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SPEECH SYNTHESIS UTILIZING
MICROCOMPUTER CONTROL

BY

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RESEARCH REPORT

Submitted in partial fulfillment of the requirements
for the degree of Master of Science: Engineering
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SPEECH SYNTHESIS UTILIZING
MICROCOMPUTER CONTROL

JOSEPH N. UZEL

ABSTRACT

This report explores the subject of speech synthesis. Information given includes a brief explanation of speech production in man, an historical view of speech synthesis, and four types of electronic synthesizers in use today.

Also included is a brief presentation on phonetics, the study of speech sounds. An understanding of this subject is necessary to see how a synthesizer must produce certain sounds, and how these sounds are put together to create words.

Finally a description of a limited text speech synthesizer is presented. This system allows the user to enter English text via a keyboard and have it output in spoken form.

The future of speech synthesis appears to be very bright. This report also gives some possible applications of verbal computer communication.

Approved by:

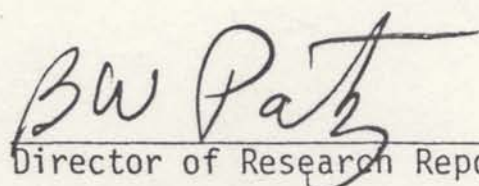

Director of Research Report

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INTRODUCTION

For centuries man has been fascinated with the concept of artificially produced speech. Mechanical analogs of the vocal system produced speech sounds 200 years ago; however, it was the recent invention of the digital computer which made practical speech synthesis feasible.

The purpose of this report is to explore the subject of speech synthesis. Questions to be answered are: (1) How is speech produced in man? (2) What approaches have been taken in the past to synthesize speech? (3) What methods are presently used to electronically produce artificial speech?

In addition to answering the above questions this report also presents a description of a limited text speech synthesizer which utilizes a Votrax speech module and is controlled by a 6800 micro-computer. The control software allows the user to enter English text via a keyboard or to store coded text in a memory table and then have the text output in spoken form by the machine.

Some applications of speech synthesis include talking typewriters, verbal response learning systems, aircraft flight control, and telephone information retrieval systems.

CHAPTER 1

HUMAN SPEECH PRODUCTION

Human speech production is a physiological process which is understood fairly well. Figure 1 shows the human vocal tract and those components which make speech possible. The vocal tract is a non uniform acoustic tube, 16 to 18 centimeters in length, which extends from the glottis to the lips, and varies in shape as a function of time. The major anatomical components causing this time-varying change are the lips, tongue, jaw, and the velum. The velum is a flap which couples the nasal tract to the vocal tract through a trap-door type of action. The nasal cavity is about 12 centimeters long and has an approximate volume of 60 cubic centimeters(Flanagan 1972a).

The vocal system can produce three basic types of sound: voiced, fricative, and plosive. Voiced sounds, such as the vowels, are produced by the vibration of the vocal chords due to air released from the lungs. These vibrations interrupt the airflow and generate a series of sharp pulses that excite the vocal tract.

Fricative sounds(s,sh,f,th) are generated by forcing air through a constricted vocal tract at a high velocity which causes turbulence. Plosives(p,t,k) are produced by closing the vocal tract completely with the lips or tongue, allowing a pressure buildup, and then abruptly opening the closure.

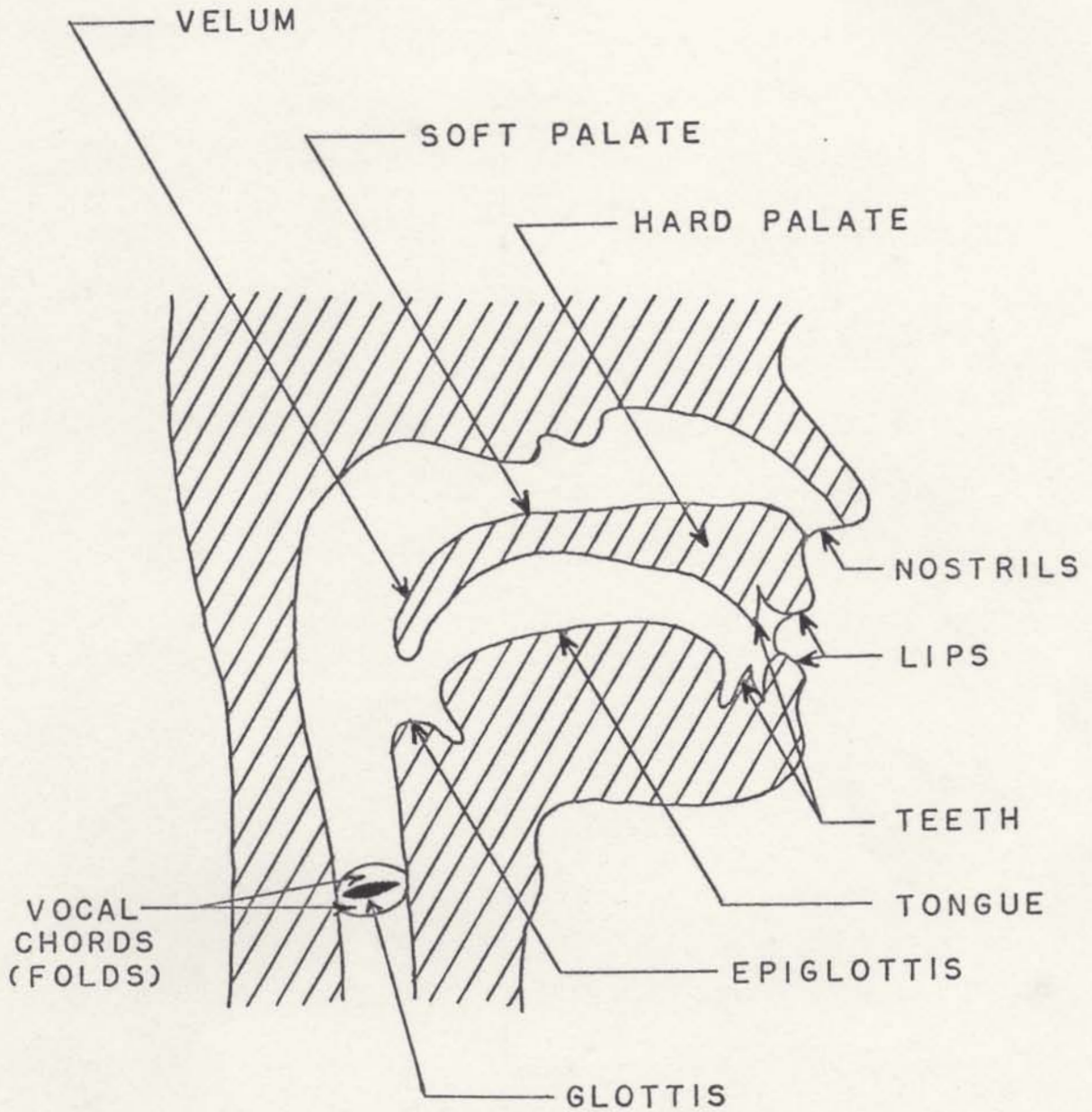


Fig. 1. The Human Vocal System

These speech sounds have a fairly broad spectrum of frequencies ranging from about 100 Hz to more than 3000 Hz. The vocal system acts as a time-varying filter to produce resonance characteristics.

For voiced sounds, the excitation source is typically pulsive and periodic, with a spectrum whose harmonics decrease in amplitude approximately 12 dB per octave. The vocal tract acts as a filter with poles corresponding to the acoustic resonances known as formants. The resonant frequencies roughly equal the odd quarter-wave resonances of a pipe 17 centimeters long. For a straight pipe of this length, the first three resonant frequencies are 500, 1500, and 2500 Hz. The vocal tract, however, is not of constant diameter, and the formants will not be located exactly at the 1000 Hz intervals described.

When the nasal tract is made part of the transmission system, another resonance pole and an antiresonance zero are introduced at around 1400 Hz. The various voiced sounds of speech are produced by changing the shape of the vocal tract and hence its resonances.

Unvoiced sounds are excited by a noise source that has a fairly broad, uniform spectrum. The source such as the tongue constricting flow in the back of the mouth, effectively alters the length of the vocal tract. Thus the resonances and antiresonances fall at different frequencies(Flanagan 1972b).

CHAPTER 2

A HISTORY OF SPEECH SYNTHESIS

Man has been fascinated with the production of speech for many centuries; however, the first successful artificial speech sounds were produced 200 years ago. In 1779 Christian Gottlieb Kratzenstein constructed a set of acoustic resonators which produced the vowel sounds a,e,i,o,u. The resonators were activated by a vibrating reed which, like the human vocal chords, interrupted a stream of air.

In 1791 Wolfgang Von Kempelen of Vienna, demonstrated an elaborate machine for generating connected speech. However, his machine was not taken seriously by the scientific community because of an earlier chess playing "machine;" a hoax, which involved a legless master chess player as the principle "mechanism." His speech machine was legitimate. A bellows was used to supply air to a reed. This in turn excited a hand controlled resonator that produced voiced sounds. Consonants and nasals were simulated by four constricted passages (Flanagan 1972a).

In 1820 a machine was constructed which could carry on a normal conversation when manipulated by a skilled operator. The machine, built by Joseph Faber, a Viennese professor, was demonstrated in London where it sang "God Save the Queen." Like the Von Kempelen synthesizer, Faber's also incorporated bellows, reeds, and resonant

cavities to simulate the human vocal tract (Atmar 1976).

The first electrical synthesizer was demonstrated at the 1939 World's Fair. Built by Bell Telephone Laboratories, the VODER (Voice Operated Demonstrator) consisted of a periodic buzz oscillator to simulate the vocal chords, and a wide-band noise source to simulate constricted air flow for fricative production. These sounds were modified by passing them through a resonance control box containing 10 continuous bandpass filters that spanned the frequency range of normal speech. Ten finger keys activated gain control potentiometers which modulated the outputs of the filters. Three additional keys provided a transient excitation of selected filters to simulate three types of plosive sound: t-d, p-b, k-g. A wrist bar selected noise or buzz source and a foot pedal controlled the pitch of the buzz oscillator. Figure 2 shows a schematic of the VODER.

The VODER was limited only to demonstrational use due to its complex controls and bulky size. The development of the digital computer provided a boost to the production of practical speech synthesizers. The computer took over the control functions as well as provided greater freedom in modeling the vocal system because of its high speed computational abilities.

Technical advances in integrated circuit design also contributed to the feasibility of practical speech synthesis. Higher density integrated circuits have enabled designers to include more functions in a smaller amount of space.

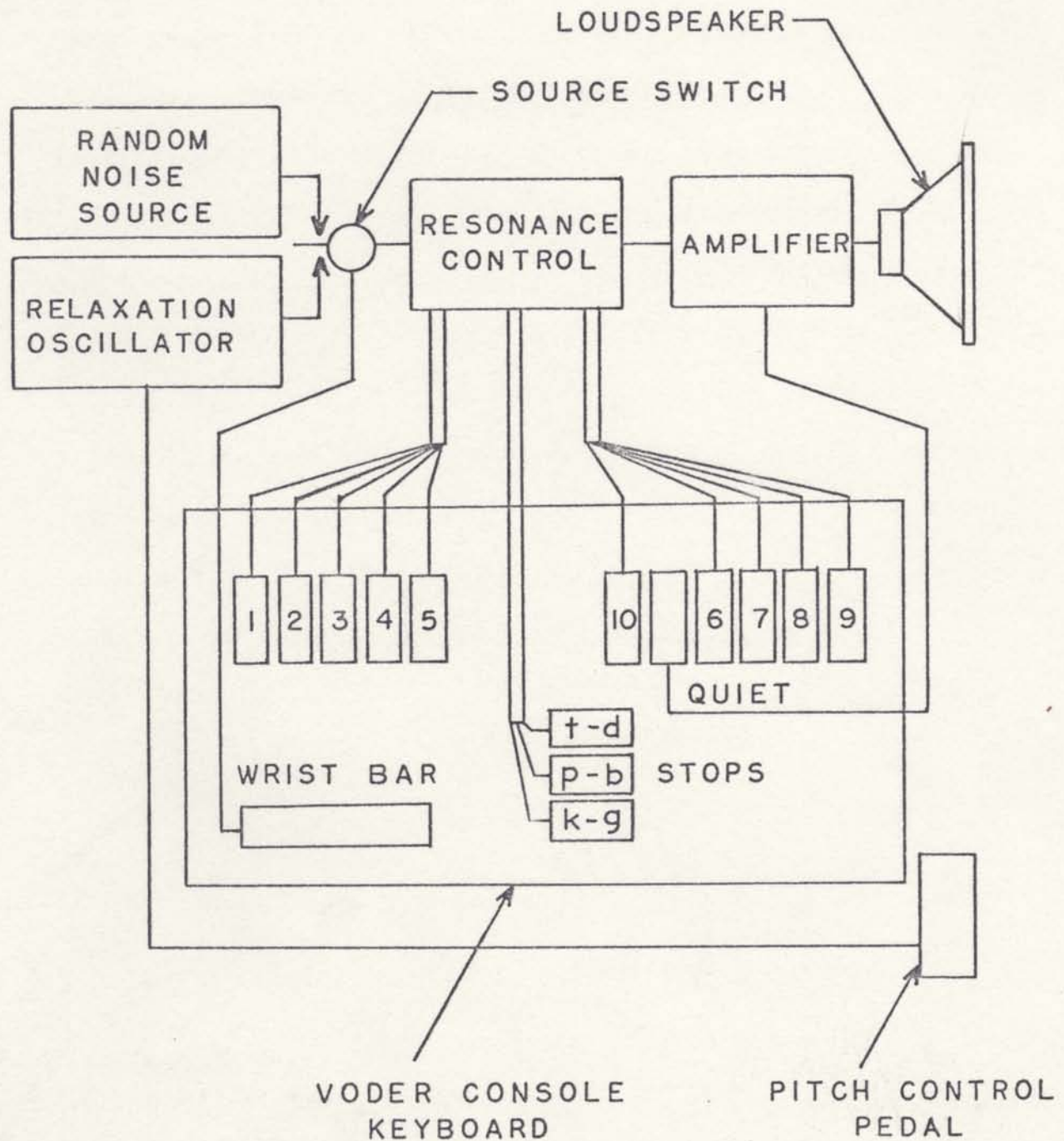


Fig. 2. Block Diagram of the VODER (Flanagan 1972a)

A speech synthesizer on a single LSI chip is presently a reality. Texas Instruments has produced a P-channel MOS chip, called the TMC0280, which synthesizes speech through a technique called linear predictive coding(LPC). This is a method of analyzing and storing human speech by extracting information from an input speech waveform and storing it in memory. Speech reproduction is accomplished by reconstructing speech from the information stored. This system uses a TMS1000 microprocessor along with two 16 K-byte ROMs, each with the ability to store over 100 seconds of speech. The fact that this circuit has been fabricated on a single chip indicates that very small and inexpensive speech synthesizers will shortly become a reality(Wiggins and Brantingham 1978).

CHAPTER 3

PHONETICS

In order to design or program an electronic speech synthesizer, it is essential to have a knowledge of phonetics.

Phonetics is the scientific study of speech sounds from the standpoint of their production, reception, and symbolization. A word is phonetically described by breaking it into distinctive sound units called phonemes. There are 38 phonemes in the English language (Atmar 1976). However, subtle differences in a phoneme call for another classification, the allophone. These are the slightly varying sounds of a single phoneme usually determined by the position in a word and phonemes preceding and following it. Table 1 gives a list of International Phonetic Alphabet (IPA) symbols and key words demonstrating their use.

In a sense, phonetics is a language in itself. For example, the following are some common American English words with their phonetic transcriptions:

the	ði	shall	ʃæl
and	ænd	should	ʃʊd
but	bʌt	was	wəz
to	tʊ	can	kæn
by	baɪ	as	æz

Thus, "ʃi wəz æt hoʊm" is a phonetic transcription of "she was at home."

