

EASY SPEECH • 64TM

**COMPUTER SOFTWARE
SPEAKS EASILY!**



INSTRUCTION MANUAL

THEORY OF THE
EARTH AND ITS HISTORY

EASY SPEECH 64
OPERATING INSTRUCTIONS
C64 Version 2.0
Designed by Edward Garrity

Dear Customer,

Enclosed is your EASY SPEECH 64 Software Program for your SPEECH 64, voice synthesizer. Also enclosed are the operating instructions which explain how you can add speech to your existing programs.

EASY SPEECH 64, an advanced Text-Into-Speech system incorporates many additional features allowing your computer to speak any desired English text sentence entered from any of the 255 device ports.

The applications and uses for this type of system are endless. Text entered from the keyboard, displayed on the screen, incorporated in your own programs, resident in game software, now has the ability to be spoken automatically!

For further information regarding speech synthesis with the use of allophones, How To Make Your Computer Talk by Steven J. Veltri (a McGraw-Hill Publication) can be referenced. The last pages of this manual describe the features for other speech products for the C64 computer, namely INTELLIGENT TALKING TERMINAL 64, HEARSAY 64 and The RECOGNIZER 64. For more information please contact your local dealer or R.I.S.T., Inc.

Yours truly,

R.I.S.T., Inc.

NOTE: The following instructions are for use with version 2.0. Version 2.0 interfaces with the SPEECH 64 module only. (This is a black module that plugs into the expansion slot of your Commodore 64). Please note that EASY SPEECH 64 software requires the SPEECH 64 voice synthesizer to operate.

WARNING

The EASY SPEECH 64 software is Copyright 1984 by RIST, Inc. All rights reserved. EASY SPEECH 64 is COPY PROTECTED. Any attempts to copy the disk will damage it. One backup per customer may be obtained for \$5.00 plus shipping and handling. To order backups contact RIST, Inc.

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PO Box 499 Fort Hamilton Station
Brooklyn, NY 11209

CHAPTER 1 MAKING YOUR SOFTWARE PROGRAMS SPEAK

After inserting the EASY SPEECH 64 disk type:

```
LOAD "*",8,1
```

The program takes approximately 60 seconds to load. After the program is loaded it is automatically RUN.

THE MAIN MENU

When the main menu screen appears, you will have to choose one of the following depending on your application program.

```
F1 - Pre-existing Software
F3 - Modify EASY SPEECH 64
```

F1 - PRE-EXISTING SOFTWARE

By entering F1 the system will be set up to work with most pre-existing software automatically. This includes all the Infocom Commodore Adventure Game Series (e.g. ZORK TRILOGY etc.), Any other of your cartridges may speak also, however in some instances the memory locations of the application program and EASY SPEECH 64 may conflict. Here you may need to modify EASY SPEECH 64 using F3.

If you want any of your basic programs to speak, it can be accomplished with F1 and the use of "PRINT" statements.

For example, at the point in your program when you want the synthesizer to speak, just print the desired phrase in a PRINT statement.

```
EXAMPLE:      10 GOTO 200
               20 For X = 1 TO L
               30 I = 1
               40 PRINT "HELLO"
```

At line 40 the synthesizer will say "HELLO". It's as simple as that to incorporate speech in any program! While playing, the text printed to the screen will be spoken. This feature enhances the program and makes them more enjoyable and fun to play. It adds personality to your programs!

After depressing F1, EASY SPEECH 64 will be installed into the operating system and you may load in your software programs. Upon loading your program follow the appropriate instructions, and they will speak!

NOTE: To turn the Voice OFF while in your program, press the CONTROL and the V keys simultaneously. This "CNTL V" command turns the voice ON and OFF.

CAUTION: If your program does not speak, then EASY SPEECH 64 must be modified to another area of memory. Reload EASY SPEECH 64 and proceed to F3.

F3 - MODIFY EASY SPEECH 64

EASY SPEECH 64 is an advanced text into speech system incorporating many features. It can speak text outputted through any of the computer's 255 ports - serial bus, printer, screen, disk drive etc. It can be relocated in either two areas of memory in order not to conflict with other programs. It has two different voices that may be used and also dictionary file capability to obtain 100% accuracy in pronunciation.

