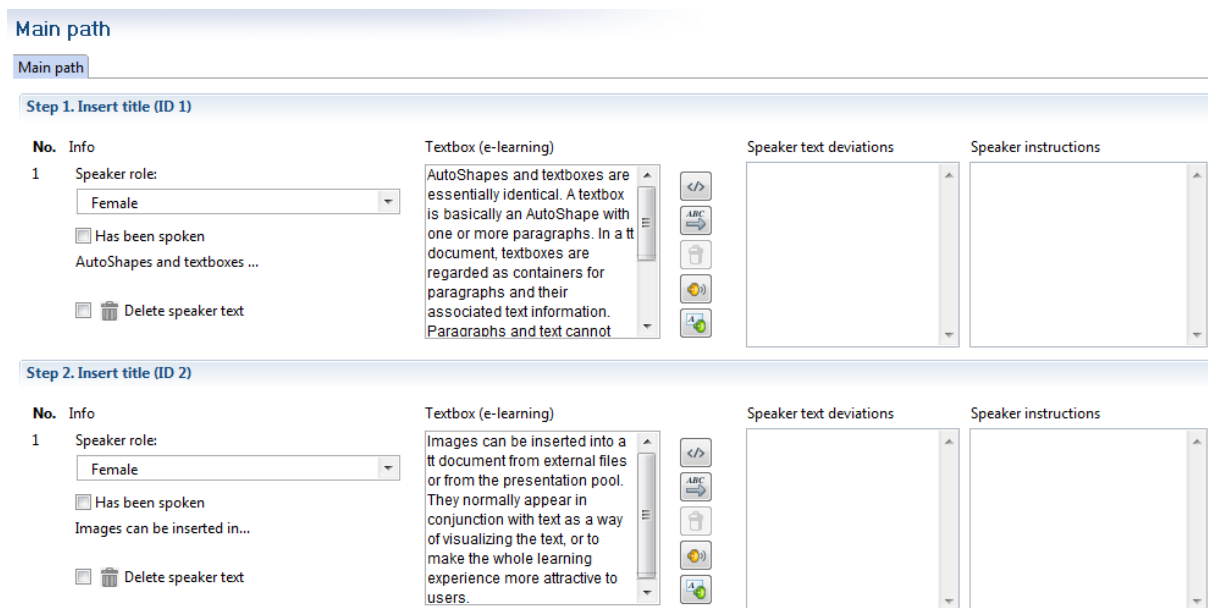


Editing speaker texts

Once speaker texts have been created, they can be reworked before they are spoken. Keep reading to discover general information regarding the options available for the editing of speaker texts.

1 Editing the list of speaker texts

Once speaker texts have been created, they can be reworked before they are spoken. It's also possible to assign a speaker role to the text extracted from the e-learning and to introduce any necessary text deviations. This is a good idea if you plan to have the text spoken via a TextToSpeech engine. If this is the case, you can incorporate features such as tags into the text. If you plan to use a speaker, you can also specify speaker instructions for the text deviations.



Here you see the dialog for the editing of speaker texts. Speaker texts are displayed in a separate list for each path. To access a particular list, you just need to select the tab with the appropriate path name within this dialog.

Speaker texts are displayed grouped together in steps within a path. The following settings can be defined for each speaker text:

Speaker role

Here you can specify whether the text is to be spoken by a male or female speaker in the sound studio.

Textbox (e-learning)

Here you see how the text is displayed in the Producer document.

Speaker text deviations

Here you can see how the text should be spoken in the studio or via the TextToSpeech application. This may be different to the text displayed in the Producer document. You should use so-called SAPI tags for electronically generated voices, e.g. to correct the pronunciation or specify words that are to be stressed.

Speaker instructions

Here you can enter special instructions for the sound studio. The various buttons access the following functions:



Opens the **tag menu**. This contains a selection of special tags which can be recognized and automatically implemented by various TextToSpeech engines.



Copies the text from the "Textbox (e-learning)" field to the "Speaker text deviations" field.



Empties the respective **Speaker text deviations** field.



Plays the text contained in the "Speaker text deviations" field in a speaker voice for test purposes. To play just a particular part of the inputted text, simply select the desired passage with the mouse before pressing the button.



Creates a sound file for the respective speaker text.

Delete speaker text

Earmarks the text for deletion (the text will be deleted once **OK** is clicked).

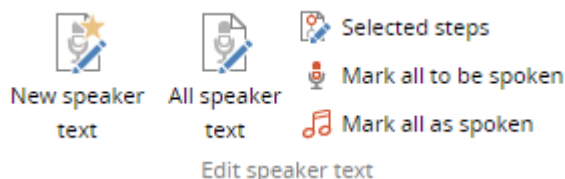
Transfer

Transfers a text or setting to all other fields in the same category.

Create speaker text sounds

Generates the sound files for all speaker texts.

2 Buttons for editing speaker texts



Here you see the "Edit speaker text" function group. The following buttons can be used to edit the speaker texts to suit your precise needs:

**New speaker text**

This button can be used to edit all the speaker texts that have not yet been spoken, i.e. those which have been added since the last sound production session.

All speaker text

This button allows you to edit all the speaker texts included in your document.

Selected steps

Use this button to create a filtered list that contains just the text of the selected steps.

tts performance suite uses an internal marking system to "remember" whether a speaker text was already included in a studio import or whether it was spoken via a TextToSpeech engine. The "Has been spoken" sound property can be checked via the "All speaker text" button and changed as necessary. The following buttons allow you to mark all speaker texts:

Mark all to be spoken

This button marks all speaker texts as not (yet) spoken.

Mark all as spoken

This button marks all texts as already spoken.