TABLE 1

IPA PHONETIC SYMBOLS(Leutenegger 1963)

Phonetic Symbol	Key Words	Additional Spellings of Sound
[p]	<u>part</u>	ro <u>p</u> e, stop <u>p</u> ed, hic <u>co</u> ugh
[b]	<u>be</u>	rub <u>b</u> ed, cu <u>p</u> board
[t]	<u>to</u>	bu <u>tt</u> , de <u>bt</u> , ra <u>k</u> ed, in <u>dic</u> t, ya <u>ch</u> t, Th <u>o</u> mas, re <u>ce</u> ipt, mi <u>gh</u> t
[d]	<u>do</u>	ad <u>d</u> , ru <u>bb</u> ed, cou <u>ld</u>
[k]	<u>keep</u>	cu <u>e</u> , si <u>ck</u> , ac <u>co</u> unt, la <u>k</u> e, ac <u>h</u> e, wa <u>lk</u> , kh <u>ak</u> i
[g]	<u>give</u>	egg, gh <u>o</u> st, gu <u>est</u>
[f]	<u>fame</u>	off, ph <u>ra</u> se, lau <u>gh</u>
[v]	<u>vest</u>	of, ha <u>v</u> e, Ste <u>p</u> hen
[θ]	<u>thin</u>	
[ð]	<u>the</u>	
[s]	<u>see</u>	mi <u>ss</u> , sc <u>en</u> t, sch <u>is</u> m, ci <u>n</u> der, ps <u>al</u> m, sw <u>or</u> d, wa <u>ltz</u>
[z]	<u>zoo</u>	fuz <u>z</u> , ra <u>is</u> e, sc <u>is</u> sors, xylo <u>ph</u> one
[ʃ]	<u>ship</u>	issu <u>e</u> , su <u>ga</u> r, pen <u>si</u> on, gra <u>ci</u> ous, ra <u>ti</u> on, cha <u>mp</u> agne, an <u>xi</u> ous, sch <u>o</u> t <u>tis</u> che, con <u>sci</u> ous
[ʒ]	<u>lesion</u>	lei <u>su</u> re, az <u>ur</u> e, negl <u>i</u> gee
[h]	<u>he</u>	wh <u>o</u> le
[m]	<u>milk</u>	su <u>mm</u> er, co <u>mb</u>
[n]	<u>no</u>	in <u>n</u> , pneu <u>m</u> onia, Wed <u>ne</u> sday, mn <u>e</u> monic, kn <u>i</u> fe, gn <u>as</u> h
[l]	<u>lake</u>	te <u>ll</u>
[w]	<u>wig</u>	lan <u>gu</u> age
[r]	<u>red</u>	me <u>rr</u> y, rh <u>e</u> toric, w <u>ri</u> st
[j]	<u>yes</u>	on <u>i</u> on
[tʃ]	<u>chew</u>	ce <u>ll</u> o, wi <u>tc</u> h, fea <u>tu</u> re
[dʒ]	<u>just</u>	ra <u>ge</u> , g <u>e</u> m, do <u>dg</u> e, sol <u>di</u> er
[ŋ]	<u>sing</u>	an <u>ch</u> or, ha <u>nd</u> kerchief, tou <u>ng</u> ue
[i]	<u>see</u>	ea <u>t</u> , pe <u>op</u> le, ch <u>ie</u> f, pe <u>rc</u> eive, be, ke <u>y</u> , ph <u>oe</u> nix, ra <u>vi</u> ne, Ca <u>es</u> ar
[ɪ]	<u>sit</u>	he <u>r</u> e, he <u>ar</u> , si <u>ev</u> e, h <u>ym</u> n, bu <u>si</u> ness, wo <u>m</u> en, gu <u>il</u> d
[e]	<u>ache</u>	ai <u>m</u> , be <u>ig</u> e, gr <u>ea</u> t, pl <u>ay</u> , gr <u>ey</u> , ga <u>ug</u> e
[ɛ]	<u>end</u>	sa <u>id</u> , pe <u>ar</u> , sa <u>ys</u> , he <u>ir</u> , le <u>op</u> ard, fr <u>ie</u> nd, an <u>y</u>
[æ]	<u>can't</u>	la <u>ugh</u> , ha <u>lf</u> , as
[ɜ]	<u>earn</u>	w <u>or</u> st, f <u>ir</u> , f <u>ur</u> , pu <u>rr</u> , g <u>er</u> m, my <u>rt</u> le, jo <u>urn</u> ey, col <u>on</u> el
[ə]	<u>ladder</u>	sur <u>pr</u> ise, sa <u>il</u> or, li <u>ar</u>
[ʌ]	<u>up</u>	so <u>n</u> , tou <u>gh</u> , gu <u>ll</u> , do <u>es</u> , bl <u>oo</u> d
[ə]	<u>sofa</u>	su <u>cc</u> eed, fa <u>m</u> ous, ba <u>rg</u> ain, sp <u>eci</u> men

TABLE 1--Continued

Phonetic Symbol	Key Words	Additional Spellings of Sound
[u]	fo <u>o</u> d	ru <u>u</u> e, who <u>o</u> e, throu <u>u</u> gh, thre <u>u</u> , sho <u>o</u> es, gro <u>o</u> p, blu <u>u</u> e
[U]	bo <u>o</u> k	co <u>o</u> ld, fu <u>u</u> lly, wo <u>o</u> lf
[O]	ro <u>o</u> pe	o <u>o</u> k, th <u>o</u> ugh, so <u>o</u> wn, se <u>o</u> , go <u>o</u> es, ye <u>o</u> men, sh <u>o</u> ulder, be <u>o</u>
[ɔ]	au <u>o</u> ght	ra <u>o</u> , co <u>o</u> gh, abro <u>o</u> d, go <u>o</u> ne, th <u>o</u> ught, a <u>o</u> ll
[ɑ]	fa <u>o</u> rm	ho <u>o</u> t, ho <u>o</u> nest
[aI]	sk <u>o</u> y	wri <u>o</u> te, he <u>o</u> ight, a <u>o</u> isle, bu <u>o</u> y, l <u>o</u> ye, e <u>o</u> ye, a <u>o</u> ye, pi <u>o</u> e, si <u>o</u> gh
[aU]	ou <u>o</u> t	bo <u>o</u> gh, cr <u>o</u> wd, ho <u>o</u> r, sa <u>o</u> uerkra <u>o</u> t
[ɔI]	bo <u>o</u> y	bro <u>o</u> il

Phonemes can be divided into five classes as shown in Table 2. Some definitions are required for a better understanding of the table. A voiced sound was defined earlier as a sound in which air from the lungs causes the vocal chords to vibrate. The pulsating air stream is then resonated in the throat, mouth, and/or nasal cavity.

A diphthong is a voiced speech sound which changes smoothly from one vowel to another in the same syllable. This smooth transition is also called gliding. An example of a diphthong is the "oy" in boy.

A stop is caused by a complete momentary closure of the vocal tract, and then an explosive release of the built up pressure. Thus a voiced stop is a sound in which the released airstream of a stop has a vibratory element.

Nasal sounds result from resonance in the nasal cavity due to a complete closure of the mouth.

Fricatives result from a constriction of the air passage of the vocal tract, resulting in turbulence in the air stream. Fricatives can be voiced or unvoiced, and can include stops.

The h sound is an aspirant, also called a glottal fricative. It is produced by the airstream in the glottis, the opening between the vocal folds.

Affricates are consonant sounds produced by beginning with the vocal organs in the position of a stop. The corresponding pressure build up is released through a fricative constriction. Affricates can be either voiced($dʒ$) or unvoiced($tʃ$)(Wise 1958).

A speech synthesizer must be able to produce these sounds and

connect them in such a way that the transition from one phoneme to another is accomplished as smoothly and naturally as possible.

TABLE 2
PHONEME CLASSES

1. Voiced
 - a. vowels and diphthongs of vowels
e, I, 0, u, ɔ, ε, ɜ, ʌ, ə, æ, a, U, aI, au, ɔI, i, ə
 - b. liquid consonants
r, l, w, j
2. Stops(Plosives)
 - a. voiced
b, d, g
 - b. unvoiced
t, p, k
3. Nasal closures
m, n, ŋ
4. Fricatives
 - a. voiced
z, ʒ, v, ʒ
 - b. unvoiced
s, ʃ, f, θ
 - c. glottal(aspirant)
h
5. Affricates
 - a. voiced
dʒ
 - b. unvoiced
tʃ

CHAPTER 4

ELECTRONIC SPEECH SYNTHESIS

The main components of a speech synthesis system are shown in Figure 3. The machine is required to speak a message, typically an English text. A synthesis program may access from a vocabulary store, or a set of vocabulary rules, to obtain a description of the required sequence of words. This description is then transferred to a synthesis device which transforms the information into speech.

Many different approaches to speech synthesis exist; however, the techniques are distinguished mainly by the memory storage requirements for the vocabulary and by the complexity of the control rules for generating the speech. Four different techniques illustrate the range of complexity. They are: adaptive differential pulse-code modulation (ADPCM), linear predictive coding (LPC), formant synthesis, and text synthesis. Typical bit-rate comparisons are shown in Table 3.

Adaptive Differential Pulse Code Modulation

The first and simplest technique utilizes a vocabulary composed of human-spoken words whose waveforms are digitally coded. The speech signal is band-limited to f_N Hz (the lowest frequency from which intelligible speech can be reconstructed). The signal is sampled at a rate of at least $2f_N$ samples per second (the Nyquist rate). In communication systems the most familiar example of this

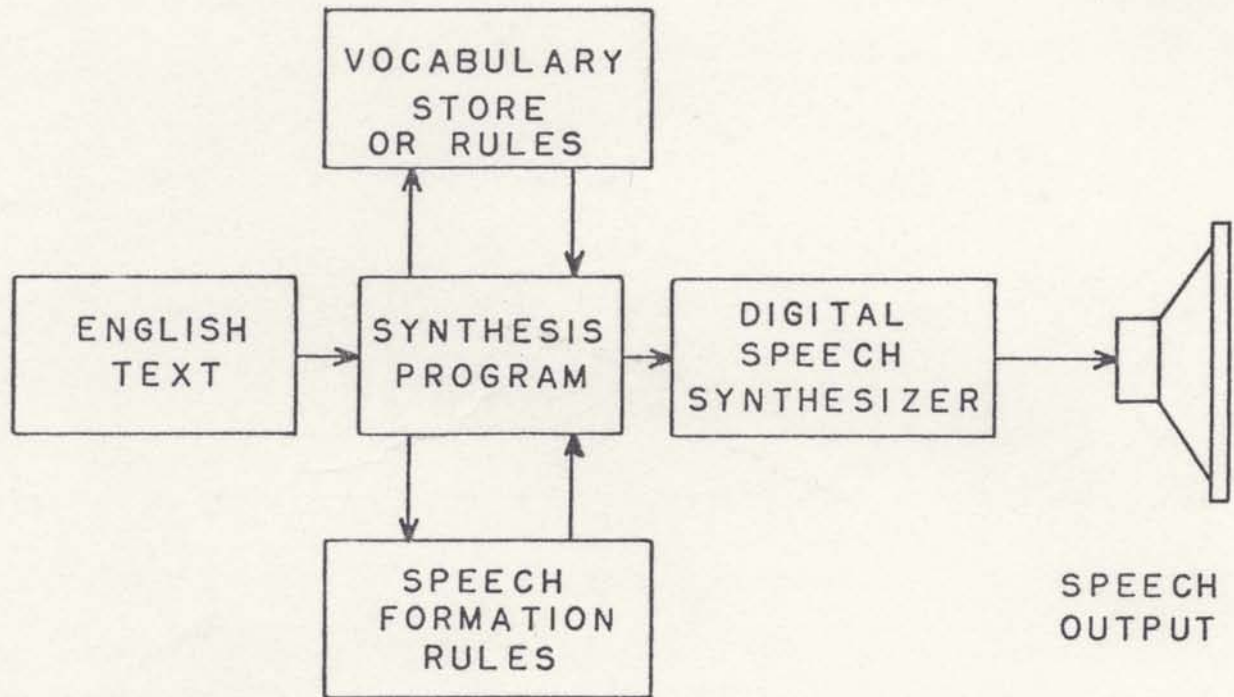


Fig. 3. Block Diagram of a Computer Voice Response System

TABLE 3
COMPARISON OF DATA RATES FOR
STORAGE OF SPEECH VOCABULARIES(Flannagan 1976)

CODING	BIT RATE	DURATION OF SPEECH IN 10^6 BITS OF STORAGE
ADPCM	20 k-bits/sec	1 min
LPC	2.4 k-bits/sec	7 min
FORMANT	500 bits/sec	30 min
TEXT	75 bits/sec	240 min

process is called pulse-code modulation(PCM). In most PCM representations each sample can take on only 2^B possible values, where B is the length of the binary code words that represent a quantized sample. The bit rate or information rate equals $2f_N B$, since B bits are required for each sample. The quantization step size, Δ , is normally set so that $\Delta \cdot 2^B$ spans the expected peak-to-peak amplitude range of the input(Rabiner and Schafer 1976).

A better representation of the signal can be obtained using differential rather than uniform quantization. The simplest case is when the quantizer has only two levels. Since a single-bit word can be used to represent these levels, the bit rate equals the sample rate. Such systems are called delta modulators(DM). If the step size of the one-bit quantizer varies to match the amplitude of the difference signal, the system is called an adaptive DM(ADM).

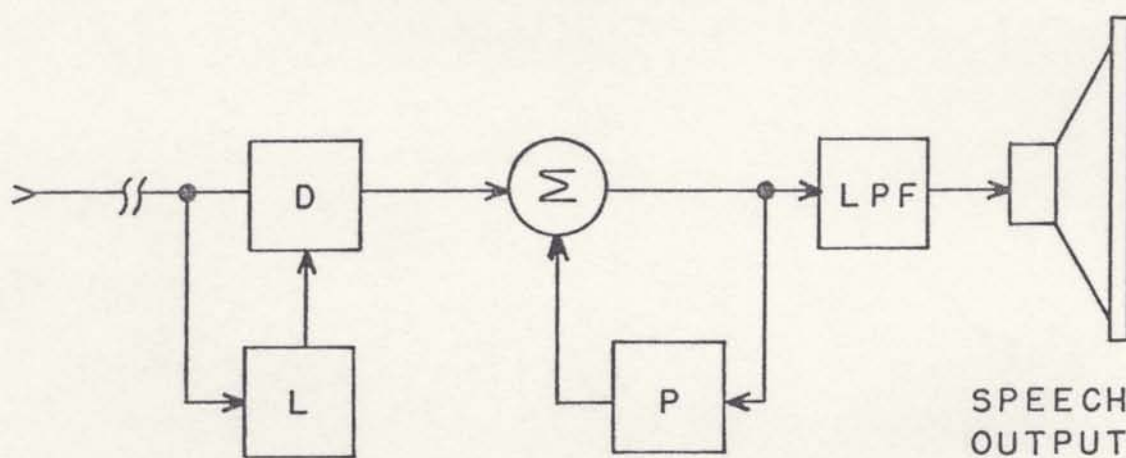
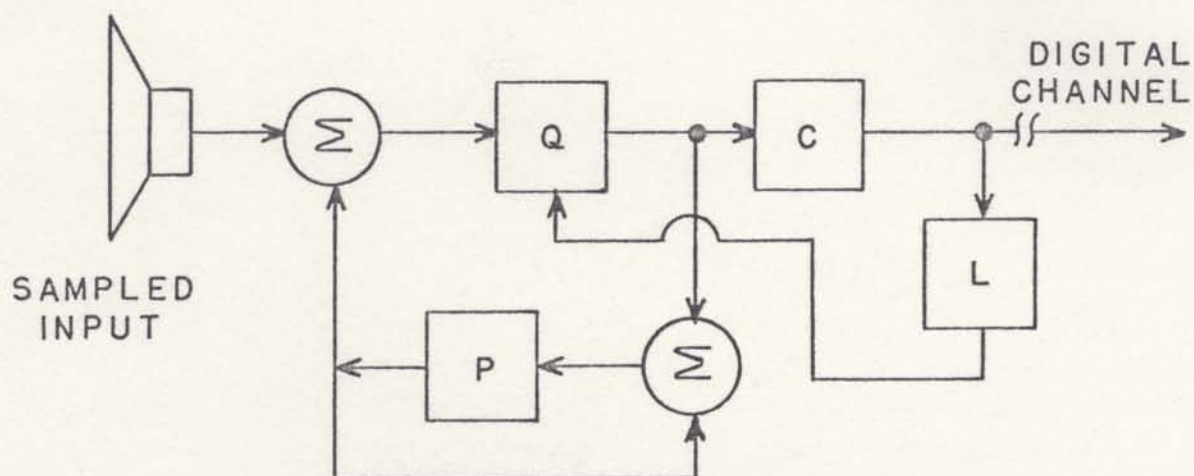
For a sampling rate at just the Nyquist rate, a multibit quantizer must be used. This is differential pulse-code modulation(DPCM). If the quantizer step size varies with speech signal level, we have an adaptive DPCM system(ADPCM)(Rabiner and Schafer 1976). Figure 4 shows a block diagram of an ADPCM system. Logic "L" observes the bit stream produced by the coder and adjusts the quantizer step size to minimize slope overload and distortion. By comparison of Figures 5(a) and 5(b) it is seen that ADPCM provides a better estimate of the signal than does DPCM(Flanagan 1976).

For message assembly, the synthesis program merely pulls the digitally coded words from storage, and supplies them to an ADPCM decoder to produce an analog output. The disadvantage of this system is the large amount of data storage required, due to the high bit rate, as shown previously in Table 3.

Linear Predictive Coding

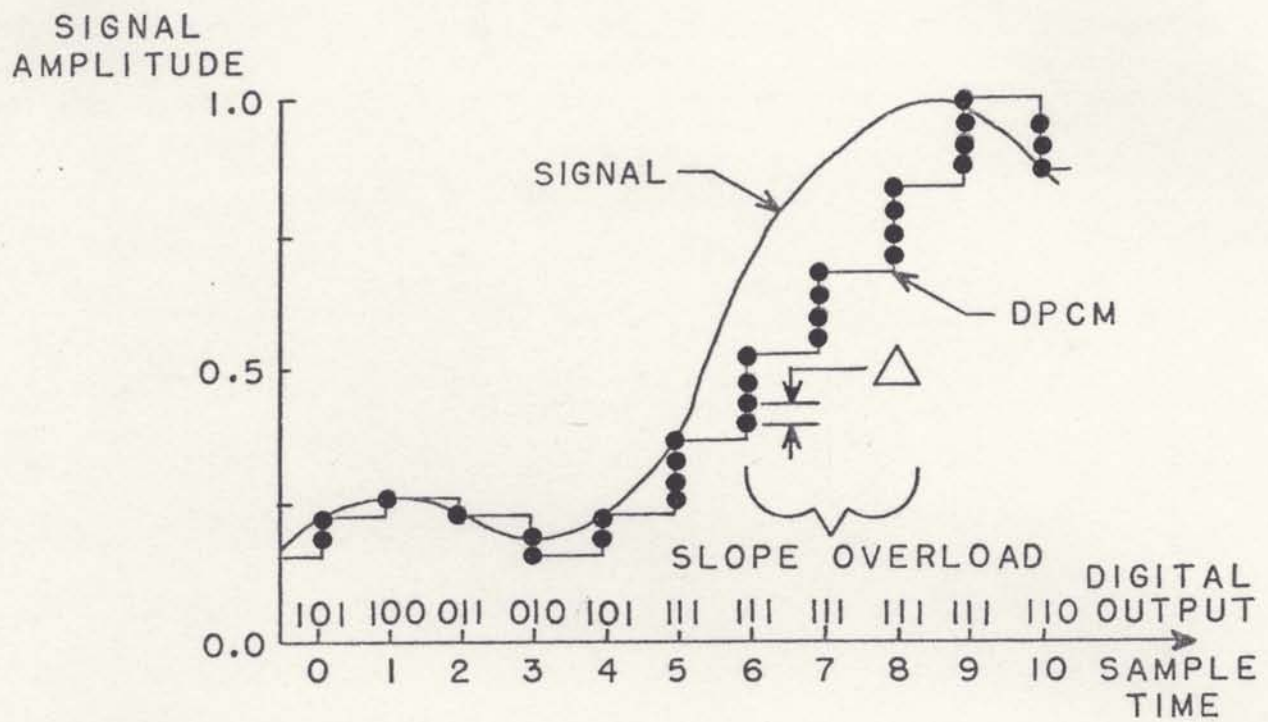
Linear Predictive Coding(LPC) represents a substantial storage saving over ADPCM. In LPC speech synthesis, the bit rate is reduced by a factor of 8 or more.