EASY SPEECH 64 is pre-set to read text outputted to the screen of the Commodore. It is stored in an area least likely to interfere with any other programs. The voice is pre-set for high, the pitch for low and there isn't any dictionary stored. If any of these conditions need to be changed depress F3 and proceed to the OPTIONS MENU

OPTIONS MENU

The OPTIONS MENU enables you to change the setting of either of five items; device number, memory location of text into speech, voice, pitch or dictionary. The status indicates the present settings of the EASY SPEECH 64 program. To change the status select the number of the item you wish to change.

NOTE: After all changes are made you must RETURN to the MAIN MENU and press F1.

1 - DEVICE NUMBER

Many "add on" devices or peripherals may be connected to the Commodore 64. They are connected through the "ports" of the computer. There are 255 device ports. EASY SPEECH 64 may be set up to speak any text sent to any of these ports. The following ports that may be used are:

DEVICE NUMBER	DESCRIPTION
1	Tape Recorder
2	*RS232
3	Screen
4	Printer 1
8	Disk drive
4-255	Serial Bus

For example if you want your computer to speak any text sent to device 20 you would select device 20 (By pressing 20,"RETURN"). With EASY SPEECH 64 installed for device 20, any text sent to device 20 in your program, will speak! Alternatively if you want the text that's sent to the printer spoken, you would select device 4 (By pressing 4 when device # is selected).

Most pre-existing software sends text to the screen hence F1 sets the device number to 3 automatically. Upon selecting device #3, anything sent to the screen will be spoken.

NOTE: For the RS232 modem port the INTELLIGENT TALKING TERMINAL 64 program is required. Its advanced features are listed at the end of this manual. Contact your local dealer for pricing and availability.

2 - MEMORY LOCATION OF EASY SPEECH 64

EASY SPEECH 64 may be located in either of two areas of memory, BASIC or KERNAL. This enables EASY SPEECH 64 to be more versatile and work with most pre-existing software on the market. If your program does not work when entering F1 in the MAIN MENU try changing the Memory Location to BASIC by pressing the "B" for BASIC, key. To return to the KERNAL area, press the "K" key.

WARNING: If your software program utilizes both areas of memory EASY SPEECH 64 will NOT operate properly and internal errors may occur or appear on the screen.

3 - VOICE

EASY SPEECH 64 can speak in either of two voices, HIGH and LOW. The system is automatically set for the HIGH voice. To set the LOW voice press "L". To return the system to HIGH voice, press "H".

4 - PITCH

EASY SPEECH 64 can speak in either of two pitches or intonations, HIGH and LOW. The system is automatically set for LOW pitch. To set the HIGH pitch, press "H". To return the system to LOW pitch, press "L".

5 - DICTIONARY USAGE

A unique feature of EASY SPEECH 64 is its ability to store words in a dictionary file. If words are mis-pronounced they may be corrected, giving EASY SPEECH 64 100% accuracy in pronunciation.

After selecting #5 in the OPTIONS MENU the DICTIONARY screen will appear. The screen is divided into 3 windows, the TEXT WINDOW, the ALLOPHONE WINDOW and the COMMAND WINDOW.

The following COMMANDS are used to enter in text into the TEXT window, or allophones into the ALLOPHONE window of the dictionary file. Any word or phrase may be entered. All of the single letter commands are upper case (shift key required).

COMMAND	DESCRIPTION
"Allophones"	The allophones listed in Appendix I maybe entered directly by name to create any word or phrase. These will be entered in the ALLOPHONE WINDOW.
"T" return	Allows you to enter the text window and the right position pointer will appear. If the text window is empty (ie. creating a new word or phrase) press the Insert key, the left position pointer will appear and you may enter in any word or group of words as they are spelled. The maximum number of text characters that may be entered at any one time is 67 characters (2 lines of text). A RETURN must be pressed to enter in more than 2 lines of text. The new text string will be added to the end of the existing text. If you exceed this boundary, CLEAR it and start over. To clear, use the HOME and CLEAR commands.

