

ReadSpeaker® webReader Player

ReadSpeaker webReader Player (webReader Player for short) speech enables the text content of websites so that visitors can listen to the text.

Product Description

webReader Player displays an audio player on the web pages of the customer's website. The customer decides on which web pages webReader Player should be implemented.



When a visitor to the customer's website ("user") clicks on the play button, the content of the web page is read out loud.

Using the buttons on the player, the user can pause the audio version of the content, restart the reading from where it was paused, forward or rewind to content further or earlier on the page using the skip buttons, and adjust the reading speed.

The audio is generated by webReader Player using ReadSpeaker text-to-speech technology.

webReader Player is a SaaS (Software As A Service) that can be made available to users by inserting a link to a JavaScript application and a section of HTML code on each web page that should be speech enabled.

Features

Text to Speech

webReader Player can read text out loud using state-of-the-art text to speech (TTS) in multiple languages. At present (Q1, 2024), 10 languages are supported. For a list of available languages go to [our languages web page](#).

Accessibility

webReader Player's full functionality is fully keyboard accessible.

Some auxiliary content, such as title and alt text attributes, will be read aloud even if they are not visible as text on the page.

Reading Speed

The default reading speed (or speaking rate) is 1x. The user can personalize the reading speed from 0.75x to 2x using the Reading Speed button in the player.

Customer-Defined Reading Area

For each web page, the customer can define which sections of the content should be read.

Multiple Languages - Different Languages for Different Pages

Available if the customer has purchased a license for more than one language. For each web page, the customer can define which language (and voice) should be used.

Progress Bar

When webReader Player is reading, the progress bar in the player will show the progress of the reading in relation to the total text to be read. The user can click on the progress bar to immediately jump to a different point in the audio file.

Multiple User Interface Languages

Several user interface (UI) languages are supported and all UI languages are available to all customers. The user cannot modify the UI language. For a complete and up-to-date list of languages supported as UI language for webReader Player, go to [our languages web page](#).

Audio Ad Integration

webReader Player supports audio ads in the VAST format. Ads can be played before and/or after the main audio. The playback controls are disabled while the ads are playing so that the user cannot skip them. Information on how to enable audio ads can be found in the implementation instructions found in the customer portal.

Pronunciation Dictionaries

webReader Player can be customized to pronounce words or sequences of words in a specific way to increase the quality of the reading. The linguists at ReadSpeaker can correct mispronunciations in the general dictionary for the language used upon request. If a different pronunciation is website specific, it will be edited in the customer dictionary for that language.

Access to Online Statistics

The customer has access to ReadSpeaker's customer portal, which provides detailed customer specific information about the usage of webReader Player, including how often web pages have been listened to, and when.

Online Access to Instructions and Files

All information about the customer's account, including implementation instructions and files for webReader Player, is made available to the customer through the customer portal.

Technical Specifications

Device Independent

webReader Player is a device-independent and cross-platform solution. It should work with:

- all commonly used online devices: PC, laptop, Chromebook, tablet, smartphone, and more
- all major operating systems: Windows, Chrome OS, Android, iOS, macOS, iPadOS, and more
- all major browsers:
 - for laptops and PCs: Edge, Chrome, Firefox, and Safari
 - for mobile devices: Safari and Chrome on iOS devices, Chrome on Android devices

Fully Server-based, No Software Downloads or Installation

Neither the customer nor the users need to download or install any software for webReader Player to work on their computers and/or mobile devices. The customer does need to host the webReader Player JavaScript application.

Simple Implementation

webReader Player consists of two sections of HTML code. The first, to be inserted in the <head> element of web pages that should display webReader Player, contains a link to a JavaScript hosted by the customer.

The second, to be inserted in the <body> element of those web pages, ensures that webReader Player is actually shown and determines where it is shown, contains a link to start the application call when the play button is clicked, and defines which section(s) of the content on the web page must be read. Clear implementation instructions are included and available to the customer through the customer portal.

Implementation Support

webReader Player includes implementation support by the ReadSpeaker support team, who will assist the customer in understanding and carrying out the implementation instructions provided by ReadSpeaker.