This is done by using coefficients, calculated from an input voice waveform, to control a time-varying digital filter. These coefficients, called reflection coefficients, are found from a set of predictor coefficients which minimize error. This minimization of error is simply a method of obtaining a parametric representation of the speech signal. The reflection coefficients, along with pitch

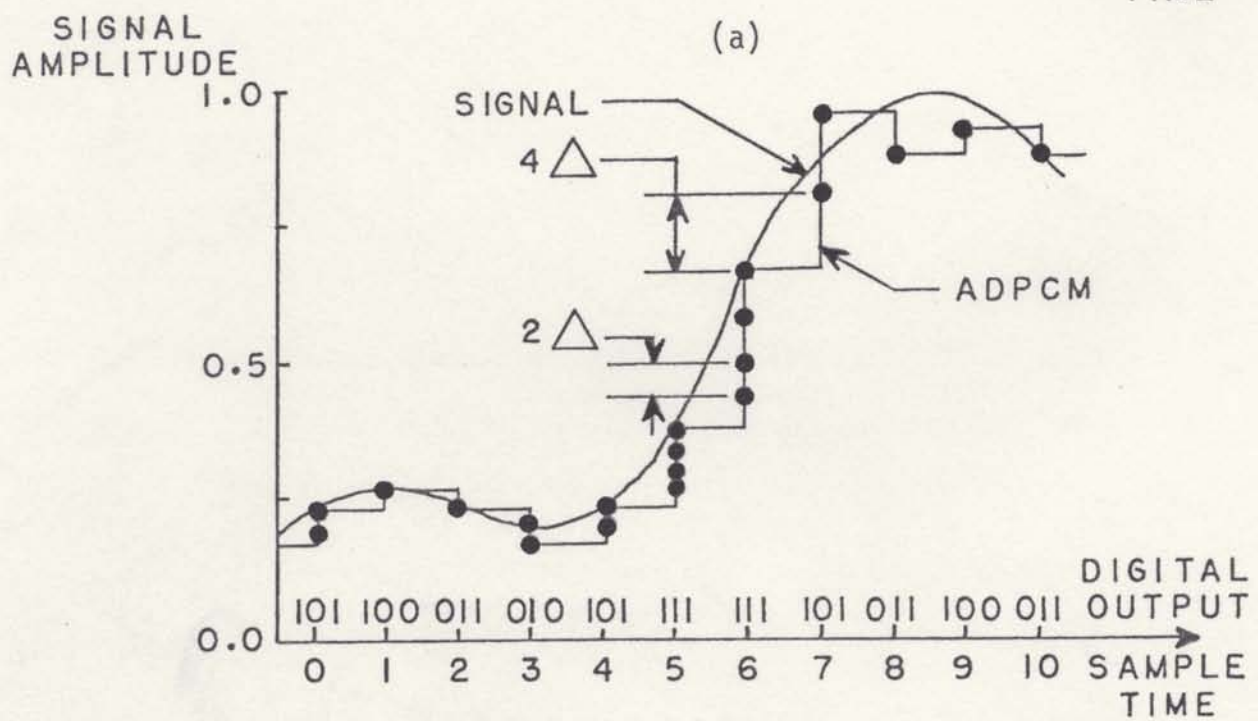


Q - QUANTIZER
 C - CODER
 D - DECODER
 P - PREDICTOR
 L - LOGIC
 LPF - LOW PASS FILTER

Fig. 4. Block Diagram of Adaptive Differential Coding of Speech (Flanagan 1976)



(a)



(b)

Fig. 5. Waveforms Coded by 3-Bit
 (a) DPCM and (b) ADPCM (Flanagan 1976)

period and amplitude information, are transmitted to the synthesizer. Because of the physical constraints of the speech production process, these parameters need to be updated only every 10 to 20 milliseconds, thus resulting in a much lower bit-rate than necessary for ADPCM synthesis.

In LPC synthesis, the digital filter requires two sound sources. A white noise generator is used for unvoiced sound production, and a periodic source is used for voiced sounds. The output of the digital filter is converted from a digital signal to speech by a digital-to-analog converter. Figure 6 shows a diagram of how LPC is used in the TMC0280 synthesizer chip. Markel and Gray(1976), and Morgan and Craig(1976) present more detailed discussions of LPC and include computer programs for its use.

Formant Synthesis

The formant synthesizer, unlike the ADPCM and LPC types, does not require a voice input to be digitized and stored. Instead, a circuit is designed to reproduce sounds(usually phonemes and allophones) by manipulating filters and applying rules to produce the proper sound when used in the context of a word or sentence. Figure 7 shows block diagrams of serial and parallel formant synthesizers. Serial and parallel synthesizers both have their relative advantages and disadvantages; thus many different designs have been produced. See Atmar(1976), Holmes(1972), Klatt(1972), and Rice(1976).

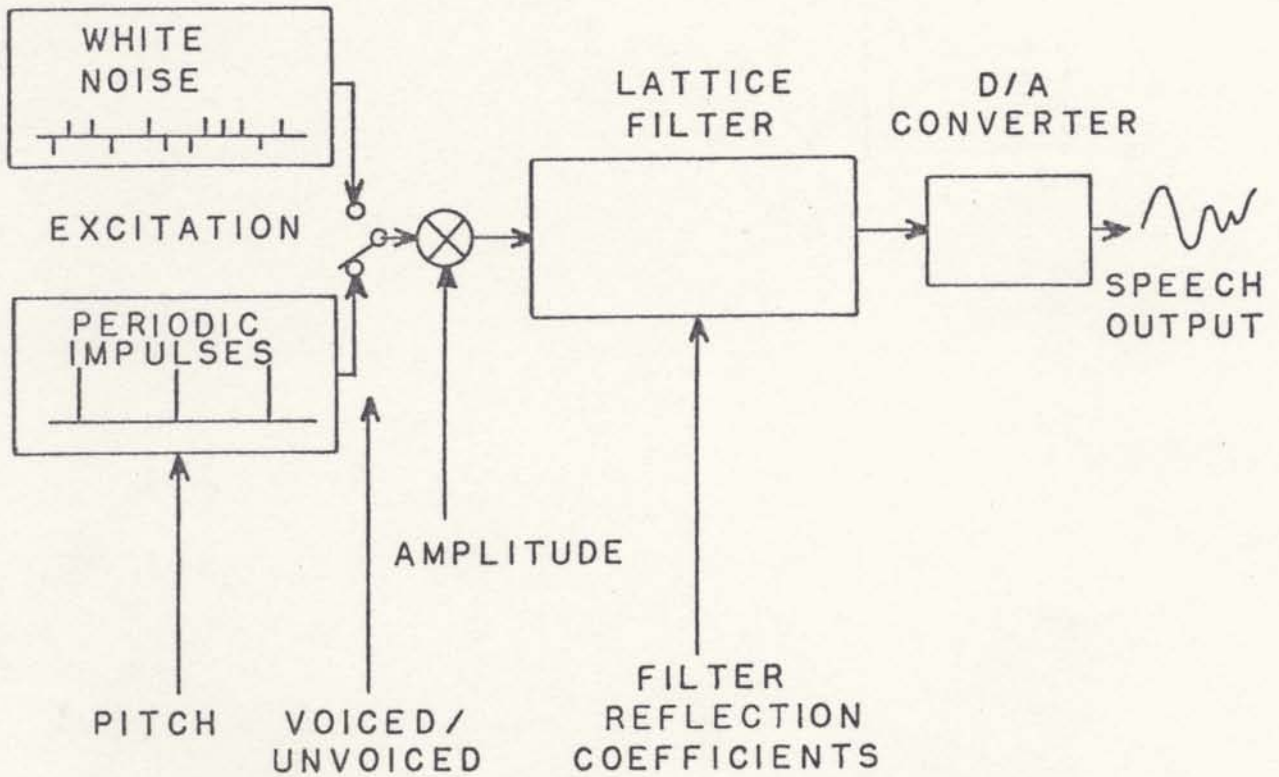


Fig. 6. Linear Predictive Coding Used in the TMC0280 Single Chip Synthesizer (Wiggins and Brantingham 1978)

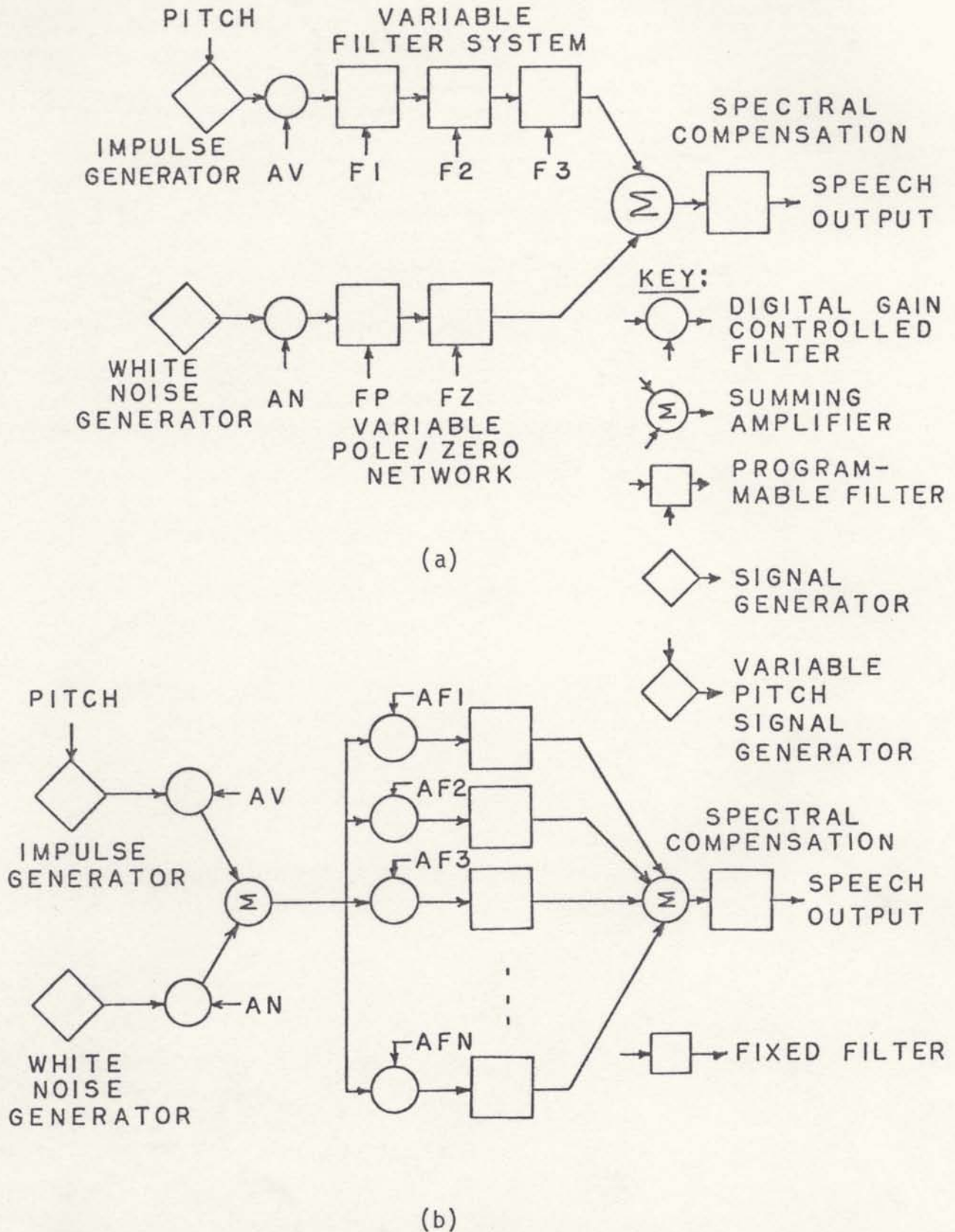


Fig. 7. Formant Synthesizer Block Diagrams (a) Series (b) Parallel (Atmar 1976)

To model the vocal tract, a formant synthesizer typically has two excitation sources: an impulse generator to simulate a voicing source, and a white noise generator as a fricative source.

For vowel production the output of the impulse generator is fed into the formant filters. For minimal quality speech synthesis, the first three formants, F1, F2, and F3 are required. These are produced by variable digitally controlled resonator circuits. Higher formants are usually produced using fixed resonant circuits, since there is little change in the fourth and higher formants.

Most of the vowels of American English can be produced by the steady state formant frequencies shown in Table 4. These frequencies are approximate, and actual formant resonances vary from individual to individual.

TABLE 4

STEADY STATE ENGLISH VOWEL FORMANTS
(FREQUENCIES IN Hz)

	F1	F2	F3
heed	250	2300	3000
hid	375	2150	2800
head	550	1950	2600
had	700	1800	2550
hod	775	1100	2500
paw	575	900	2450
hood	425	1000	2400
who	275	850	2400

The distinctions between various vowel sounds can be seen more clearly by plotting them on a two dimensional graph as in Figure 8. F3 is not shown here because it varies only slightly for all vowels (except those with very high F2, where it is somewhat higher).

Some English vowels, the diphthongs, are characterized by rapid sweeps across the formant frequency space rather than relatively stable positions. Approximate traces of formants F1 and F2 are shown in Figure 9 for the vowels in bay, boy, buy, hoe, and how. These sweeps occur in 150 to 250 ms, depending on the speaking rate. The controlling computer must change the codes to the formant filters in such a way as to provide the desired transitions.

Stop consonant sounds "p," "t," "k," "b," "d," and "g" are formed by the white noise source. The amplified breakdown noise of a zener diode can be used as a simple fricative source. Figure 10 gives the formant frequency patterns necessary to produce the stop consonants when followed by the vowel "ah." The release of the stop closure (start of the noise pulse) is marked by "REL," and the beginning of the voicing sounds is marked by "V0."