NOTE: In the "T" text mode, the following punctuation marks represent different pauses.

PUNCTUATION	PAUSE (milliseconds)
-	10
space	20
;;	100
()+*/	200
!?	400

"RETURN"
(directly after
text has been
written)

Converts the text to the allophone symbols which appear in the allophone window.

"RETURN"

(after text has been converted) Speaks the text or allophones entered.

The following EDITING COMMANDS are used to EDIT the text or the allophones entered into either the text or the allophone window.

NOTE: The arrow indicates the position of the editing operation. To EDIT, YOU MUST MOVE THE ARROW TO THE DESIRED POINT.

COMMAND	DESCRIPTION
CURSOR LEFT	Moves the position pointer left one position at a time.
CURSOR RIGHT	Moves the position pointer right one position at a time.
DELETE KEY	Deletes allophone or character at the current position pointer one at a time.
INSERTING	ALLOPHONE WINDOW: To INSERT enter an allophone. The next allophon entered will be inserted into the phrase at the current position. TEXT WINDOW: To INSERT text, press the shift key and the "T" key simultaneously, to enter the text window. You may now begin inserting text in between the arrows. After hitting "RETURN" the text will be converted and the allophones inserted at the position pointer in the allophone window.
HOME Key	Positions the arrow back to the beginning of the window.
CLEAR Key	Deletes all the text or allophones after the arrow. After clearing the windows, new phrases and words may be entered.

The following DICTIONARY COMMANDS are used to create and store dictionary files.

"A" Adds a word or phrase to the end of the dictionary file. You cannot add a word with the same name to the dictionary file that has already been stored. You must first delete the old word then add the new one.

NOTE: When returning to the OPTIONS MENU the words presently added to the DICTIONARY become part of the EASY SPEECH 64 program.

"D" Deletes one word at a time from the dictionary file.

"C" Catalogs the words stored in a dictionary file. The words will appear on the screen 20 at a time. Depressing any key will return you to the allophone window after all words have been listed.

"E" Erases all words in the dictionary file.

"S" Saves the corrected words in the dictionary file on disk. An unlimited number of dictionaries may be saved on a disk depending on how much space you have to utilize. Dictionaries MUST be saved on disks other than EASY SPEECH 64. To operate proceed with the following: 1- Type "S" "RETURN" 2- Insert NEW disk into disk drive 3- Type the filename of the dictionary to be saved 4- Once saved, replace EASY SPEECH 64 disk.

"L" Loads the desired dictionary file from disks into memory. To operate, proceed with the following: 1 - Insert the disk with the desired dictionary file. 2 - Type "L" "RETURN" 3 - Enter the filename of the desired dictionary file to be loaded.

NOTE: When returning to the OPTIONS MENU the dictionary file in memory at that time will be added to the EASY SPEECH 64 program.

OTHER COMMANDS

"F" Lists a directory of all the files contained on your disk. Also shows how many blocks of memory are free at any time.

"K" Used to send commands to the disk drive, (eg. S:Filename to scratch a particular file etc.)

"H" Help Screen. When in doubt of which command to use consult the help screen for easy look up.

"N" Lists the allophones and their corresponding decimal codes in two columns for easy access and look up. To be used for machine language programs. Depressing any key will convert back to the allophone string after all the allophones are displayed.

"X" Exits the DICTIONARY and returns to the OPTIONS MENU (F3).

NOTE: The allophones are displayed 20 at a time on the screen.

THE COMMAND WINDOW - This window lists all the commands of the system and prompts you for every entry once a command has been made.