Product Hosting

webReader Player uses a text-to-speech server API that is hosted by ReadSpeaker in a high-security environment with a high level of redundancy and failover and with the following properties:

- double redundant enterprise load balancing and failover
- 100% Gigabit network (internally and to the Internet)
- IBM server hardware with virtualization engine
- redundant power supply
- highly scalable and high availability design
- environmentally friendly
- Storage Area Network (SAN) storage over Gigabit iScsi
- UPS and diesel engine power backup
- 24/7 video and audio surveillance
- Level 3 security
- Argonite-based automatic fire-fighting system
- automatic server monitoring every 3 seconds with alarm system
- automatic daily backup

Reads Web Pages over HTTPS

webReader Player can read web pages that are encrypted using SSL encryption.

Reads Static and Dynamic Text Content

webReader Player can read any text content as long as it is presented using standard HTML technology regardless of how it is generated on the customer's web server.

Streaming Audio

The audio containing the speech is streamed to the user from the hosting server. This means that the audio will start to play before it has been fully generated. It also means the length of the audio output cannot be determined in advance.

Audio Caching System

The customer can store audio files, generated by ReadSpeaker's TTS API, on their own servers and then instruct webReader Player to fetch them from there. Alternatively, webReader Player can play audio files requested directly from ReadSpeaker's TTS API. Which model should be selected depends on the volume of the usage. At larger volumes, audio files should be pre-generated and stored on the customer's side, in order to prevent slow response times.

When fetching audio directly from ReadSpeaker's TTS API, audio from web pages that have been listened to using webReader Player are stored on caching servers to maximize performance. If the content of the page has changed since the cached audio file was created, the audio file will be automatically updated.

Cookies

webReader Player does not store any information in cookies.

Graphical Design

The customer can change the appearance (skin) of webReader Player, including colors, font, and button combinations, using CSS.

webReader Player ships with several ready-made skins. The customer can choose any one of them to use with webReader Player.

Modifiable Reading Limit

webReader Player has a default reading limit of 20,000 characters, excluding spaces. This limit can be modified on a per customer basis.

JavaScript Support

webReader Player does not work if the user's browser does not support JavaScript.

Support for HTML5

webReader Player requires that the user's browser supports HTML5.

Product Components

JavaScript and HTML Code

webReader Player consists of two sections of HTML code, one of which contains a link to the JavaScript application, to be inserted in web pages that should display webReader Player. The other section is the code for the player itself. It should be inserted where the player should appear on the web page and it must be modified to specify which areas of the page should be read.

Implementation Instructions

Clear implementation instructions are included and available to the customer through the ReadSpeaker customer portal.

Customer Portal

The Customer receives login instructions for the ReadSpeaker customer portal. Here, the customer can access account information, statistical information about the use of webReader Player, implementation instructions, application files, and instructions for contacting support in case of questions or problems.

Options

Options are features that can be added to webReader Player at a cost. Please contact your Account Manager for pricing information.

Customer Dictionary

From the customer portal the customer can edit a basic customer specific dictionary for each licensed language to change the pronunciation of words by respelling those words.

Multiple Languages or Voices

Standard webReader Player includes a license for one voice. Customers can purchase multiple voices per language (e.g. male and female or Scottish English and UK English) and/or voices for multiple languages.

Custom Player

A custom player can be obtained by request.

Requirements and Limitations

Web Pages

webReader Player can only be implemented on web pages where content is presented using standard HTML technology.

Support for JavaScript and HTML5

The user must use a web browser with support for JavaScript as well as HTML5 to be able to use webReader Player.

Iframe Reading

By default, webReader Player will read the content of web pages it is implemented on, without reading content inside iframe elements.

webReader Player on Mobile Devices

The user experience on mobile devices with a touch screen is different from on laptops and computers. Here are the differences:

- Rather than clicking the play button, the user will of course tap the play button to start the reading.
- Playback will start even if the device is in silent mode.
- Playback will continue when the screen is locked. Note that on iOS/iPadOS devices, locking the screen suspends all JavaScript code from running. This means that if the audio has not been fully loaded when the screen is locked, audio will not be able to play through to the end, or, if it hasn't started, play at all. Loading will resume when the screen is unlocked.

Graphical Design

Please note that while ReadSpeaker always aims to be backwards-compatible, if the appearance has been changed too much, product updates can cause issues. This is particularly true when the structure of the graphical elements has been changed. Therefore, it is recommended to use one of the ready-made skins.

Intended Use

Customers may only use webReader Player, which is a licensed service for text to speech, in accordance with this product specification. It may be used only to allow visitors to the website(s) agreed upon in the order confirmation to listen to the content of those websites, and only when the visitors activate the service with the play button generated and displayed by webReader Player.

Any other use of webReader Player is not considered intended use.

Disclaimer

Features listed in this document are guaranteed only if webReader Player 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.