A second group of consonant sounds consists of the liquids "w", "j," "r," and "l." These sounds are actually more like vowels. Thus, "w" and "j" can be associated with vowels "u" and "i" respectively. Timing makes the difference; for example, if the vowel "u" is immediately followed by vowel "a" and the rate of F1 and F2 transitions is increased, the result will sound like "wa." For the other liquids, "l" is marked by a brief increase of F3, while "r" is indicated by a

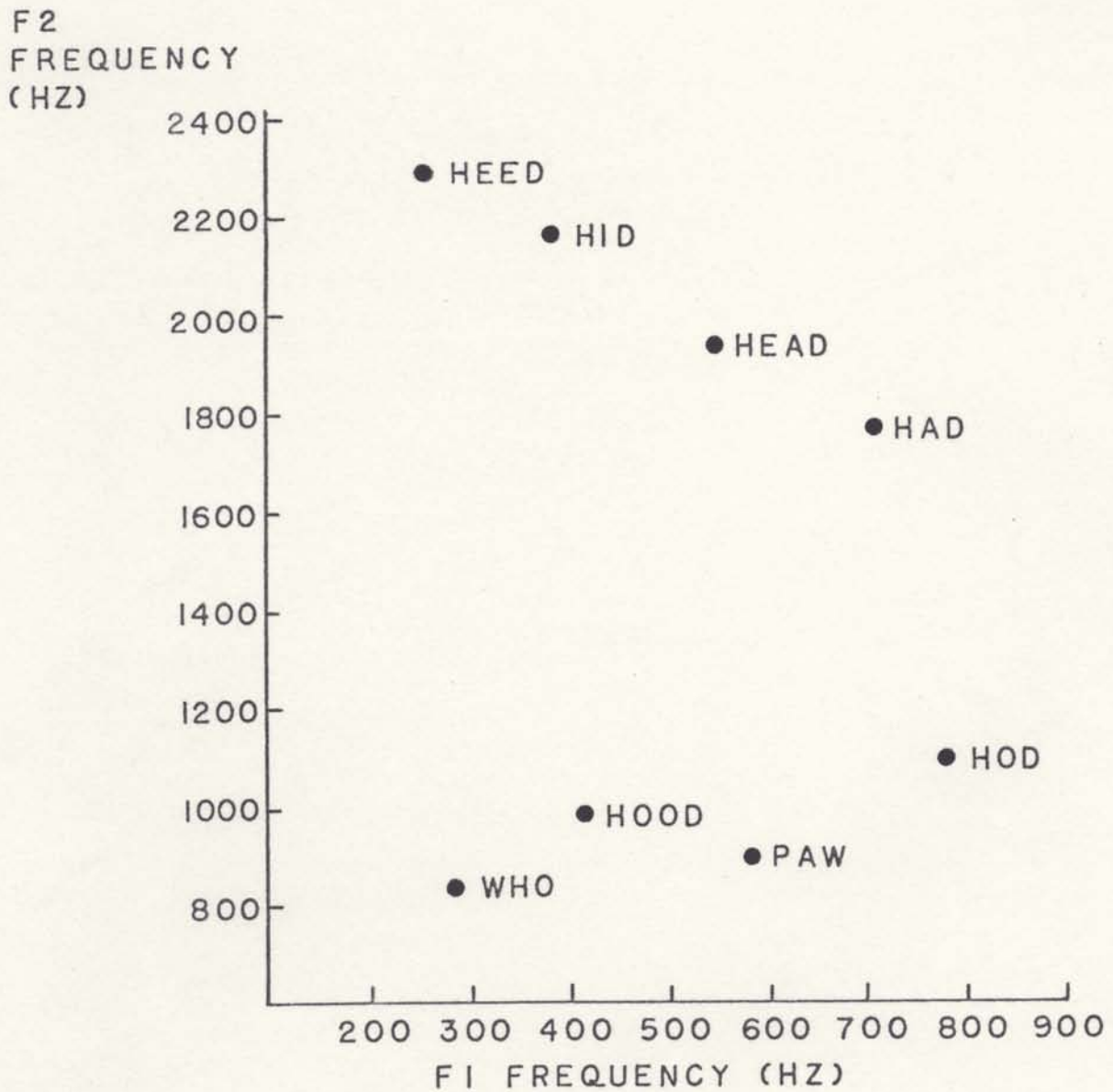


Fig. 8. Relationships Between the First Two Formants of Steady State English Vowels (Rice 1976)

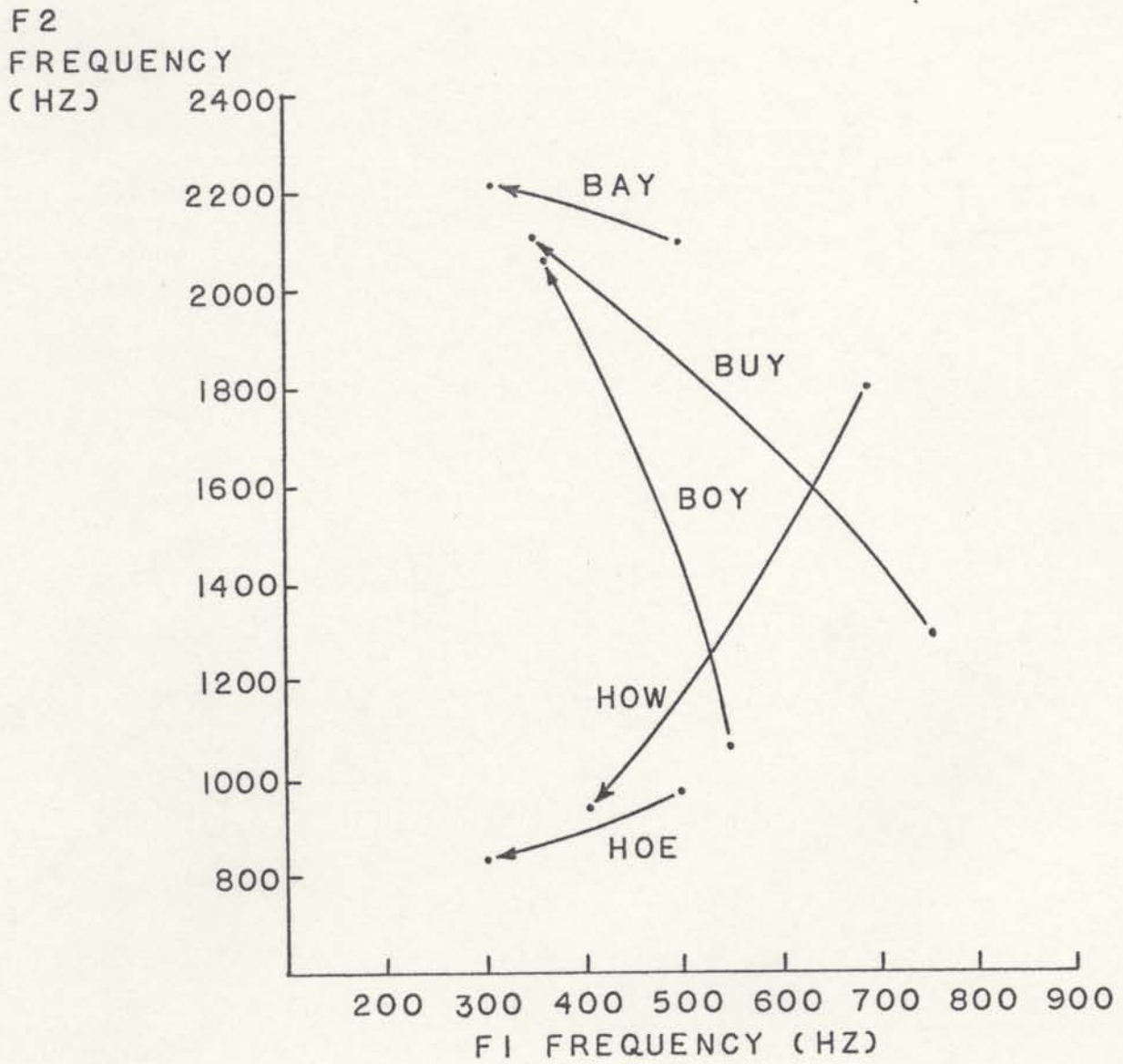


Fig. 9. Formant Sweeps for the English Diphthongs
(Rice 1976)

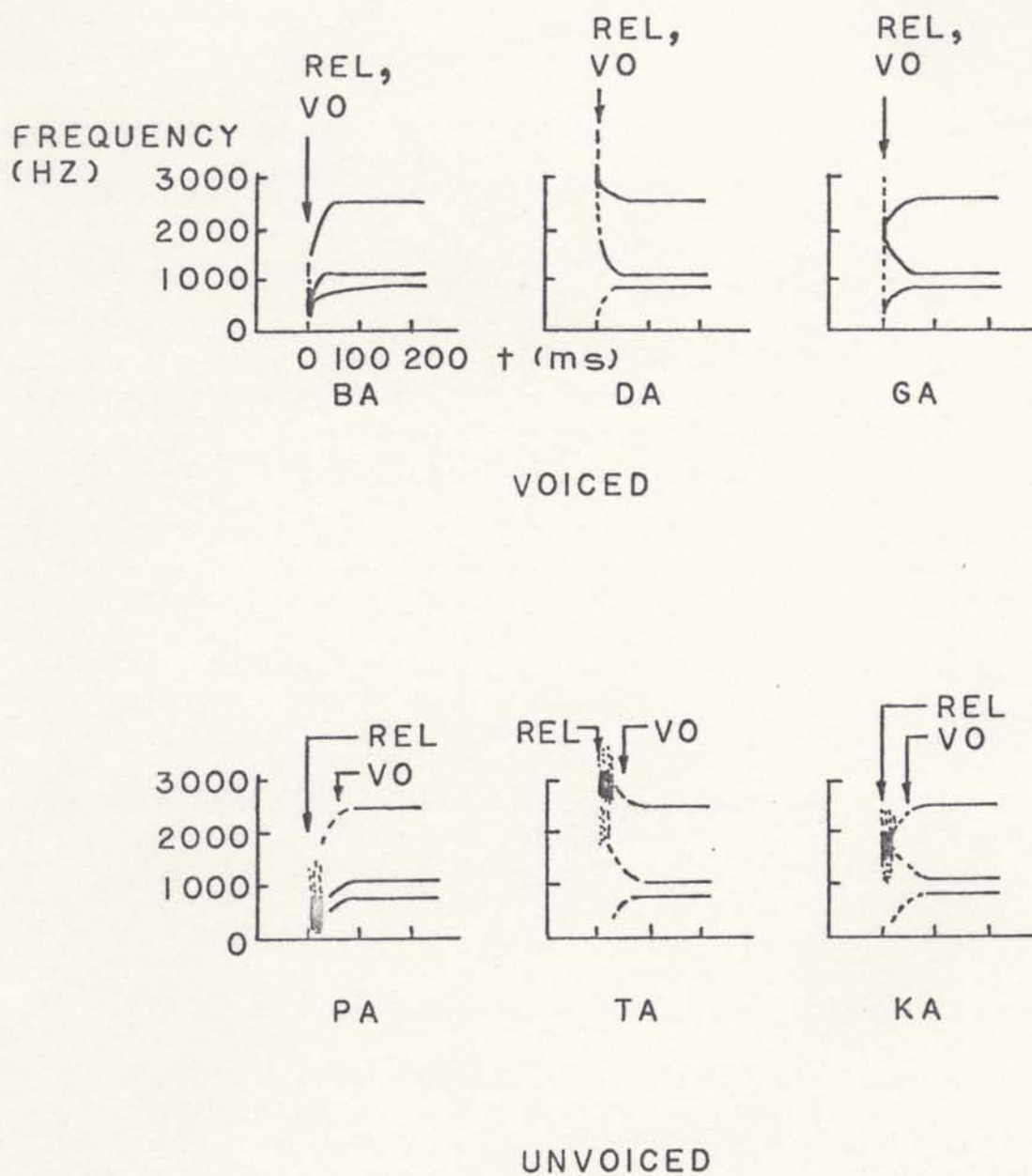


Fig. 10. Stop Consonant Patterns(Rice 1976)

sharp drop in F3 almost to the level of F2.

The nasal consonants "m," "n," and "ŋ" are very similar to the voiced stops "b," "d," and "g" respectively, except for the addition of a fixed nasal formant. This extra formant is generated by an additional resonator tuned to approximately 1400 Hz and having a fairly wide bandwidth. It is only necessary to control the amplitude of this extra resonator during the "closure" period to achieve the nasal quality in the synthesizer output.

Affricates "tʃ" and "dʒ" consist of the patterns for "t" and "d" followed immediately by the fricative "ʃ" or "ʒ" respectively, that is, "tʃ" = "t + ʃ" and "dʒ" = "d + ʒ." The fricatives "s," "ʃ," "z," "ʒ," "f," "v," "θ," and "ð" are characterized by a pulse of high frequency noise lasting from 50 to 150 milliseconds. Fricatives and affricates are classed as voiced or non-voiced. The first classification is according to voicing amplitude during the noise pulse, as seen in Figure 10 for voiced stops. Thus "s," "ʃ," "f," "tʃ," and the "θ" in "thin" have no voicing during the noise pulse, while "z," "ʒ," "v," "dʒ," and the "ð" in "then" have high voice amplitude. Thus different fricatives and affricates within a group are distinguished by the spectral characteristics of the noise pulse. Table 5 gives the fricative resonator settings needed to produce the various fricative and affricate consonants. Fricative noise amplitude settings are shown on a scale of 0 to 1 (Rice 1976).

Figure 11 shows a partial circuit for a parallel formant synthesizer. This circuit is used in the Ai Cybernetic Systems Model

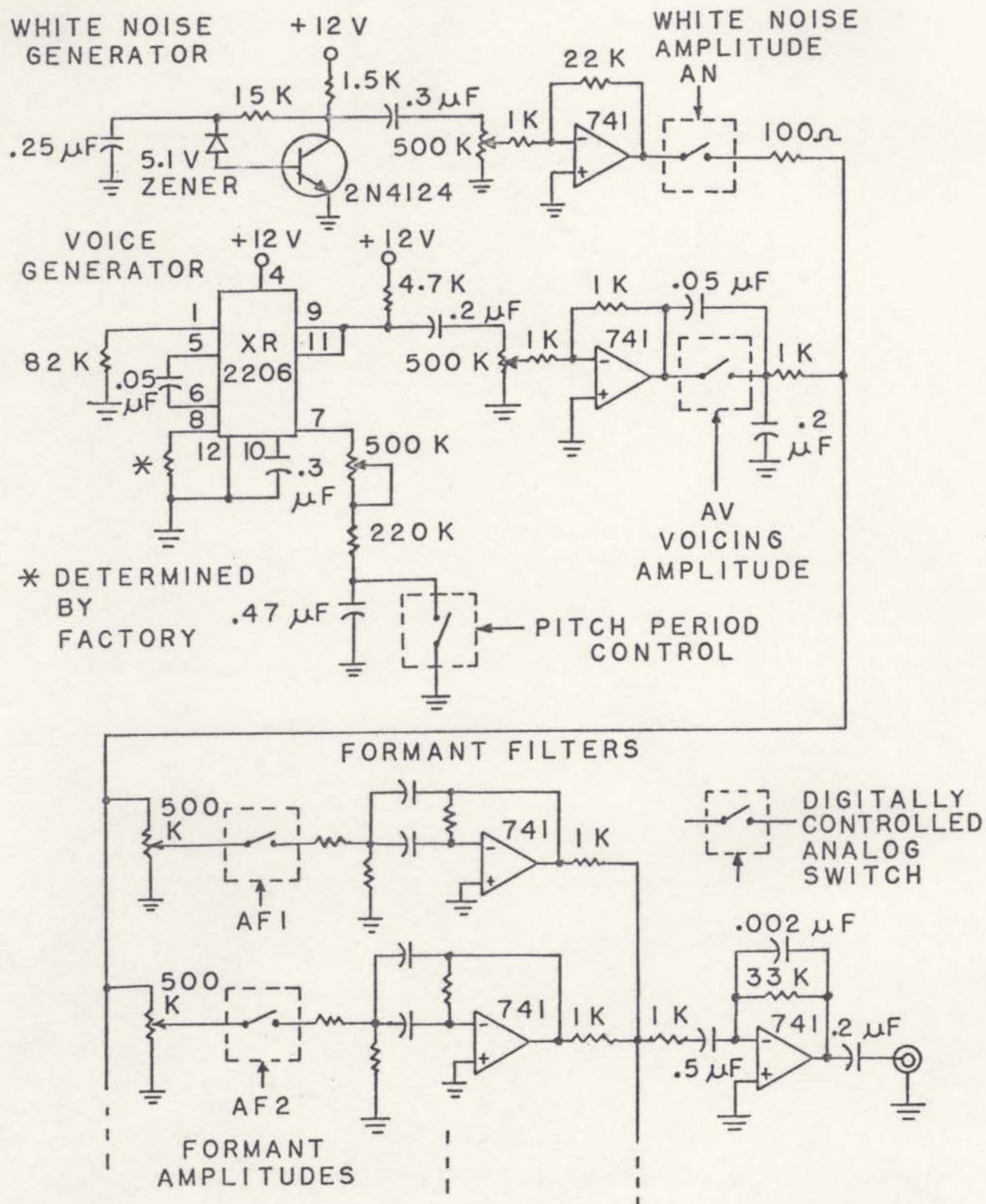


Fig. 11. Parallel Formant Circuit Used in the Ai Cybernetics Systems Model 1000 Speech Synthesizer (Atmar 1976)

TABLE 5
FRICATIVE SPECTRA

	RESONATOR FREQUENCY	FRICATIVE AMPLITUDE AN
ʃ, ʒ	2500 Hz	.9
s, z	5000 Hz	.7
f, v	6500 Hz	.4
θ ʒ	8000 Hz	.2

1000 Speech Synthesizer (Atmar 1976).

In order to build a quality formant synthesizer, the designer must consider much more than has been presented in the above discussion. The computer interface as well as the controlling software requirements must also be considered. Finally, detailed rules for phoneme and allophone production, pitch, duration, etc. must be programmed into the computer. A discussion of these rules is beyond the scope of this report; however, the interested reader can find this information given by the following authors: Klatt (1976), House (1961), Friedman (1975), Rao and Thosar (1974), and O'Shaughnessy (1974).

