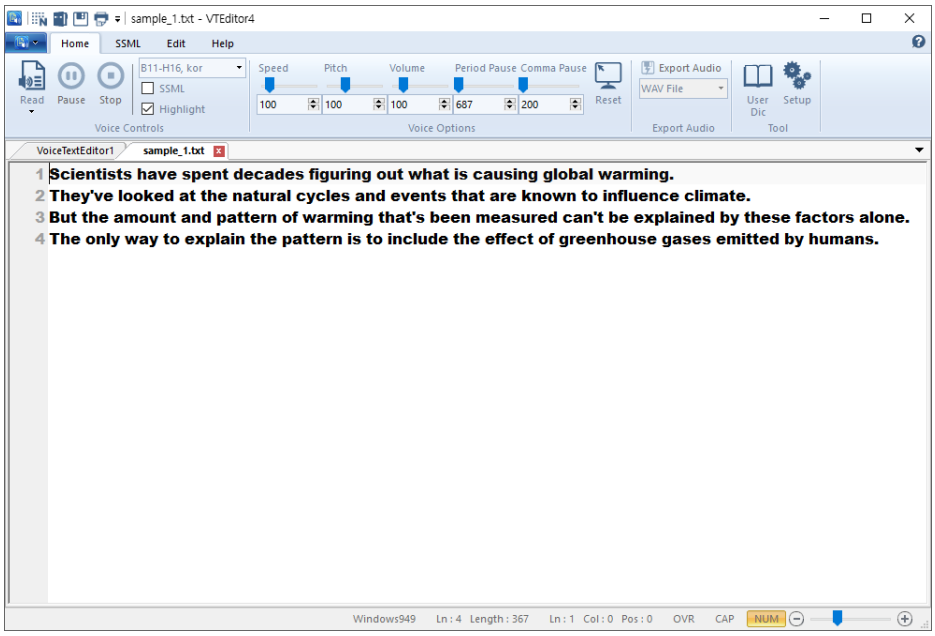
ReadSpeaker® speechMaker Desktop

ReadSpeaker speechMaker Desktop is a text-to-speech solution engineered to help users tailor text content and turn it into synthesized speech files.

Product Description

ReadSpeaker speechMaker Desktop is a desktop application that is installed on the customer's computer with which the user can convert text into audio files. The user can use the audio files within the context defined in the license agreement. The audio files are created using state-of-the-art text-to-speech technology. speechMaker Desktop supports many languages and can be licensed for more than one language. The audio files can be used both online and offline, for example in web applications, mobile apps, presentations, IVR systems, or e-learning materials.

speechMaker Desktop has many features that make the synthesizing process easy and can convert text to speech in many languages and voices. It allows using SSML (Speech Synthesis Markup Language) to tweak the contents for more natural speech results, inserting audio clips into the audio output, and controlling the audio output in various other ways.



Features

Leading synthetic speech for superior customer experience

ReadSpeaker's text-to-speech voices are extremely accurate, clear and natural, designed to deliver the highest quality sound and exceptional performance every time and are continually optimized.

100+ voices in 30+ languages available

New voices are being developed all the time. Presently, ReadSpeaker has TTS voices in 30+ languages and 100+ voices available. For a complete list of available languages go to our languages web page.

Accessibility

speechMaker Desktop supports text menu mode for the visually impaired. In text menu mode, menu names are shown rather than icons, allowing screen readers to read the menu names.

Rich text editor

The editor in which the user inserts the input text to be converted into speech is a rich text editor.

Preview: listen to text before producing audio file

The user can listen to the audio result of the text-to-speech conversion before actually giving the command to produce an audio file. The input text is highlighted in sync with the reading during preview.

Modifiable speaking rate, pitch, and volume (DSP)

The speaking rate, pitch, and volume can be configured as desired.

Use SSML to tweak the audio output

SSML gives you more control over how the text is read, specifically the prosody of the speech. SSML can also be used to insert pauses/breaks of a certain length, insert phonetic transcriptions and switch voices and languages in the same text.