APPENDIX I

ALLOPHONE	SAMPLE WORDS	DECIMAL	HEX
SILENCE (pauses)			
- (dash)	- before b, d, g, and j	0	00
ˈ (apostrophe)	- before b, d, g, and j	1	01
(space)	- before p, t, k, ch	2	02
, (comma)	- between clauses and sentences	3	03
. (period)	- end of sentences	4	04
*SHORT VOWELS			
*ɪ	- <u>sitting</u> , <u>stranded</u>	12	0C
*e	- <u>extend</u> , <u>gentlemen</u> , <u>end</u>	7	07
*ɛh	- <u>extract</u> , <u>acting</u> , <u>hat</u>	26	1A
*ʊh	- <u>cookie</u> , <u>full</u> , <u>book</u>	30	1E
*o	- <u>talking</u> , <u>song</u> , <u>ought</u>	23	17
*u	- <u>lapel</u> , <u>instruct</u> , <u>succeed</u>	15	0F
*a	- <u>pottery</u> , <u>cotton</u> , <u>hot</u>	24	18
LONG VOWELS			
(ee)	- <u>treat</u> , <u>people</u> , <u>penny</u> , <u>see</u>	19	13
(aa)/(ay)	- <u>great</u> , <u>statement</u> , <u>tray</u> , <u>beige</u>	20	14
(ii)	- <u>kite</u> , <u>sky</u> , <u>mighty</u>	6	06
(oy)	- <u>noise</u> , <u>toy</u> , <u>voice</u> , <u>boy</u>	5	05
(ou)	- after clusters with YY: <u>computer</u>	22	16
(ouu)	- in monosyllabic words: <u>two</u> , <u>food</u>	31	1F
(oo)/(eau)	- <u>zone</u> , <u>close</u> , <u>snow</u>	53	35
(ow)	- <u>sound</u> , <u>mouse</u> , <u>down</u>	32	20
(il)	- <u>little</u> , <u>angle</u> , <u>gentlemen</u>	62	3E
R-COLORED VOWELS			
(er)	- <u>letter</u> , <u>furniture</u> , <u>interrupt</u>	51	33
(err)	- monosyllables: <u>bird</u> , <u>fern</u> , <u>burn</u>	52	34
(or)	- <u>fortune</u> , <u>adorn</u> , <u>store</u>	58	3A
(ar)	- <u>farm</u> , <u>alarm</u> , <u>garment</u>	59	3B
(ear)	- <u>hear</u> , <u>earring</u> , <u>irresponsible</u>	60	3C
(aer)	- <u>hair</u> , <u>declare</u> , <u>stare</u>	47	2F
RESONANTS			
(w)	- <u>we</u> , <u>warrant</u> , <u>linguist</u>	46	2E
(rr)	- initial position: <u>read</u> , <u>write</u> , <u>x-ray</u>	14	0E
r	- initial cluster: <u>brown</u> , <u>crane</u> , <u>grease</u>	39	27
l	- <u>like</u> , <u>hello</u> , <u>steel</u>	45	2D
y	- clusters: <u>cute</u> , <u>beauty</u> , <u>computer</u>	49	31
(yy)	- initial position: <u>yes</u> , <u>yarn</u> , <u>yo-yo</u>	25	19

VOICED FRICATIVES

v	- vest, prove, even	35	23
(dth)	- word-initial position: <u>this</u> , <u>then</u> , <u>they</u>	18	12
(dth2)	- <u>bathe</u>	54	36
z	- zoo, phase	43	2B
(zh)	- <u>beige</u> , <u>pleasure</u>	38	26

VOICELESS FRICATIVES

*f	- food	40	28
*(th)	- <u>thin</u>	29	1D
*s	- sit	55	37
(sh)	- <u>shirt</u> , <u>leash</u> , <u>nation</u>	37	25
h	- before front vowels: (ear), (ee), i (aa), e, (aer), (eh) - <u>he</u> , <u>hen</u> , <u>hit</u> , <u>hear</u> , <u>heat</u> , <u>hay</u> , <u>hair</u>	27	1B
(hh)	- before back vowels: (ou), (uh), (oo) (or), (ar) - <u>hue</u> , <u>hook</u> , <u>hoe</u> , <u>hoist</u> , <u>hawk</u>	57	39
(wh)	- <u>white</u> , <u>whim</u> , <u>twenty</u>	48	30