Text Synthesis

The final class of synthesizer to be considered here is a text synthesizer, shown in block diagram form in Figure 12. In its simplest form this type of synthesizer consists of a vocabulary stored

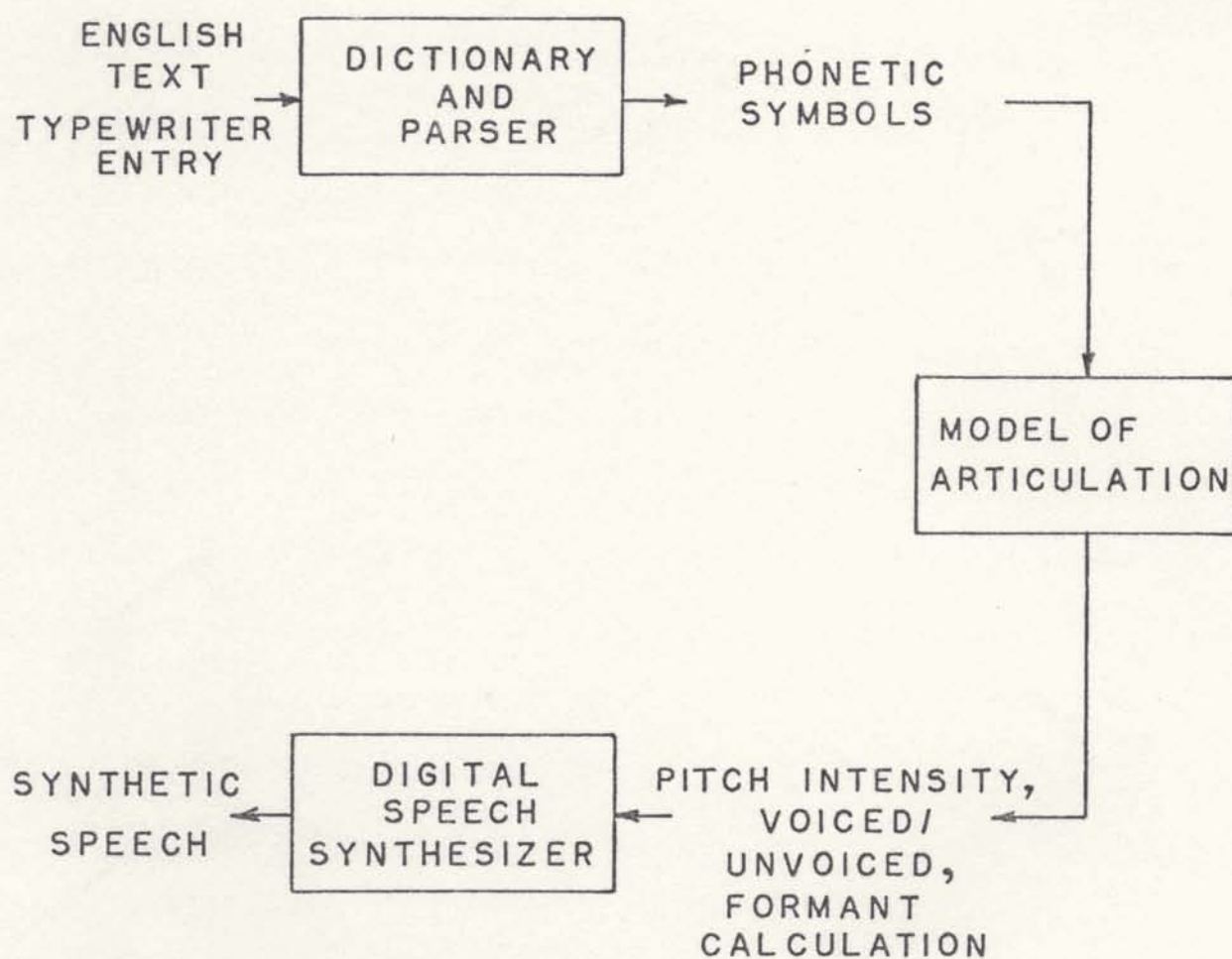


Fig. 12. Block Diagram of a Text Synthesizer

in a pronouncing dictionary, each entry of which has the English word and a phonetic transcription of the word.

When a word is to be output or "spoken," the controlling program outputs the sequence of codes to a synthesizer (such as a formant synthesizer) to be converted to an analog signal (Allen 1976). This type of text synthesizer has a limited vocabulary; however, it has the desired feature of converting English text directly into synthesized speech. Although the vocabulary is limited, over 700 words can be stored in 6.6 kilobytes of memory. This is the type of synthesizer under study in the next chapter.

In a more sophisticated form, a text synthesizer can have an unlimited vocabulary. It is able to take any English text, and through an appropriate set of rules, convert the text to speech. Such a synthesizer must therefore use similar rules that a human subconsciously applies when reading. An unrestricted text synthesizer has been built which operates with an accuracy of 90% (Elowitz, et al. 1976).

CHAPTER 5
MICROCOMPUTER CONTROLLED TEXT
SYNTHESIZER

This chapter describes a microcomputer controlled, limited vocabulary text synthesizer. A Southwest Technical Products Corporation (SWTPC) 6800 microcomputer is used to control a Votrax (Federal Screw Works) speech synthesizer. The system has the capability of synthesizing speech using one of two methods: (1) via text supplied through a keyboard, or (2) by a table of codes stored in memory.

The keyboard method involves typing in a sentence or series of sentences. The computer looks up each word in a vocabulary dictionary and sends a string of codes to the Votrax unit which outputs the synthesized speech.

In the other method a table of codes must be stored in memory. To produce speech, the computer simply sends these codes to the synthesizer as before. This method enables the programmer to store messages which can be used in any program for prompting or responses by the computer.

Hardware

The heart of the system is the Votrax synthesizer module. This module is a sealed unit which contains circuitry to convert a 6-bit code into one of 64 phonemes or allophones. Thus by proper coding it has the capability of speaking English, Spanish, French, and many

other languages, although the module has been optimized for English speech(The Digital Group 1978). Table 6 lists the phonemes in IPA and Votrax notation and gives the hexadecimal code for each. Note that in the Votrax notation some phonemes end in a number, for example A1. Phonemes with increasing number values decrease in duration. Thus A2 is of shorter duration than A1.

The Votrax module is mounted on a circuit board, the VOX-1, built by The Digital Group. This board was specifically designed to plug directly into a Z80 microcomputer I/O slot, however it can be used with any computer system which has an 8-bit parallel output port and an 8-bit parallel input port. The SWTPC 6800 has parallel I/O ports via a Motorola MC6820 peripheral interface adaptor(PIA); thus the board required no modifications.

In addition to the Votrax module, the board has two FIFO(first in-first out) memory buffer IC's(3351-2) which reduce processor overhead, a single chip audio amplifier(LM384) to drive a speaker and a dual retriggerable one shot(74L123) to indicate the buffer status to the microprocessor. The board also includes a limited speech recognition circuit. Figure 13 shows a schematic of the speech synthesis portion of the VOX-1 board.

It works as follows: hex phoneme codes(V-codes) are sent to the memory buffer IC's via a parallel 8-bit output port. Since the hex codes are 6 bits, the two extra bits are used for buffer control. Bit 7 is used to strobe codes into the buffer, and bit 6 is a master reset. The buffers hold up to 80 codes. These codes propagate

TABLE 6

VOTRAX PHONETIC CODES

VOTRAX	IPA	HEX CODE	VOTRAX	IPA	HEX CODE
PA0	Pause	83	IU		B6
PA1		BE	J	dʒ	9A
A	e	A0	K	k	99
A1		86	L	l	98
A2		85	M	m	8c
AE	æ	AE	N	n	8D
AE1		AF	NG	ŋ	94
AH	a	A4	O	o	A6
AH1		95	01		B5
AH2		88	02		B4
AW	ɔ	BD	00	U	97
AW1		93	001		96
AW2		B0	P	p	A5
AY		A1	R	r	AB
B	b	8E	S	s	9F
CH	tʃ	90	SH	ʃ	91
D	d	9E	T	t	AA
DT		84	TH	θ	B9
E	i	AC	THV	θ	B8
E1		BC	U	u	A8
EH	ɛ	BB	U1		B7
EH1		82	UH	ʌ or ə	B3
EH2		81	UH1		B2
EH3		80	UH2		B1
ER	ɜ or ə	BA	UH3		A3
F	f	9D	V	v	8F
G	g	9C	W	w	AD
H	h	9B	Y	j	A9
I	I	AY	Y1		A2
I1		8B	Z	z	92
I2		8A	ZH	ʒ	87
I3		89	SILENCE/EOM*		BF

*Hex BF is used in software to denote an end of spoken message.

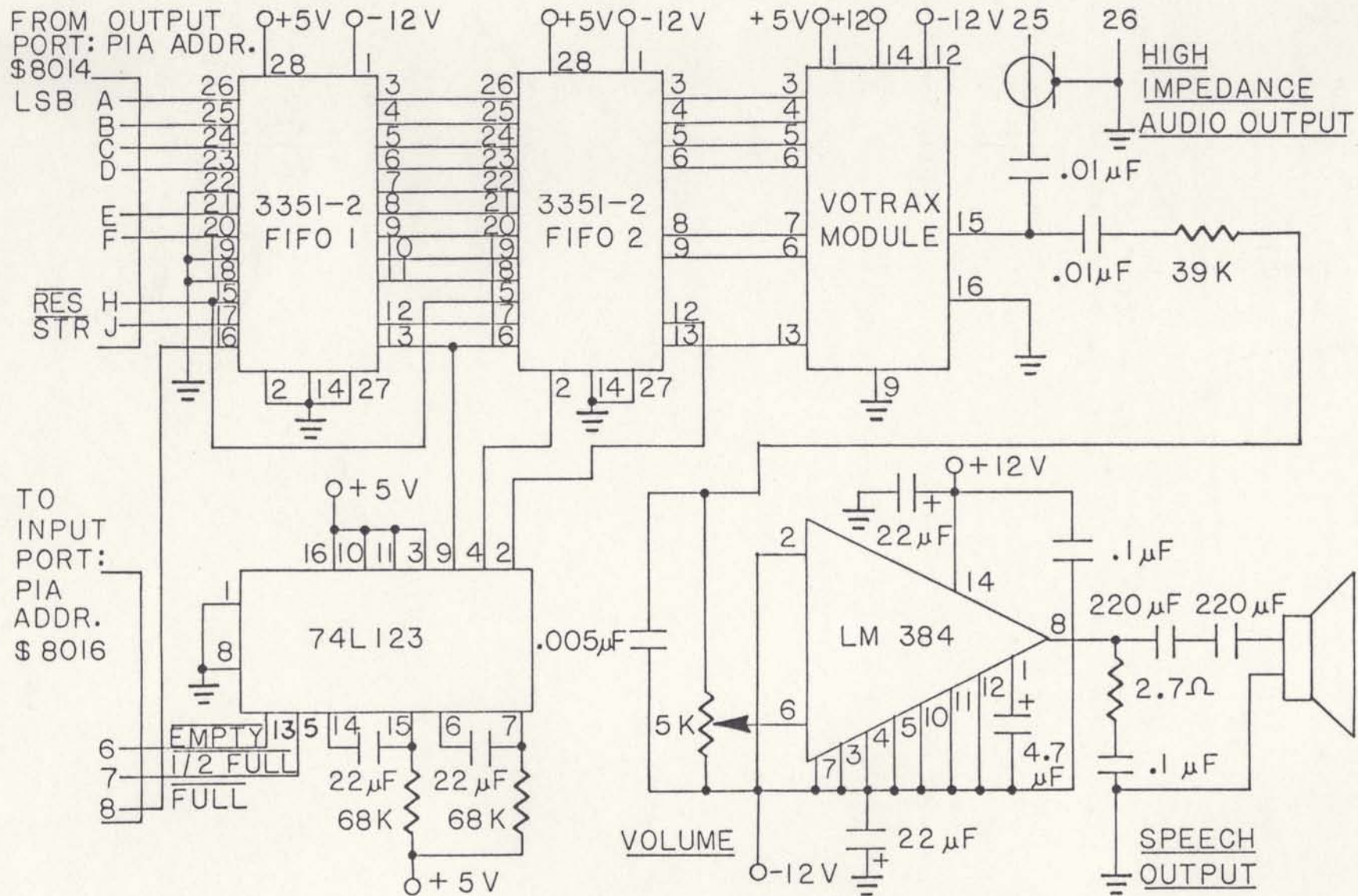


Fig. 13. Synthesizer Circuit of the VOX-1 Board
(Property of The Digital Group 1978)

through the buffers and are input to the Votrax module. The module then produces an audio output tone corresponding to the phoneme code and signals the buffers when it is ready for another phoneme.

The audio output of the Votrax module can either be used as an auxiliary input to an external audio amplifier or to drive the on-board audio amplifier. A 5 k ohm potentiometer is used to control the volume.

The dual retriggerable one-shot is used to indicate to the microprocessor, through the input port, whether or not the memory buffers are empty or half full. In addition, a line from FIFO 1 indicates whether or not the buffers are completely full. The microprocessor must monitor the input port and feed phoneme codes to the buffers whenever necessary(The Digital Group 1978).

The SWTPC 6800 computer system has a microcomputer with 32 k-bytes of memory and a dual mini floppy disk system. For input and output a Beehive Medical Electronics Video terminal and a Digital Equipment Corporation Decwriter II were used. The Decwriter enabled hard copies of assembly listings and program output to be obtained at a reasonable rate of 300 baud.

Software

The synthesizer software was designed by the author with two objectives in mind. The first was to find a method of checking out the VOX-1 board and Votrax speech synthesizer. The second objective was to produce a program which could be incorporated in the SWTPC 6800 system as a prompting and verbal message package.

The software can be divided into several parts. The main program is a monitor program which enables the user to choose between several options. Typing a "T" causes a previously stored text(in V-codes) to be spoken. If "L" is typed a list of words in the vocabulary, their memory addresses, and their V-codes are output. An "E" enables the user to input, via the keyboard, sentences or groups of sentences composed of words in the vocabulary list and immediately have them output as synthesized speech. Typing a "D" causes control to be returned to the disk operating system.

The voice message subroutine, VMSG, is responsible for the actual control of the Votrax synthesizer. This subroutine uses an address supplied via the index register, as the starting address of a table of hex V-codes. It sends these codes to the VOX-1 buffers and polls the buffer control lines in order to stop transmission should the buffers become full. VMSG can be used to output synthesized speech of a message stored in hex V-codes in a table anywhere in memory. This is done by simply loading the index register with the address of the first entry and then jumping to the subroutine. The table of V-codes must end with a \$BF(a \$ is used to denote a hex number) to signify the end of message.

A dictionary of words is located in memory starting at \$100. Appendix A gives a 6800 assembly listing of the dictionary. Note that each letter of the alphabet has a 256 byte block of memory allocated to it. This can be called a letter block. The dictionary can be expanded easily by inserting words and codes until a letter

block is filled. The starting address of each letter block increases by \$100 which allows quick processor access. For example in the keyboard subroutine when a word is typed in, the first letter(ASCII) of the word is taken and the two most significant bits are masked out. Then two zeros are catenated to the end to form the letter block starting address. Thus if the word "at" is entered, the first 2 bits of the ASCII code for "a", \$41(binary 0100 0001), are masked off leaving \$01. When the two zeros are catenated an address of \$0100 is given as the start of the "a" block. In this way, each letter block is accessed without going through preceding letter blocks. Each letter block ends with a \$BF to signify its end. This method of access provides efficient use of processor time, especially if the dictionary is full.

Table 7 presents an ASCII code conversion chart for ASCII codes with the parity bit(bit 7) equal to zero. By referring back to Table 6 it is seen that all V-codes are greater than \$7F. ASCII codes are less than or equal to \$7F, thus the processor can distinguish between the ASCII codes and V-codes for words in the dictionary.

The "L" monitor command causes the address, words, and V-codes of all the dictionary words to be printed. A portion of such a listing is shown in Figure 14.

The most complicated subroutine is subroutine ENGLISH which accepts text input from a keyboard and converts it to speech. This subroutine stores the input sentence in a table in ASCII form. When

```

L
0100 A 86 85 A1 A9
0105 ABLE 85 85 A9 8E 98
010E ABOUT B1 8E 95 96 AA
0118 ADDRESS AE 80 9E AB 82 9F
0125 ADVANCE 81 9E 8F AF 81 8D 9F
0133 AFTER AE 9D AA BA
013C AGAIN B2 9C BB 8D
0145 ALL BD A3 98
014B ALPHABET AF B1 98 9D B2 8E BB AA
015B AM 81 82 80 8C 8C
0162 AN AF 80 89 8D
0168 AND AF 80 89 8D 9E
0170 ANY 82 82 8D 8D BC BC
0179 ARE 95 A3 BA
017F AS AE AF 92
0184 AT AF 80 AA
0189 AVAILABLE B1 8F 86 A1 98 A3 8E A3 98
0200 B 8E BC AC
0204 BAD 8E AE 9E
020A BE 8E AC AC
  |   |   |
  |   |   |
  |   |   |
1727 WHEN AD 82 8D
172E WHERE AD 81 85 AB
1737 WHICH AD 8B AA 90
1740 WILL AD 8A A3 98
1748 WILLING AD 8A A3 98 8B 94
1755 WITH AD 8A B9
175C WORKING AD BA AB 99 AC 94
1769 WOULD AD B7 B6 B6 9E
1800 X 81 82 89 99 83 9F
1807 XRAY 80 99 9F AB A1 A1
1900 Y AD 95 80 89 A9
1906 YALL A9 BD A3 98
190E YES A9 82 80 9F
1915 YOU A9 B6 AB
1A00 Z 92 BC AC
1A04 ZERO 92 A1 89 AB A3 B4 B7

```

NUMBERS 0 THROUGH 9 ARE ALSO AVAILABLE

Fig. 14. Partial Results of the "L" Command

TABLE 7

 ASCII CODE CONVERSION CHART
 (PARITY BIT ZERO)

BITS 4 thru 6	-	0	1	2	3	4	5	6	7
	0	NUL	DLE	SP	0	@	P		p
	1	SOH	DC1	!	1	A	Q	a	q
	2	STX	DC2	"	2	B	R	b	r
	3	ETX	DC3	#	3	C	S	c	s
	4	EOT	DC4	\$	4	D	T	d	t
	5	ENQ	NAK	%	5	E	U	e	u
BITS 0 thru 3	6	ACK	SYN	&	6	F	V	f	v
	7	BEL	ETB	'	7	G	W	g	w
	8	BS	CAN	(8	H	X	h	x
	9	HT	EM)	9	I	Y	i	y
	A	LF	SUB	*	:	J	Z	j	z
	B	VT	ESC	+	;	K	[k	{
	C	FF	FS	,	<	L	/	l	/
	D	CR	GS	-	=	M]	m	}
	E	SO	RS	.	>	N	^	n	≈
	F	SI	US	/	?	O	—	o	DEL

input, each word must be separated by a space or punctuation mark (, . ?). These denote word boundaries. Each word is looked at by the processor in the sequence entered. As shown above, the first letter determines the letter block. The processor compares the

words within this block with the entered word. If the input word matches a word in the dictionary, the V-codes are stored in a table. If the input word is not in the vocabulary an error message is output on the monitor.

The user denotes the end of an entry by hitting the ESC key. If all words entered are in the dictionary the speech is synthesized by outputting the table of V-codes via subroutine VMSG.