User dictionary, IPA supported

speechMaker Desktop has a dictionary file for each licensed voice through which the customer can customize the pronunciation of words or sequences of words in a specific way to increase the quality of the reading. The user dictionary tool accepts normal text, regular expressions, and IPA input to specify how a word

should be pronounced and has a graphical user interface (GUI) making it easy and pleasant to use.

Voice/language switch

Switching to another language or to another speaking voice in the same language during the conversion from text to speech in response to SSML code in the input text is supported if multiple languages/voices have been licensed.

Batch mode

speechMaker Desktop allows producing multiple audio files for separate text input entries at once.

Audio clip insertion supported

speechMaker Desktop allows for audio clips (files) to be inserted in the text input so that the audio from the clip will be included in the output audio file in the correct place within the synthesized speech.

Integrated SRT to TTS converter tool

This feature allows converting timed text manuscripts in SRT format (.srt files) into audio files using text-to-speech technology. For example to create narration, audio descriptions, or talking subtitles from timed text scripts. Using a powerful editor, the user can adjust text, speed, pitch, volume, pause length, and even voice on a per-utterance basis.

User documentation

speechMaker Desktop has an electronic user manual with clear instructions on how to use the product and each feature.

User support

In case of questions or problems an excellent ReadSpeaker Support Team that can be contacted by email or telephone is ready to support you.

Technical Specifications

Supported Operating Systems

- Windows 7, 8, and 10

CPU

Intel x86/64 1 GHz or higher
If DNN HQ Micro voices are used: 64 bit CPU is required plus support for the AVX instruction set

RAM

2 GB or more is recommended

Voice footprint

80 ~ 600 MB per voice created with unit selection synthesis (USS)
7 MB ~ 30 MB per voice created with DNN HQ Micro technology

Runtime memory

100 MB

Supported input formats

- Plain text
- SSML
- .srt (SubRip Title)

Supported character encoding for text input

- UTF8 (all voices)
- Multibyte code set (certain voices only)

Supported audio formats

- PCM (16 bit/8 KHz, 16 bit/16 KHz, 16 bit/22 KHz, 16 bit/44 KHz)
- WAV (16 bit/8 KHz, 16 bit/16 KHz, 16 bit/22 KHz, 16 bit/44 KHz)
- mp3, requires downloading and installing the SoundExchange package (http://sox.sourceforge.net/)
- Ogg Vorbis, requires downloading and installing the SoundExchange package (http://sox.sourceforge.net/)

Voice/language switch

Switching to another language or to another speaking voice in the same language can be realized through SSML commands.

Simple implementation

Installing ReadSpeaker speechMaker Desktop on your PC is quick and easy. Any ReadSpeaker voice can be licensed, installed and used in speechMaker Desktop at any time.

Settings

The user can set the default value for certain parameters, including:

- speaking rate
- pitch
- volume
- period pause (how long to pause for a period)
- comma pause (how long to pause for a comma)
- how many times to repeat the reading
- the default user dictionary to use

License file required

The use of ReadSpeaker speechMaker Desktop is governed by a required separate license agreement. This license agreement determines which voices are licensed and the context within which the produced audio files may be used. The agreement is based on trust that the customer will not exceed the specified use.

Product Components

Text-to-speech conversion application

Includes:

- ReadSpeaker TTS Engine, core of ReadSpeaker speechMaker Desktop
- Rich text editor for inputting the text to be converted to speech
- User friendly GUI for ease of use

Voice specific files

For each licensed language there are a number of voice specific files, including the customer's user dictionary file.

User documentation

Available in digital version within the application.

Requirements and Limitations

Scope of use

The audio files produced using ReadSpeaker speechMaker Desktop may only be used within the context and with the restrictions described in the license agreement.

Intended Use

Customers may only use ReadSpeaker speechMaker Desktop in accordance with this product specification and the separate required license agreement.
Any other use of ReadSpeaker speechMaker Desktop is not considered intended use.

Disclaimer

Features listed in this document are guaranteed only if ReadSpeaker speechMaker Desktop has been implemented according to our implementation instructions. Specifications and features as described in this product specification can be changed by the manufacturer without prior notice.