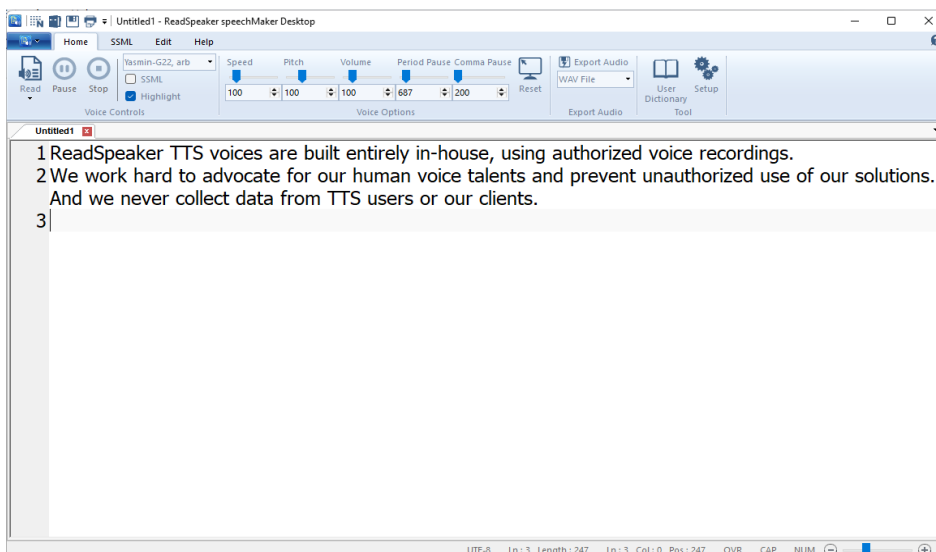


ReadSpeaker® speechMaker Desktop

ReadSpeaker speechMaker Desktop is a locally installed text-to-speech solution designed for intuitive, controlled, manual production of synthetic speech audio files from text.

Product Description

ReadSpeaker speechMaker Desktop runs locally on the user's computer and converts text into speech using ReadSpeaker's neural text-to-speech technology. Speech synthesis is initiated manually by the user and results in the generation of audio files. The generated audio files are stored locally and can be reused independently of the application in online or offline contexts, subject to the terms of the applicable license agreement.



The solution supports multilingual and multi-voice speech production and provides an intuitive, structured, user-controlled workflow for managing speech output through SSML-based configuration and audio clip integration.

Features

High-Quality Synthetic Speech

ReadSpeaker's text-to-speech voices deliver clear, natural, human-like synthetic speech and are continually optimized to ensure consistent quality and reliable output.

150+ Voices in 50+ Languages

speechMaker Desktop supports ReadSpeaker's catalog of more than 150 synthetic voices across over 50 languages. New voices and languages are added regularly. A complete list is available on the [ReadSpeaker website](#).

Modifiable Speaking Rate, Pitch, and Volume (DSP)

The speaking rate, pitch, and volume can be adjusted as required.

Voice and Language Switch

The product supports switching to another language or to another voice in the same language during text-to-speech conversion, based on SSML instructions in the input.

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. Users can paste text from other applications while preserving structural elements such as paragraphs and lists.

Preview with Text Highlighting

speechMaker Desktop supports preview of synthesized speech output prior to exporting the audio file, with synchronized text highlighting aligned with audio playback.

SSML-Based Speech Control

speechMaker Desktop supports standards-based SSML features such as phonetic transcriptions, audio clip insertion, prosody, pauses, and voice or language switching within a single text.

User Dictionary and IPA Support

The lexicon editor allows customers to create user dictionaries for each licensed language with the lexicon editor. Dictionary entries define custom pronunciations for words or patterns. This improves the reading accuracy for domain-specific vocabulary. Multiple user dictionaries per language and IPA transcription input are supported.

Batch Mode

speechMaker Desktop allows producing multiple speech audio files from separate text input entries in a single operation.

Integrated SRT to TTS Converter Tool

speechMaker Desktop supports conversion of timed text manuscripts in the SubRip Subtitle (.srt) format into speech audio files. SRT files are used 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.

Technical Specifications

Supported Operating Systems

Windows 10 and Windows 11.

CPU

x86/64 1 GHz or higher.

Note: AVX support is required on x64 architectures. If your environment lacks AVX support, please contact ReadSpeaker.

RAM

2 GB or more recommended.

Voice Footprint

9 MB – 35 MB per voice (Deep Neural Networks technology).

Runtime Memory Usage

100 MB

Supported Input Formats

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

Supported Character Encoding for Text Input

UTF-8

Supported Audio Formats

- 16-bit linear PCM (raw/WAV)
- mp3 (requires downloading and installing the LAME package)
- OGG Vorbis (requires downloading and installing the SoundExchange package)

Voice and Language Switch

Switching to another language or another voice in the same language can be performed using SSML.

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.

Support

ReadSpeaker provides customer support for speechMaker Desktop. Support is available via email or telephone to assist with product-related questions and technical issues.

Configuration Settings

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

- Speed
- 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
- Default user dictionary

Licensing

ReadSpeaker speechMaker Desktop is governed by a license agreement. See the Licensing section under Requirements and Limitations for more information. The license agreement is technically enforced by a license file that specifies and enforces:

- The text-to-speech voices that are licensed
- The number of devices covered
- The license term (duration of permitted use of the product)

Product Components

Desktop Application

Includes a rich text editor for inputting the text to be converted to speech and a user friendly GUI.

ReadSpeaker TTS Engine

speechMaker Desktop includes a TTS engine for each licenced language. speechMaker Desktop invokes the TTS Engine to convert text into synthetic speech. The ReadSpeaker TTS Engine includes a pronunciation dictionary for the licensed language.

Lexicon Editor

Allows the user to create one or more user dictionaries for each licensed language to customize the pronunciation. The user dictionary files are used by the TTS Engine for the voice synthesis.

User Documentation

speechMaker Desktop includes user documentation providing an overview of the application's functionality, including guidance on text preparation, lexicon files, and SSML usage.

Requirements and Limitations

Licensing

A license agreement governs and restricts the use of audio files produced using ReadSpeaker speechMaker Desktop. It defines:

- The permitted usage context for the audio files created with the product
- The text-to-speech voices that are licensed
- The number of devices covered
- The license term (duration of permitted use of the product)

Intended Use

Customers may only use ReadSpeaker speechMaker Desktop in accordance with this product specification and the required license agreement.

Any other use of ReadSpeaker speechMaker Desktop is not considered intended use.

Disclaimer

The features listed in this document are guaranteed only when ReadSpeaker speechMaker Desktop has been implemented according to the provided instructions. Specifications and features may be modified by ReadSpeaker at any time without prior notice.