Some of the features of subroutine ENGLISH are:

1. More than one line can be entered as long as each line ends with a space or punctuation, and a carriage return(CR) and line feed(LF)
2. Mistakes in text entry can be deleted via the "RUBOUT" key. The computer will respond with a "#" for each rubout, and the ASCII characters will not be stored in memory
3. A punctuation mark must precede ESC
4. Numbers are treated as words, thus there must be a space or punctuation mark between each single number
5. More than one space or punctuation mark, or adjacent space and punctuation mark between words are not allowed

Appendix B gives a complete 6800 assembly listing for the synthesizer software. Note that the word dictionary and operating program are separated by a large block of memory. This is because the disk operating system software resides in this space. Also observe that there are three tables; ATABLE, VTABLE, and TTABLE, each consisting of a block of 500 bytes. This is to facilitate large text entries. ASCII keyboard entries are stored in ATABLE, V-codes are stored in VTABLE prior to output to the Votrax module, and text is

stored in TTABLE. These tables could be reduced considerably if large text entries are not anticipated.

Results

The speech synthesizer system tested works very well and gives good quality speech output. Figure 15 shows a sequence which demonstrates the features of the system software. In (a) the disk operating system is initiated when in the SWTPC monitor mode (denoted by \$) by typing a "D." When the disk operating system (FDOS) is ready, the word dictionary, WORDS, is loaded and the synthesis program (VOTRAX) is run. The computer speaks a prompting message, "Enter T, L, D, or E."

When an "E" is entered, the computer responds with, "ENTER SENTENCE. HIT ESCAPE." on the monitor. In (d) a sentence is entered. Note that words as well as numbers are separated by a space or a punctuation mark which denotes a word boundary. When the "ESC" key is pressed the sentence is synthesized by the computer.

Entry (e) shows how a rubout is used to correct a typing error in the word "the." When a word is not in the dictionary of words the computer will respond with an error message as in (f) where the word address is spelled incorrectly. This is also demonstrated in (g).

The software automatically places a pause between words, however extra pauses may be desired. These are denoted as P1 and P2, and their use is shown in (h) and (i). P1 is equivalent to a PA1

- a) \$D SWTPC V1.0 (C) 1977
- b) FDOS READY
LOAD WORDS
- c) FDOS READY
RUN VOTRAX
- d) E
ENTER SENTENCE. HIT ESCAPE .
THE ADDRESS IS 1 2 A F.
E
- e) ENTER SENTENCE. HIT ESCAPE .
THE ADDRESS IS 1 2 A F.
E
- f) ENTER SENTENCE. HIT ESCAPE .
THE ADDRESS IS 1 2 A F.
ADDRESS IS NOT IN VOCABULARY.
- g) E
ENTER SENTENCE. HIT ESCAPE .
THE ADDRESS IS 1 2 A F.
ID IS NOT IN VOCABULARY.
- h) E
ENTER SENTENCE. HIT ESCAPE .
THE ADDRESS IS 1 P1 2 P1 A P1 F.
E
- i) ENTER SENTENCE. HIT ESCAPE .
THE ADDRESS IS 1 P2 2 P2 A P2 F.
- j) I
I
E
- k) ENTER SENTENCE. HIT ESCAPE .
I AM A SIXTY 8 HUNDRED MICRO COMPUTER.
E
- l) ENTER SENTENCE. HIT ESCAPE .
I AM A VOTRAX VOICE SYNTHESIZER.
I AM TALKING TO YOU NOW.
DO YOU UNDERSTAND?
E
- m) ENTER SENTENCE. HIT ESCAPE .
HA HA THAT IS A GOOD ONE.
E
- n) ENTER SENTENCE. HIT ESCAPE .
HA HA THAT IS A GOOD 1.
- o) DSWTPC V1.0 (C) 1977
- FDOS READY

Fig. 15. Illustration of Program Features

shown in TABLE 6 and a P2 is twice the duration of P1.

If a letter other than T, L, D, or E is entered the computer responds with a verbal message, "Error! You must enter T, L, D, or E." This occurs in (j) where "I" is entered.

More than one line can be entered by using a carriage return (CR) and line feed (LF) at the end of a line. The CR and LF are ignored, and to the computer the entry looks like one continuous line. The multiple line entry feature is shown in (l).

Entries (m) and (n) demonstrate that a word can be given different symbols, but will still sound the same since the V-codes are the same.

In (o), the "D" key has been pressed. This returns control to the disk operating system. The listing command, "L," was shown previously in Figure 14. The text "T" command cannot be shown since all output is verbal.

The synthesized speech can be understood very well. It is basically monotonic since the Votrax module used did not have pitch or intensity controls.

There were some problems with the "p" and "q" phoneme sounds, which tended to degrade the speech quality. The "p" sound is synthesized as a "t." Since "p" and "b" are in the same class and are very similar except for duration, it was felt that substitution of the "b" phoneme might be an improvement over the "t" sound. This, however, was not the case.

The "q" sound was also of poor quality. A "q" is made up of "k + w." When used in a word the synthesized sound is that of a "tw." Thus the word "quite" sounds like "twite." This is apparent in every case where a "q" sound is desired. A "g" sound was substituted for the "k," but did not improve the "q" sound.

Since the "p" and "q" sounds are characteristic of the Votrax module, no immediate solution to the problem was found. The Votrax circuit itself would have to be modified, and since the circuit is in a sealed unit, this is not a feasible solution.

CONCLUSIONS

Many different kinds of speech synthesizers are available today. This report has described several different types, and a hardware and software realization of a limited text synthesizer has been presented. This system has shown that very good quality speech synthesis can be achieved on a small scale computer. The number of words in a vocabulary is constrained only by memory size. The system described has the capability of over 700 words in 6.6 k-bytes of memory. In many applications only certain words or phrases are required, and very little memory is utilized, since these can be stored in V-code form in memory tables. The routine to output a message is very short (62 bytes) and can easily be stored in a ROM to be incorporated as a permanent feature of a small scale computer system.

The application of speech synthesis in many different areas is immediately apparent. The speed of the computer in accessing data coupled with a voice output makes telephone information systems a possibility. A Touchtone keyboard can be used as an input device, and the computer can provide requested data by speaking over the phone. There are many applications in the aviation industry, including air traffic control and on-board aircraft warning devices. Likewise, such verbal warnings might be used in automobiles to signal faults in vital systems such as brakes. Another speech synthesizer use includes training and learning devices which

incorporate a processor to evaluate performance and give verbal prompting, encouragement, or correction to the trainee.

Essentially, any area which calls for verbal information output coupled with the processing capabilities of a computer, is a prime candidate for speech synthesis. The reduction in the physical size and increased performance of computers as well as synthesizers points to an exciting era of speaking machines in the near future.

APPENDIX A

TEXT SYNTHESIZER VOCABULARY
ASSEMBLY LISTING

		NAM	WORDS	0189 41	FCC	/AVAILABLE/
		OPT	NOG			
		OPT	NOP	0192 B1	FCB	\$B1,\$BF,\$B6,\$A1,\$9B,\$A3,\$BE,\$A3,\$9B
0100		ORG	\$100	019B BF	FCB	\$BF
0100 41	WTABLE	FCC	/A/	0200	ORG	\$200
				0200 42	FCC	/B/
0101 86		FCB	\$B6,\$B5,\$A1,\$A9			
0105 41		FCC	/ABLE/	0201 8E	FCB	\$BE,\$BC,\$AC
				0204 42	FCC	/BAD/
0109 85		FCB	\$B5,\$B5,\$A9,\$BE,\$9B			
010E 41		FCC	/ABOUT/	0207 8E	FCB	\$BE,\$AE,\$9E
				020A 42	FCC	/BE/
0113 B1		FCB	\$B1,\$BE,\$95,\$96,\$AA			
0118 41		FCC	/ADDRESS/	020C 8E	FCB	\$BE,\$AC,\$AC
				020F 42	FCC	/BEGIN/
011F AE		FCB	\$AE,\$B0,\$9E,\$AB,\$B2,\$9F			
0125 41		FCC	/ADVANCE/	0214 8E	FCB	\$BE,\$BC,\$9C,\$B9,\$BB,\$BD
				021A 42	FCC	/BIEN/
012C 81		FCB	\$B1,\$9E,\$BF,\$AF,\$B1,\$BD,\$9F			
0133 41		FCC	/AFTER/	021E 8E	FCB	\$BE,\$BC,\$B0,\$B2,\$BD
				0223 42	FCC	/BUT/
0138 AE		FCB	\$AE,\$9D,\$AA,\$BA			
013C 41		FCC	/AGAIN/	0226 8E	FCB	\$BE,\$B2,\$A3,\$AA
				022A 42	FCC	/BY/
0141 B2		FCB	\$B2,\$9C,\$BB,\$BD			
0145 41		FCC	/ALL/	022C 8E	FCB	\$BE,\$95,\$BC
				022F BF	FCB	\$BF
0148 BD		FCB	\$BD,\$A3,\$9B	0300	ORG	\$300
014B 41		FCC	/ALPHABET/	0300 43	FCC	/C/
0153 AF		FCB	\$AF,\$B1,\$9B,\$9D,\$B2,\$BE,\$BB,\$AA	0301 9F	FCB	\$9F,\$BC,\$AC
015B 41		FCC	/AM/	0304 43	FCC	/CAN/
015D 81		FCB	\$B1,\$B2,\$B0,\$BC,\$BC	0307 99	FCB	\$99,\$AE,\$B0,\$B0,\$BD
0162 41		FCC	/AN/	030C 43	FCC	/CODE/
0164 AF		FCB	\$AF,\$B0,\$B9,\$BD	0310 99	FCB	\$99,\$B4,\$B5,\$B7,\$9E
0168 41		FCC	/AND/	0315 43	FCC	/COME/
016B AF		FCB	\$AF,\$B0,\$B9,\$BD,\$9E	0319 99	FCB	\$99,\$A3,\$A3,\$A3,\$BC,\$BC
0170 41		FCC	/ANY/	031F 43	FCC	/COMPUTE/
0173 82		FCB	\$B2,\$B2,\$BD,\$BD,\$BC,\$BC	0326 99	FCB	\$99,\$A3,\$BC,\$A5,\$A9,\$B4,\$AA
0179 41		FCC	/ARE/	032D 43	FCC	/COMPUTER/
017C 95		FCB	\$95,\$A3,\$BA	0335 99	FCB	\$99,\$A3,\$BC,\$A5,\$A9,\$B4,\$AA,\$BA
017F 41		FCC	/AS/	033D 43	FCC	/COUNT/
0181 AE		FCB	\$AE,\$AF,\$92	0342 99	FCB	\$99,\$AF,\$B2,\$BD,\$AA
0184 41		FCC	/AT/	0347 BF	FCB	\$BF
				0400	ORG	\$400
0186 AF		FCB	\$AF,\$B0,\$AA			

0400 44	FCC	/D/	062F 46	FCC	/FROM/
0401 9E	FCB	\$9E,\$BC,\$AC	0633 9D	FCB	\$9D,\$AB,\$B2,\$BC
0404 44	FCC	/DATA/	0637 BF	FCB	\$BF
0408 9E	FCB	\$9E,\$B6,\$A1,\$B4,\$B1	0700	ORG	\$700
040D 44	FCC	/DID/	0700 47	FCC	/G/
0410 9E	FCB	\$9E,\$A7,\$9E	0701 9E	FCB	\$9E,\$9A,\$BC,\$AC
0413 44	FCC	/DIGITAL/	0705 47	FCC	/GET/
041A 9E	FCB	\$9E,\$BB,\$9A,\$B6,\$9E,\$A3,\$9B	0708 9C	FCB	\$9C,\$B2,\$B1,\$AA
0421 44	FCC	/DO/	070C 47	FCC	/GIVE/
0423 9E	FCB	\$9E,\$B6,\$AB	0710 9C	FCB	\$9C,\$A7,\$BF,\$BF
0426 44	FCC	/DOES/	0714 47	FCC	/GO/
042A 9E	FCB	\$9E,\$A3,\$92	0716 9C	FCB	\$9C,\$B4,\$B4
042D BF	FCB	\$BF	0719 47	FCC	/GOOD/
0500	ORG	\$500	071D 9C	FCB	\$9C,\$A6,\$B6,\$9E
0500 45	FCC	/E/	0721 BF	FCB	\$BF
0501 BC	FCB	\$BC,\$BC,\$BC	0800	ORG	\$800
0504 45	FCC	/ENTER/	0800 48	FCC	/H/
0509 82	FCB	\$B2,\$BD,\$AA,\$BA	0801 85	FCB	\$B5,\$B5,\$B5,\$A1,\$A9,\$AA,\$90
050D 45	FCC	/ERROR/	0808 48	FCC	/HA/
0512 8B	FCB	\$BB,\$BA,\$A6,\$B4,\$BA	080A 9B	FCB	\$9B,\$95,\$88
0517 45	FCC	/EXCEPT/	080D 48	FCC	/HAD/
051D 81	FCB	\$B1,\$99,\$9F,\$B2,\$A5,\$B3,\$AA	0810 9B	FCB	\$9B,\$AE,\$B0,\$9E
0524 45	FCC	/EXPECT/	0814 48	FCC	/HAS/
052A 82	FCB	\$B2,\$B9,\$99,\$B3,\$9F,\$A5,\$BB,\$99,\$AA	0817 9B	FCB	\$9B,\$AE,\$B9,\$92
0533 BF	FCB	\$BF	081B 48	FCC	/HAVE/
0600	ORG	\$600	081F 9B	FCB	\$9B,\$AE,\$A3,\$BF
0600 46	FCC	/F/	0823 48	FCC	/HELLO/
0601 81	FCB	\$B1,\$B2,\$B1,\$9D	082B 9B	FCB	\$9B,\$B2,\$A3,\$9B,\$A3,\$B4,\$B7
0605 46	FCC	/FIND/	082F 48	FCC	/HERE/
0609 9D	FCB	\$9D,\$95,\$B9,\$BC,\$B8,\$9E	0833 9B	FCB	\$9B,\$AC,\$AB
060F 46	FCC	/FOR/	0836 48	FCC	/HERO/
0612 9D	FCB	\$9D,\$A6,\$AB	083A 9B	FCB	\$9B,\$AC,\$AB,\$A3,\$B4,\$B7
0615 46	FCC	/FRANCAIS/	0840 48	FCC	/HM/
061D 9D	FCB	\$9D,\$A4,\$B8,\$9F,\$B0,\$B6,\$A1	0842 9B	FCB	\$9B,\$A3,\$BC,\$BC,\$BC
0624 46	FCC	/FRENCH/	0847 48	FCC	/HOW/
062A 9D	FCB	\$9D,\$AB,\$BB,\$B8,\$90	084A 9B	FCB	\$9B,\$95,\$B4,\$B7

004E 40	FCC	/HUNDRED/	001E BF	FCB	\$BF
0855 9B	FCB	\$9B,\$B2,\$B8,\$9E,\$AB,\$B1,\$9E	0C00	ORG	\$C00
085C BF	FCB	\$BF	0C00 4C	FCC	/L/
0900	ORG	\$900	0C01 81	FCB	\$B1,\$B2,\$B0,\$9B,\$9B
0900 49	FCC	/I/	0C06 4C	FCC	/LEAVE/
0901 95	FCB	\$95,\$B8,\$B0,\$B9,\$BC	0C0B 9B	FCB	\$9B,\$BC,\$A2,\$BF
0906 49	FCC	/IF/	0C0F 4C	FCC	/LIKE/
0908 A7	FCB	\$A7,\$9D,\$BE	0C13 9B	FCB	\$9B,\$B8,\$BC,\$99
090R 49	FCC	/IN/	0C17 4C	FCC	/LIST/
090D A7	FCB	\$A7,\$B8,\$BE	0C1B 9B	FCB	\$9B,\$B8,\$9F,\$AA
0910 49	FCC	/INFORMATION/	0C1F 4C	FCC	/LISTEN/
091R 8A	FCB	\$8A,\$B8,\$9D,\$AB,\$B8,\$B6,\$A1,\$91	0C25 9B	FCB	\$9B,\$B8,\$9F,\$B2,\$B8
0923 A3	FCB	\$A3,\$B8	0C2A 4C	FCC	/LONG/
0925 49	FCC	/INITIAL/	0C2E 9B	FCB	\$9B,\$A4,\$A3,\$94
092C 8A	FCB	\$8A,\$B8,\$B8,\$91,\$A3,\$9B	0C32 BF	FCB	\$BF
0932 49	FCC	/IS/	0D00	ORG	\$D00
0934 A7	FCB	\$A7,\$92,\$BE	0D00 4D	FCC	/M/
0937 49	FCC	/IT/	0D01 81	FCB	\$B1,\$B2,\$B0,\$B8,\$B8
0939 8B	FCB	\$B8,\$AA,\$BE	0D06 4D	FCC	/MADE/
093C BF	FCB	\$BF	0D0A 8C	FCB	\$B8,\$B6,\$A1,\$A2,\$9E
0A00	ORG	\$A00	0D0F 4D	FCC	/MACHINE/
0A00 4A	FCC	/J/	0D16 8C	FCB	\$B8,\$B1,\$91,\$AC,\$B8
0A01 9E	FCB	\$9E,\$9A,\$B0,\$A0,\$A1,\$A1	0D1B 4D	FCC	/MAY/
0A07 4A	FCC	/JE/	0D1E 8C	FCB	\$B8,\$B0,\$B6,\$A1
0A09 87	FCB	\$B7,\$B3	0D22 4D	FCC	/ME/
0A0B 4A	FCC	/JUST/	0D24 8C	FCB	\$B8,\$B9,\$BC,\$BC
0A0F 9E	FCB	\$9E,\$9A,\$B2,\$9F,\$AA	0D28 4D	FCC	/MICRO/
0A14 BF	FCB	\$BF	0D2D 8C	FCB	\$B8,\$95,\$B9,\$99,\$AB,\$B2,\$B5
0B00	ORG	\$B00	0D34 4D	FCC	/MISTAKE/
0B00 4B	FCC	/K/	0D3B 8C	FCB	\$B8,\$B9,\$9F,\$AA,\$B6,\$A1,\$A2,\$99
0B01 99	FCB	\$99,\$B0,\$A0,\$A1	0D43 4D	FCC	/MORE/
0B05 4B	FCC	/KEEP/	0D47 8C	FCB	\$B8,\$B5,\$B5,\$AB
0B09 99	FCB	\$99,\$BC,\$A9,\$A5	0D4B 4D	FCC	/MUST/
0B0D 4B	FCC	/KIND/	0D4F 8C	FCB	\$B8,\$B5,\$9F,\$AA
0B11 99	FCB	\$99,\$95,\$BC,\$B8,\$9E	0D53 4D	FCC	/MY/
0B16 4B	FCC	/KNOW/	0D55 8C	FCB	\$B8,\$95,\$B9,\$BC
0B1A 0D	FCB	\$B8,\$A3,\$B5,\$B7			