+VOICED STOPS

b	- final position: <u>rib</u> ;		
	between vowels: <u>fiber</u> , <u>bleed</u> , <u>brown</u>	28	1C
(bb)	- initial position before a vowel; <u>beast</u>	63	3F
d	- final position: <u>played</u> , <u>end</u>	21	15
(dd)	- initial position: <u>down</u> ; clusters: <u>drain</u>	33	21
g	- before high front vowels: (ear), (ee), i, (aa), e, (aer): <u>guest</u>	36	24
(gg)	- before high back vowels: (ou), (uh), (oo), (oy), u: and cluster: <u>green</u> , <u>glue</u>	61	3D
(ggg)	- before low vowels: (eh), (ow), (ii), (ar), a, o, (or), (er); and medial clusters: <u>anger</u> ; and, final position: <u>peg</u>	34	22

+VOICELESS STOPS

p	- <u>pleasure</u> , <u>ample</u> , <u>trip</u>	9	09
t	- final clusters before ss: <u>tests</u> , <u>its</u>	17	11
(tt)	- all other positions: <u>test</u> , <u>street</u>	13	0D
k	- before front vowels: (ear), (ee), i, (aa) e, (aer), (ii), (eh), (er), u initial clusters: <u>cute</u> , <u>clown</u> , <u>scream</u>	42	sA
(ck)	- final position: <u>speak</u> ; final clusters: <u>task</u>	41	29
c	- before back vowels: (ou), (uh), (oo), (oy), (or), (ar), 0; initial clusters; <u>crane</u> , <u>quick</u> , <u>clown</u> , <u>scream</u>	8	08
(ch)	- <u>church</u> , <u>feature</u>	50	32
j	- <u>judge</u> , <u>injure</u>	10	0A
m	- <u>milk</u> , <u>alarm</u> , <u>ample</u>	16	10
n	- before front and central vowels: (ear), (ee), i, (aa), e, (aer), (eh), (er), u, (ow), (ii), (ou), final clusters: <u>earn</u>	11	0B

(nn)	- before back vowels: (uh), (oo)		
	(oy), (or), (ar), a: no	56	38
(ng)	- string, anger, anchor	44	2C

*These allophones may be doubled for initial position and used singly in final position.

+Require a pause before these allophones.

NOTE: Underlined letters indicate allophone sounds.

90 DAY LIMITED WARRANTY

RIST, Inc. makes the following limited warranties. These limited warranties extend to the original consumer purchaser or any person receiving this device as a gift from the original consumer purchaser and to no other purchase or transferee.

Every product manufactured by RIST, Inc. is fully tested and quality checked before shipment and is warranted to be free from defects in materials and workmanship for a period of 90 days from date of purchase. During that time period, RIST, Inc. will, at no charge, repair or replace any defective unit returned to its Service Department (see shipping instructions below).

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WARRANTY REGISTRATION

On the following WARRANTY REGISTRATION CARD, items number 1, 2, and 3 are required for R.I.S.T., Inc. to extend the Full 90-day Limited Warranty and also enable you to get a free upgrade when available to be used with HERESAY 64 and The RECOGNIZER 64. The information following will assist us in providing you with a continued supply of high-quality products, and will allow us to enter your name on our mailing list.

(Registration card must be submitted within 10 days after date of purchase). Warranty coverage is located above.

1. NAME: _____
ADDRESS: _____

2. PRODUCT PURCHASED: _____ DATE: _____
COMPUTER: _____ PRICE: _____
3. PLACE OF PURCHASE NAME: _____
ADDRESS: _____

4. COMPUTER MAGAZINES READ MOST ARE: _____

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INTELLIGENT TERMINAL • 64™

TALKING

The Intelligent Talking Terminal • 64™ is an Advanced telecommunications package for the Commodore 64™ that **TALKS!**

Enhance your Commodore 64™ by becoming part of the new and exciting world of TELECOMPUTING and SPEECH SYNTHESIS. **SIMPLY!**

Intelligent Talking Terminal • 64™ can be used WITH or WITHOUT the speech synthesis feature. Access schools, libraries, database networks, bulletin boards and more; and just think of all the fun-filled hours you can have by having them TALK TO YOU. **EASILY!**

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THE ONLY TELECOMMUNICATIONS PACKAGE YOU'LL EVER NEED . . . THAT TALKS TOO!