0D59 BF	FCB	\$BF	101C 50	FCC	/PART/
0E00	ORG	\$E00			
0E00 4E	FCC	/N/	1020 A5	FCB	\$A5,\$95,\$AB,\$AA
			1024 50	FCC	/PLACE/
0E01 B2	FCB	\$82,\$82,\$8D,\$8D	1029 A5	FCB	\$A5,\$98,\$86,\$A1,\$A2,\$9F
0E05 4E	FCC	/NAME/	102F 50	FCC	/PLEASE/
0E09 8D	FCB	\$8D,\$86,\$A1,\$A1,\$8C	1035 A5	FCB	\$A5,\$98,\$8C,\$8C,\$92
0E0E 4E	FCC	/NO/	103A 50	FCC	/PLUS/
0E10 8D	FCB	\$8D,\$B2,\$B5	103E A5	FCB	\$A5,\$9B,\$98,\$B2,\$9F
0E13 4E	FCC	/NOT/	1043 50	FCC	/PRETTY/
0E16 8D	FCB	\$8D,\$95,\$AA	1049 A5	FCB	\$A5,\$AB,\$8B,\$AA,\$A9
0E19 4E	FCC	/NOW/	104E 50	FCC	/PROGRAM/
0E1C 8D	FCB	\$8D,\$A3,\$95,\$B4,\$B7	1055 A5	FCB	\$A5,\$AB,\$B5,\$9C,\$AB,\$AF,\$80,\$8C
0E21 4E	FCC	/NUMBER/	105D 50	FCC	/P1/
0E27 8D	FCB	\$8D,\$B2,\$8C,\$8E,\$BA	105F BE	FCB	\$BE
0E2C BF	FCB	\$BF	1060 50	FCC	/P2/
0F00	ORG	\$F00			
0F00 4F	FCC	/O/	1062 BE	FCB	\$BE,\$BE
0F01 96	FCB	\$96,\$B4,\$B5,\$AB	1064 BF	FCB	\$BF
0F05 4F	FCC	/OF/	1100	ORG	\$1100
			1100 51	FCC	/Q/
0F07 B2	FCB	\$B2,\$8F,\$BE			
0F0A 4F	FCC	/ON/	1101 99	FCB	\$99,\$A9,\$B6,\$B6,\$B7
			1106 51	FCC	/QUANTITY/
0F0C A4	FCB	\$A4,\$A3,\$8D,\$8D	110E 99	FCB	\$99,\$AD,\$88,\$80,\$8D,\$84,\$8A,\$84,\$A9
0F10 4F	FCC	/ONE/	1117 51	FCC	/QUESTION/
0F13 AD	FCB	\$AD,\$B3,\$8D	111F 99	FCB	\$99,\$AD,\$82,\$9F,\$AA,\$90,\$A3,\$8D
0F16 4F	FCC	/ORDER/	1127 BF	FCB	\$BF
0F1B A6	FCB	\$A6,\$B4,\$BA,\$9E,\$BA	1200	ORG	\$1200
0F20 4F	FCC	/OVER/	1200 52	FCC	/R/
0F24 B5	FCB	\$B5,\$B7,\$8F,\$BA	1201 A4	FCB	\$A4,\$A3,\$BA
0F28 BF	FCB	\$BF	1204 52	FCC	/RAISE/
1000	ORG	\$1000			
1000 50	FCC	/P/	1209 AB	FCB	\$AB,\$86,\$86,\$A1,\$92
			120E 52	FCC	/READ/
1001 A5	FCB	\$A5,\$AC,\$A1,\$A9	1212 AB	FCB	\$AB,\$80,\$89,\$9E
1005 50	FCC	/PARLAIS/	1216 52	FCC	/RECITE/
100C A5	FCB	\$A5,\$95,\$AB,\$98,\$80,\$86,\$A1	121C AB	FCB	\$AB,\$8C,\$9F,\$A4,\$8C,\$AA
1013 50	FCC	/PARLE/	1222 52	FCC	/REPEAT/
1018 A5	FCB	\$A5,\$95,\$AB,\$98	1228 AB	FCB	\$AB,\$8C,\$A5,\$8C,\$AA

122D 52 FCC /RETURN/
 1233 AB FCB \$AB,\$BC,\$AA,\$BA,\$AB,\$BD
 1239 52 FCC /REVERSE/
 1240 AB FCB \$AB,\$BC,\$BF,\$BA,\$BA,\$9F
 1246 BF FCB \$BF
 1300 ORG \$1300
 1300 53 FCC /S/
 1301 81 FCB \$B1,\$B2,\$B9,\$9F,\$9F
 1306 53 FCC /SAME/
 130A 9F FCB \$9F,\$B0,\$B6,\$A1,\$A2,\$BC
 1310 53 FCC /SAVE/
 1314 9F FCB \$9F,\$B0,\$B6,\$A1,\$A2,\$BF
 131A 53 FCC /SAY/
 131D 9F FCB \$9F,\$B0,\$B6,\$A1
 1321 53 FCC /SINCE/
 1326 9F FCB \$9F,\$A7,\$BD,\$9F
 132A 53 FCC /SIXTY/
 132F 9F FCB \$9F,\$B8,\$99,\$9F,\$AA,\$A9
 1335 53 FCC /SO/
 1337 9F FCB \$9F,\$B5,\$B5
 133A 53 FCC /SOME/
 133E 9F FCB \$9F,\$B3,\$BC
 1341 53 FCC /SOMEONE/
 1348 9F FCB \$9F,\$B3,\$BC,\$AD,\$B3,\$BD
 134E 53 FCC /SORRY/
 1353 9F FCB \$9F,\$95,\$A3,\$BA,\$A9,\$A2
 1359 53 FCC /SOUND/
 135E 9F FCB \$9F,\$95,\$A3,\$B7,\$BD,\$9D
 1364 53 FCC /SPEAK/
 1369 9F FCB \$9F,\$A5,\$AC,\$99
 136D 53 FCC /SPEECH/
 1373 9F FCB \$9F,\$A5,\$AC,\$90
 1377 53 FCC /SYNTHESIZER/
 1382 9F FCB \$9F,\$A7,\$BD,\$B8,\$B2,\$9F,\$95,\$B9
 138A BC FCB \$BC,\$92,\$BA

138D 53 FCC /SYSTEM/
 1393 9F FCB \$9F,\$BA,\$9F,\$AA,\$B1,\$BC
 1399 BC FCB \$BC,\$92,\$BA
 139C BF FCB \$BF
 1400 ORG \$1400
 1400 54 FCC /T/
 1401 AA FCB \$AA,\$BC,\$AC
 1404 54 FCC /TALK/
 1408 AA FCB \$AA,\$93,\$99
 140B 54 FCC /TALKING/
 1412 AA FCB \$AA,\$93,\$99,\$BB,\$94
 1417 54 FCC /TEEN/
 141B AA FCB \$AA,\$BC,\$BC,\$BD
 141F 54 FCC /THAT/
 1423 B8 FCB \$BB,\$AF,\$B0,\$AA
 1427 54 FCC /THE/
 142A B8 FCB \$BB,\$A3,\$A3,\$A3
 142E 54 FCC /THEN/
 1432 B8 FCB \$BB,\$B2,\$B0,\$BD
 1436 54 FCC /THERE/
 143B B8 FCB \$BB,\$B1,\$B5,\$AB
 143F 54 FCC /THIS/
 1443 B8 FCB \$BB,\$A7,\$9F
 1446 54 FCC /THROUGH/
 144D B9 FCB \$B9,\$AB,\$AB,\$AD
 1451 54 FCC /TO/
 1453 AA FCB \$AA,\$B6,\$AB
 1456 54 FCC /TRES/
 145A AA FCB \$AA,\$AB,\$B0,\$B6,\$A1
 145F 54 FCC /TYPE/
 1463 AA FCB \$AA,\$B1,\$BB,\$BC,\$A5
 1468 BF FCB \$BF
 1500 ORG \$1500
 1500 55 FCC /U/
 1501 A9 FCB \$A9,\$B6,\$B6,\$B7,\$B7

1506 55	FCC	/UNDERSTAND/	172E 57	FCC	/WHERE/
1510 B1	FCB	\$B1,\$BD,\$9E,\$AB,\$9F,\$AA,\$AF,\$80	1733 AD	FCB	\$AD,\$81,\$85,\$AB
1518 8D	FCB	\$BD,\$9E	1737 57	FCC	/WHICH/
151A 55	FCC	/UNLIMITED/	173C AD	FCB	\$AD,\$8B,\$AA,\$90
1523 B1	FCB	\$B1,\$BD,\$98,\$8B,\$8C,\$8A,\$AA,\$89,\$9E	1740 57	FCC	/WILL/
152C 55	FCC	/USE/	1744 AD	FCB	\$AD,\$8A,\$A3,\$98
152F A2	FCB	\$A2,\$B6,\$AB,\$9F	1748 57	FCC	/WILLING/
1533 BF	FCB	\$BF	174F AD	FCB	\$AD,\$8A,\$A3,\$98,\$8B,\$94
1600	ORG	\$1600	1755 57	FCC	/WITH/
1600 56	FCC	/V/	1759 AD	FCB	\$AD,\$8A,\$B9
1601 BF	FCB	\$BF,\$BC,\$AC	175C 57	FCC	/WORKING/
1604 56	FCC	/VALID/	1763 AD	FCB	\$AD,\$BA,\$AB,\$99,\$AC,\$94
1609 BF	FCB	\$BF,\$AF,\$A3,\$98,\$A3,\$9E	1769 57	FCC	/WOULD/
160F 56	FCC	/VERY/	176E AD	FCB	\$AD,\$B7,\$B6,\$B6,\$9E
1613 BF	FCB	\$BF,\$BB,\$AB,\$A9	1773 BF	FCB	\$BF
1617 56	FCC	/VOCABULARY/	1800	ORG	\$1800
1621 BF	FCB	\$BF,\$96,\$AB,\$99,\$AE,\$BE,\$B6,\$98,\$B1	1800 58	FCC	/X/
162C 56	FCC	/VOICE/	1801 B1	FCB	\$B1,\$B2,\$B9,\$99,\$B3,\$9F
1631 BF	FCB	\$BF,\$B5,\$A3,\$BC,\$9F	1807 58	FCC	/XRAY/
1636 56	FCC	/VOTRAX/	180B 80	FCB	\$80,\$99,\$9F,\$AB,\$A1,\$A1
163C BF	FCB	\$BF,\$A6,\$AA,\$AB,\$AE,\$99,\$B3,\$9F	1811 BF	FCB	\$BF
1644 56	FCC	/VOUS/	1900	ORG	\$1900
1648 BF	FCB	\$BF,\$B6,\$AB	1900 59	FCC	/Y/
164B BF	FCB	\$BF	1901 AD	FCB	\$AD,\$95,\$80,\$89,\$A9
1700	ORG	\$1700	1906 59	FCC	/YALL/
1700 57	FCC	/W/	190A A9	FCB	\$A9,\$BD,\$A3,\$98
1701 9E	FCB	\$9E,\$B2,\$BE,\$98,\$A2,\$B6,\$B7	190E 59	FCC	/YES/
1708 57	FCC	/WANT/	1911 A9	FCB	\$A9,\$B2,\$80,\$9F
170C AD	FCB	\$AD,\$95,\$A3,\$BD,\$AA	1915 59	FCC	/YOU/
1711 57	FCC	/WELL/	1918 A9	FCB	\$A9,\$B6,\$AB
1715 AD	FCB	\$AD,\$B2,\$A3,\$98	191B BF	FCB	\$BF
1719 57	FCC	/WERE/	1A00	ORG	\$1A00
171D AD	FCB	\$AD,\$BA,\$AB	1A00 5A	FCC	/Z/
1720 57	FCC	/WHAT/	1A01 92	FCB	\$92,\$BC,\$AC
1724 AD	FCB	\$AD,\$B2,\$AA	1A04 5A	FCC	/ZERO/
1727 57	FCC	/WHEN/	1A08 92	FCB	\$92,\$A1,\$B9,\$AB,\$A3,\$B4,\$B7
172B AD	FCB	\$AD,\$B2,\$8D	1A0F BF	FCB	\$BF
				END	

APPENDIX B

TEXT SYNTHESIZER PROGRAM
ASSEMBLY LISTING

```

NAM      VOTRAX
OPT      NOG
ORG      $3B00
3B00     ATABLE FCB 0
3D00     ORG    $3D00
3D00 00  VTABLE FCB 0
3F00     ORG    $3F00
3F00 00  TTABLE FCB 0
4100     ORG    $4100
4100 B2  MONSSG FCB $B2,$B0,$AA,$BA,$B3 ENTER
4105 AA   FCB    $AA,$BC,$AC,$B3 T
4109 B1   FCB    $B1,$B2,$B0,$98,$98,$B3 L
410F 9E   FCB    $9E,$BC,$AC,$B3 D
4113 A6   FCB    $A6,$B4,$BA,$B3 DR
4117 BC   FCB    $BC,$BC,$BC,$BF E
411B BB   MSG1   FCB    $BB,$BA,$A6,$B4,$BA,$B3,$B3 ERROR
4122 A9   FCB    $A9,$B6,$AB,$B3 YOU
4126 BC   FCB    $BC,$B2,$9F,$AA,$BF MUST
412B 0014 TEMP   RMB 20
413F 00  XADR   FCB 0,0
4141 00  SAVA   FCB 0,0
4143 0002 SAVX   RMB 2
4145 00  TCODE  FCB 0
4146 0002 AX     RMB 2
414B 0002 TX     RMB 2
414A 0002 CX     RMB 2
414C 0002 BX     RMB 2
414E 0002 VX     RMB 2
4150 92  ZERO   FCB  $92,$A1,$B9,$AB,$A3,$B4,$B7,$BF
415B AD   ONE    FCB  $AD,$A3,$B1,$B1,$B0,$B0,$BE,$BF
4160 AA   TWO    FCB  $AA,$B6,$B6,$B7,$B7,$BE,$BE,$BF
416B B9   THREE  FCB  $B9,$AB,$AC,$A9,$BE,$BE,$BE,$BF
4170 9D   FOUR   FCB  $9D,$B5,$B5,$AB,$BE,$BE,$BE,$BF
417B 9D   FIVE   FCB  $9D,$B0,$95,$B9,$A9,$BF,$BF,$BF
4180 9F   SIX    FCB  $9F,$B0,$B9,$99,$B3,$9F,$BE,$BF
418B 9F   SEVEN  FCB  $9F,$B0,$B1,$BF,$B1,$B0,$B0,$BF
4190 B5   EIGHT  FCB  $B5,$B5,$A1,$A9,$AA,$BE,$BE,$BF
419B B1   NINE   FCB  $B0,$95,$B1,$A9,$B0,$BE,$BE,$BF
41A0 0D   MSG2   FCB  $D,$A
41A2 45   FCC     /ENTER SENTENCE. HIT ESCAPE./

41B0 0D   FCB    $D,$A,4
41C0 20  MSG3   FCC     / IS NOT IN VOCABULARY./

41D6 0D   FCB    $D,$A,$4
41D9 0D  MSG4   FCB    $D,$A
41DB 20  FCC     / NUMBERS 0 THROUGH 9/

41F4 20  FCC     / ARE ALSO AVAILABLE./

4200 0D   FCB    $D,$A,4

```

*MONITOR PROGRAM

*OPTIONS:

*T OUTPUTS TEXT LOCATED IN TTABLE
*L OUTPUTS LIST OF WORDS AND CODES
*E ENGLISH SENTENCE INPUT IS SPOKEN.
*D RETURNS CONTROL TO DOS.

```

4300     ORG    $4300 00000230
4300 CE FF04 BEGIN LDX  $FF04 00000234
4303 FF 8014 STX    $B014 INITIALIZE OUT PORT
4306 CE 0004 LDX    $0004 00000242
4309 FF 8016 STX    $B016 INITIALIZE IN PORT
430C B6 00  LDA A  #0 00000250
430E B7 8014 STA A  $B014 00000254
4311 BE 3A00 LDS    $3A00 INITIALIZE STACK
4314 B6 0D  LDA A  #$D 00000262
4316 BD E1D1 JSR    $E1D1 OUTPUT CR
4319 B6 0A  LDA A  #$A 00000270
431B BD E1D1 JSR    $E1D1 OUTPUT LF
431E CE 4100 LDX    $MONMSG 00000278
4321 BD 435E JSR    VMSG  SPEAK MSG
4324 BD E1AC JSR    $E1AC  GET CHAR
4327 B1 44  DTEST  CMP A  #$44  D?
4329 26 03  BNE    TTEST 00000294
432B 7E 2400 JMP    $2400 00000298
432E B1 54  TTEST  CMP A  #$54  COMPARE INPUT WITH T CODE
4330 26 0C  BNE    LTEST 00000306
4332 CE 3F00 LDX    $TTABLE INDEX GETS TAB ADDR.
4335 BD 435E JSR    VMSG  SPEAK MSG
4338 BD 43B6 JSR    ENDCHK 00000316
433B 7E 4300 JMP    BEGIN 00000318
433E B1 4C  LTEST  CMP A  #$4C  INPUT=L?
4340 26 06  BNE    ETEST 00000326
4342 BD 4548 JSR    WLIST 00000330
4345 7E 4300 JMP    BEGIN 00000334
4348 B1 45  ETEST  CMP A  #$45  INPUT=E?
434A 26 06  BNE    EMSG 00000342
434C BD 43C0 JSR    ENGLISH 00000346
434F 7E 4300 JMP    BEGIN 00000350
4352 CE 411B EMSG  LDX    $MSG1 00000354
4355 BD 435E JSR    VMSG  SPOKEN MSG
4358 BD 43B6 JSR    ENDCHK 00000362
435B 7E 4300 JMP    BEGIN 00000366