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- Speaks incoming text — voice stays on or turns off at a touch of the keyboard

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- 80 column operation **WITHOUT** any additional hardware
- Send and receive files and programs of **ANY** size
- Optional line formatting to prevent word wrap
- Compatible with sequential file word processors
- Built in disk drive commands
- Auto log on — single key entry of password and ID numbers
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 - Semigraphics — BLOCK graphics
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 - Fine graphics — HIGH resolution
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- Personalize your computer for easy execution
 - 20 Function keys — definable
 - 10 text strings — definable
 - All keys — redefinable
 - Screen and border colors — redefinable
- Translation tables are **EASILY** redefinable including ASCII to PETASCII conversion
- Complete and easy to understand instruction manual

Add new dimensions to your Database networks by having them TALK TO YOU!



FOR
USE WITH
OR WITHOUT:

THE
VOICE
MESSANGER
SPEECH • 64

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HEARSAY • 64™
VOICE RECOGNIZER
for the COMMODORE 64™

HEARSAY • 64™ is the voice recognizer for the Commodore 64™. With the power of HEARSAY • 64™, your computer will "understand" your spoken commands. **SIMPLY!**

NOW, concentrate on your objectives, rather than on what keys to press, and achieve them. **QUICKLY!**

HEARSAY • 64™ will provide you and your computer with many fun-filled hours. To set it up, just follow a few simple steps. It's **EASY!**

So if you can't type, relief is at hand. The day that you could talk to your computer is not just heresay, it's HEARSAY!

FEATURES

- Customized software OBEYS! — easily integrated into your own programs
- 64 word/phrase library — discrete words or phrases up to 1.5 sec duration
- Parallel Keyboard — speech input is identical to keyboard input
- Concurrent use of voice or keyboard
- Speaker dependent — anyone can train HEARSAY • 64™ **easily**
- Any language or dialect
- 95-99% accuracy
- Simple BASIC commands for easy programability
- Complete and easy to understand instruction manual
- Built in microphone
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- Easy training of words
- Demonstration software with recognition capability included
- Interfaces to the Voice Messenger speech synthesizer
- Powerful, Practical, Personal

Advanced Recognition/Synthesis Capability Incorporated

- With the use of The RECOGNIZER • 64™ program, your pre-existing software understands your VOCAL commands also.
- For use with our complete line of recognition software **that TALKS TOO!**

PERSONIFY YOUR COMMODORE 64 WITH HEARSAY • 64™ and The RECOGNIZER • 64™

The RECOGNIZER • 64™

**AN ADVANCED VOICE
RECOGNITION PROGRAM
for the COMMODORE 64™**

The RECOGNIZER • 64™ is an advanced voice recognition program to be used with HEARSAY • 64™, the R.I.S.T. voice recognizer for the Commodore 64™. Enhance your HEARSAY'S capabilities and give your pre-existing software the **POWER TO UNDERSTAND SPOKEN COMMANDS SIMPLY!**

Commands incorporated in your adventure games, educational software, business software word processors and more, can NOW be operated by your Voice. **EASILY!**

The RECOGNIZER • 64™ will provide you and your computer with many fun-filled hours. After loading, you can begin talking to your computer **IMMEDIATELY!**

So when you used to type . . . you can now TALK!

FEATURES

- All of the above features plus the following
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 - Adventure Games — OBEY!
 - Educational Software — OBEYS!
 - Business Software — OBEYS!
 - Word processors — OBEY!
- Voice command mode stays on or turns off at a touch of the keyboard
- Rejection capability - Disregards invalid commands
- Easy storage of trained words — for use anytime
- Easy to use — just LOAD "♦"; 8

The RECOGNIZER • 64™ will add new dimensions to your pre-existing software; your VOICE is its Command!

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Contact your local dealer





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