```

*ROUTINE TO OUTPUT SPOKEN MSG OR TEXT

```

435E B6 00  VMSG  LDA A  #0 00000378
4360 B7 8014 STA A  $B014 RESET FIFOS
4363 B6 40  LDA A  #$40 00000386
4365 B7 8014 STA A  $B014 PREPARE FOR DATA ENTRY
4368 B6 8016 PHON  LDA A  $B016 00000394
436B B4 B0  AND A  #$B0 MASK FOR BIT 7
436D B1 00  CMP A  #0 CHECK FOR FIFO FULL

```

```

436F 27 F7      BEQ   PHON      LOOP IF FULL
4371 06 0016    LDA   A  $B016    00000410
4374 04 20      AND   A  $20      MASK FOR BIT 5
4376 01 00      CMP   A  #0       CHECK FOR FIFO EMPTY
4378 26 0A      BNE   PHON2     00000422
437A 06 C3      LDA   A  $C3     DUMMY PAUSE
437C 07 0014    STA   A  $B014    00000430
437F 06 43      LDA   A  $43     RESET BIT 7
4381 07 0014    STA   A  $B014    0000043B
4384 A6 00      PHON2 LDA   A  0,X   GET CHAR
4386 0A C0      ORA   A  $C0     MASK OFF RESET AND STROBE
4388 07 0014    STA   A  $B014    SEND CODE
438B 04 7F      AND   A  $7F     TURN OFF BIT 7 STROBE
438D 07 0014    STA   A  $B014    0000045B
4390 04 3F      AND   A  $3F     MASK BITS 6&7
4392 01 3F      CMP   A  $3F     END OF TABLE?
4394 26 01      BNE   CONTIN    00000470
4396 39         RTS          00000474
4397 00         CONTIN INX          INCR TABLE ADDR
4398 7E 4368    JMP   PHON      CONTINUE
439B 39         RTS          00000486

```

```

*ROUTINE TO ENCODE & STORE V CODES IN TABLE
439C A4 00      ENCODE LDA   A  0,X   A GETS VCODE
439E 08         INX          00000502
439F 01 0F      CMP   A  $BF     END OF CODES?
43A1 27 12      BEQ   CODEND    00000510
43A3 FF 414A    STX   CX          00000514
43A6 FE 414E    LDX   VX          00000518
43A9 A7 00      STA   A  0,X     STORE IN V TABLE
43AB 0B         INX          00000526
43AC FF 414E    STX   VX          00000530
43AF FE 414A    LDX   CX          00000534
43B2 7E 439C    JMP   ENCODE     00000538
43B5 39         CODEND RTS          00000542

```

```

*SUBROUTINE ENDCHK
*CHECKS FOR END OF SPOKEN MSG

```

```

43B6 06 0016    ENDCHK LDA   A  $B016  00000562
43B9 04 20      AND   A  $20     MASK FOR BIT 5
43BB 01 00      CMP   A  #0     CHECK FOR FIFO EMPTY
43BD 26 F7      BNE   ENDCHK    00000574
43BF 39         RTS          00000578

```

```

*SUBROUTINE ENGLISH
*CONVERTS ENGLISH INPUT VIA KEYBOARD
*TO SPEECH
*USE CR AND LF FOR A NEW LINE

```

```

*USE RUBOUT TO CANCEL ERROR
*USE SPACE OR PUNCTUATION BETWEEN WORDS
*ALLOWED PUNCTUATION MARKS ARE ? , AND .
*PUNCTUATION MUST PRECEDE ESCAPE
*MUST HAVE SPACE BETWEEN NUMBERS. EX: 2 A 1 0
*
*NOT ALLOWED!
*1) MORE THAN ONE SPACE BETWEEN WORDS
*2) MORE THAN ONE PUNCTUATION MARK BETWEEN WORDS
*3) ADJACENT PUNCTUATION MARK AND SPACE

```

```

43C0 CE 41A0    ENGLISH LDX   $MSG2  00000646
43C3 0D E07E    JSR   $E07E    PROMPTING MSG
43C6 CE 3B00    LDX   $TABLE   00000654
43C9 0D E1AC    GETIN JSR   $E1AC    KEYBOARD INPUT
43CC 01 0D      CMP   A  $D     CR?
43CE 27 F9      BEQ   GETIN    YES
43D0 01 0A      CMP   A  $A     LF?
43D2 27 F5      BEQ   GETIN    YES
43D4 01 7F      CMP   A  $7F    RUBOUT?
43D6 26 13      BNE   SKIP2    00000682
43DB 0C 3B00    CFX   $TABLE   FIRST ENTRY?
43DB 27 EC      BEQ   GETIN    00000690
43DD 09         DEX          DECR X TO WRITE OVER ERROR
43DE 06 0B      LDA   A  $B     00000698
43E0 0D E1D1    JSR   $E1D1    00000702
43E3 06 23      LDA   A  $23    00000706
43E5 0D E1D1    JSR   $E1D1    00000710
43E8 7E 43C9    JMP   GETIN    00000714
43EB 01 1B      SKIP2 CMP   A  $1B    ESCAPE?
43ED 27 06      BEQ   INEND2   00000722
43EF A7 00      STA   A  0,X   STORE ASCII CHAR IN TABLE
43F1 0B         INX          INCR. ADDR
43F2 7E 43C9    JMP   GETIN    00000734
43F5 06 04      INEND2 LDA   A  $4   END OF TABLE MARK
43F7 A7 00      STA   A  0,X   00000742
43F9 CE 3D00    LDX   $VTABLE  X GETS BEGIN OF VOTRAX TABLE
43FC FF 414E    STX   VX          00000750
43FF CE 412B    LDX   $TEMP    X GETS TEMPORARY STORE ADDR
4402 FF 4148    STX   TX          00000758
4405 CE 3B00    LDX   $TABLE   X GETS ASCII TABLE ADDR
4408 A6 00      EOUT  LDA   A  0,X   00000766
440A 0B         INX          00000770
440B 01 04      CMP   A  $4     END?
440D 26 11      BNE   SPCHK2   00000778
440F FE 414E    LDX   VX          00000782
4412 06 0F      LDA   A  $BF    END OF V TABLE MARK
4414 A7 00      STA   A  0,X   00000790
4416 CE 3D00    LDX   $VTABLE  START OF TEXT
4419 0D 435E    JSR   $MSG     OUTPUT SPOKEN TEXT
441C 0D 43B6    JSR   ENDCHK   00000802
441F 39         RTS          00000806

```


4420	FF 4146	SFCHK2	STX	AX	00000810	448D	BD E1D1	JSR	#\$E1D1	OUTPUT CR		
4423	81 20		CMP	A	SPACE?	4490	86 0A	LDA	A	00001022		
4425	27 1B		BEQ	STNULL	00000818	4492	BD E1D1	JSR	#\$E1D1	OUTPUT LF		
4427	81 2C		CMP	A	, ?	4495	86 20	LDA	A	00001030		
4429	27 17		BEQ	STNULL	00000826	4497	BD E1D1	JSR	#\$E1D1	OUTPUT 2 SPACES		
442B	81 2E		CMP	A	. ?	449A	BD E1D1	JSR	#\$E1D1	00001038		
442D	27 13		BEQ	STNULL	00000834	449D	CE 412B	LDX	TEMP	00001042		
442F	81 3F		CMP	A	? ?	44A0	BD E07E	JSR	#\$E07E	OUTPUT INVALID WORD		
4431	27 0F		BEQ	STNULL	00000842	44A3	CE 41C1	LDX	MSG3	00001050		
4433	FE 414B		LDX	TX	00000846	44A6	BD E07E	JSR	#\$E07E	OUTPUT ERROR MSG		
4436	A7 00		STA	A	STORE LETTER	44A9	39	RTS		RETURN		
4438	0B		INX		00000854	44AA	B7 4141	AWRD	STA	A	SAVA	00001062
4439	FF 414B		STX	TX	00000858	44AD	B4 3F		AND	A	##3F	MASK BITS 6&7
443C	FE 4146		LDX	AX	00000862	44AF	B7 413F		STA	A	XADR	00001070
443F	7E 440B		JMP	EOUT	00000866	44B2	B6 4141		LDA	A	SAVA	00001074
4442	86 04	STNULL	LDA	A	END OF TABLE MARK	44B5	FE 413F		LDX	XADR		00001078
4444	FE 414B		LDX	TX	00000874	44B8	FF 414C		STX	BX		00001082
4447	A7 00		STA	A	STORE AT END OF TABLE	44BD	81 04	CPNULL	CMP	A	#\$	END OF WORD?
4449	CE 412B		LDX	TEMP	00000882	44BD	27 1B		BEQ	WDEND		YES
444C	A6 00		LDA	A	00000886	44BF	FE 414C		LDX	BX		00001094
444E	0B		INX		00000890	44C2	E6 00		LDA	B	0,X	00001098
444F	FF 414B		STX	TX	00000894	44C4	0B		INX			00001102
4452	81 2F		CMP	A	ZERO CODE	44C5	FF 414C		STX	BX		00001106
4454	22 03		BHI	NUMCH	A > OR = 0?	44C8	11		CRA			B=A?
4456	7E 44B0		JMP	NOTNUM	NOT A NUMBER	44C9	26 51		BNE	RSTR		00001114
4459	81 39	NUMCH	CMP	A	A < OR = 9?	44CB	FE 414B		LDX	TX		00001118
445D	22 23		BHI	NOTNUM	00000914	44CE	A6 00		LDA	A	0,X	00001122
445D	CE 4150		LDX	ZERO	START OF V NUMBER CODES	44D0	0B		INX			00001126
4460	C6 30		LDA	B	00000922	44D1	FF 414B		STX	TX		00001130
4462	11	CPND	CRA		A=8?	44D4	7E 44BB		JMP	CPNULL		00001134
4463	26 0F		RNE	CHK10	00000930	44D7	FE 414C	WDEND	LDX	BX		00001138
4465	BD 439C		JSR	ENCODE	STORE V CODES IN TABLE	44DA	E6 00		LDA	B	0,X	00001142
446B	CE 412D		LDX	TEMP	00000938	44DC	0B		INX			00001146
446D	FF 414B		STX	TX	00000942	44DD	FF 414C		STX	BX		00001150
446E	FE 4146		LDX	AX	00000946	44E0	C1 7F		CMP	B	##7F	V CODE?
4471	7E 440B		JMP	EOUT	00000950	44E2	23 38		BLS	RSTR		BRANCH IF ASCII
4474	5C	CHK10	INC	B	INCR B	44E4	C1 BF		CMP	B	##BF	END OF TABLE?
4475	0B		INX		INCR ADDR	44E6	27 A3		BEQ	NOTWD		00001166
4476	0B		INX		00000962	44EB	FE 414E	STCODE	LDX	VX		00001170
4477	0B		INX		00000966	44EB	E7 00		STA	B	0,X	STORE CODE IN VTABLE
447B	0B		INX		00000970	44ED	0B		INX			00001186
4479	0B		INX		00000974	44EE	FF 414E		STX	VX		00001190
447A	0B		INX		00000978	44F1	FE 414C		LDX	BX		00001194
447B	0B		INX		00000982	44F4	E6 00		LDA	B	0,X	GET CHAR FROM WORD TABLE
447C	0B		INX		00000986	44F6	0B		INX			00001202
447D	7E 4462		JMP	CPND	00000990	44F7	FF 414C		STX	BX		00001206
4480	81 40	NOTNUM	CMP	A	LETTER A OR GREATER?	44FA	C1 BF		CMP	B	##BF	00001207
4482	22 03		BHI	CHKLT	00000998	44FC	27 04		BEQ	SKIP1		00001208
4484	7E 44BB		JMP	NOTWD	NOT A WORD	44FE	C1 7F		CMP	B	##7F	V CODE?
4487	81 5A	CHKLT	CMP	A	LETTER Z OR LESS?	4500	22 E6		BHI	STCODE		BRANCH IF V CODE
4489	23 1F		BLS	AWRD	BRANCH IF WORD	4502	C6 83	SKIP1	LDA	B	##83	PAUSE CODE
448B	86 0D	NOTWD	LDA	A	00001014	4504	FE 414E		LDX	VX		00001222

```

4507 E7 00      STA B 0,X      STORE PAUSE IN V TABLE
4509 08         INX          00001230
450A FF 414E    STX          VX      00001234
450D CE 412B    LDX          #TEMP   00001238
4510 FF 4148    STX          TX      00001242
4513 FE 4146    LDX          AX      00001246
4516 7E 4408    JMP          EOUT    00001250
4519 7E 4408 PASJMP JMP      NOTWD   00001254
451C CE 412B RSTR LDX          #TEMP   00001258
451F FF 4148    STX          TX      00001262
4522 FE 414C    LDX          RX      00001266
4525 E6 00      GETB1 LDA B 0,X      00001270
4527 08         INX          00001274
4528 C1 7F      CMP B #7F      VCODE?
452A 23 F9      BLS          GETB1 BRANCH IF ASCII
452C E6 00      GETB2 LDA B 0,X      00001286
452E 08         INX          00001290
452F C1 BF      CMP B #BF      00001294
4531 27 E6      BEQ          PASJMP 00001298
4533 C1 7F      CMP B #7F      VCODE?
4535 22 F5      BHI          GETB2 BRANCH IF VCODE
4537 09         DEX          DECR INDEX
453B FF 414C    STX          RX      00001314
453D FE 4148    LDX          TX      00001318
453E A6 00      LDA A 0,X      00001322
4540 08         INX          00001326
4541 FF 4148    STX          TX      00001330
4544 7E 44BB    JMP          CPNULL 00001334
4547 39         RTS          RETURN

```

```

*WLIST: SUBROUTINE TO OUTPUT A LIST OF WORDS
*IN VOCABULARY.
*WORD ADDR, WORD, AND HEX CODES ARE PRINTED.

```

```

4548 06 0D      WLIST LDA A #D      CR CODE
454A 0D E1D1    JSR          #E1D1  OUTPUT CR
454B 06 0A      LDA A #A      LF CODE
454F 0D E1D1    JSR          #E1D1  OUTPUT LF
4552 4F        CLR A        A=0
4553 4C        ADD1 INC A      A=A+1

```

```

4554 B7 4141    STA A SAVA      00001386
4557 FE 4141    LDX          SAVA   00001390
455A FF 4143    STX          SAVX   00001394
455D CE 4143 LOOPX LDX          #SAVX  00001398
4560 0D E0C8    JSR          #E0C8  OUT4HS (OUTPUT ADDR)
4563 0D E0CC    JSR          #E0CC  OUTPUT SPACE
4566 FE 4143    LDX          SAVX   00001410
4569 A6 00      NCHAR LDA A 0,X      00001414
456B 81 7F      CMP A #7F      ASCII?
456D 22 07      BHI          CODES NO
456F 0D E1D1    JSR          #E1D1  OUTPUT CHAR
4572 08         INX          INCR INDEX
4573 7E 4569    JMP          NCHAR 00001434
4576 B7 4145 CODES STA A TCODE     00001438
4579 08         INX          00001442
457A FF 4143    STX          SAVX   00001446
457D 0D E0CC    JSR          #E0CC  OUTPUT SPACE
4580 CE 4145    LDX          #TCODE 00001454
4583 0D E0CA    JSR          #E0CA  OUT2HS (OUT HEX VCODE)
4586 FE 4143    LDX          SAVX   00001462
4589 A6 00      LDA A 0,X      GET CHAR
458B 81 BF      CMP A #BF      END OF TABLE?
458D 27 11      BEQ          CKSAVA 00001474
458F 81 7F      CMP A #7F      ASCII?
4591 22 E3      BHI          CODES 00001482
4593 06 0D      LDA A #D      CR CODE
4595 0D E1D1    JSR          #E1D1  OUTPUT CR
4598 06 0A      LDA A #A      LF CODE
459A 0D E1D1    JSR          #E1D1  OUTPUT LF
459D 7E 455D    JMP          LOOPX 00001502
45A0 06 0D      CKSAVA LDA A #D      00001506
45A2 0D E1D1    JSR          #E1D1  CR
45A5 06 0A      LDA A #A      00001514
45A7 0D E1D1    JSR          #E1D1  LF
45AA 06 4141    LDA A SAVA      00001522
45AD 81 1A      CMP A #1A      00001526
45AF 26 A2      BNE          ADD1  NOT END OF LIST
45B1 CE 41DA    LDX          #MSG4  00001534
45B4 0D E07E    JSR          #E07E  PDATA1 (OUTPUT MSG)
45B7 39         RTS          00001542
                                END      00001546

```

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