

# Serial Speech Synthesizer SAM

*a serial port controlled text-to-speech synthesizer based on the famous  
software from: Don't Ask Software*

# User Manual

this manual is intended for firmware version:  
V20211010 (October 10, 2021)



## Introduction and credits

Finally it's there, a cheap (CBM userport serial (TTL-level) RS-232) based text-to-speech synthesizer. Which uses the voice of SAM (Software Automatic Mouth, the famous speech synthesizer software of the 80's). Intended mainly for the VIC-20, but there is no reason why you can not use it with your C64, C128 or Plus4. Although electrically it can be made to work with the PET series of computers, there is a problem with the kernal of the PET-series of computers and that is that they don't support RS-232 in the same way as the VIC-20/C64/C128/Plus4. Meaning that making SSSSAM work on a PET computer does require some heavy coding, which is beyond the scope of this manual. In other words, SAM doesn't work on a PET.

This device does not consume any RAM resources or require a SID chip. It can be controlled over a simple 2400 baud serial TTL RS-232 port (available on the userport). Making your computer speak is now a matter of sending text to this serial port, in a way that is almost similar to an ordinary PRINT statement.

If the best way to describe this device would be to compare it to existing hardware, then it perhaps should be compared to the Votrax speech synthesizer. The Votrax speech synthesizer is a serial port controlled device that can also be used in combination with the VIC-20 and the Scott Adams adventure games. And that is also the main reason for this project.

Because this device is based on the SAM speech synthesizer its functionality is equal to that of the original SAM speech synthesizer, therefore, many parts from this manual were directly copied from the user manual of SAM, from: Don't Ask Software. However, because this is a device and not a piece of software, there are some differences regarding its use. The main difference is the way settings need to be done. Also because some extra features and details are explained in this manual, for instance how to make SAM sing, which is a feature not very well described in the original manual.

This project is a good example of how software can evolve when it reaches the open source domain. It all started with the Don't Ask Software writing the original speech synthesizer which over the years has been ported and shaped by various independent hobbyists eventually resulting in a device like this.

Although this project is named SSSSAM (which stands for: Serial Speech Synthesizer SAM), in this manual you'll mostly find the text SAM, simply because it improves readability.

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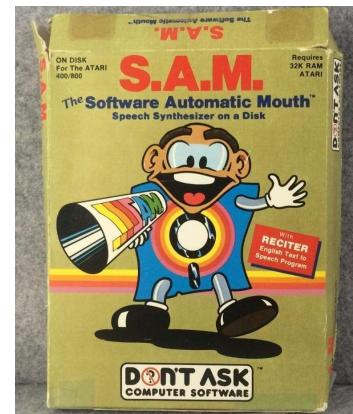
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# 1 History of SAM

## 1.1 What/who is SAM

SAM stands for Software Automatic Mouth. It is a speech synthesis program (no additional hardware required) developed and sold by the company Don't Ask Software. The program was released for the Apple II, Lisa, Atari 8-bit family, and Commodore 64. Released in 1982, it is the first commercial all-software voice-synthesis program. Revolutionary, considering that most speech synthesis for home computers was done using dedicated speech synthesis hardware. Of which many commercial or DIY versions were based around the famous SP0256 from General Instruments.

The Apple version of SAM prefers additional hardware that contains DACs (in other words, a soundcard), although it can instead use the computer's one-bit audio output but with the side-effect of having much distortion. The Atari makes use of the embedded POKEY audio chip. Speech playback on the Atari normally disables interrupt requests and shuts down the ANTIC chip during vocal output. The audible output is extremely distorted speech when graphic and text display is turned on. The Commodore 64 makes use of the 64's embedded SID audio chip and therefore sounds much better under all circumstances.



Because SAM was completely software it required some RAM from the home computer, although not very much when considering modern standards, it was sometimes too much depending on what you needed to do with the same system. If you only have 64K of RAM you must spend wisely. But for the average BASIC programmer there was plenty of room left to use it in combination with your own BASIC programs if you wanted too. However... because it was software only, it was also copied by many people and it therefore was widely spread around the scene. Perhaps that contributed to the biggest part of its fame. Any way, many kids had a "copy" of the program. And so did I, making my C64 speak was something amazing and fascinating and that feeling never left me. Even today when we are surrounded by perfect speech synthesizers, they do have lost the magic of synthesized speech. But the sound of SAM still hasn't lost its magic and instantly reminds me of the 80's.

Although for some very good reasons, it wasn't available for the VIC-20 and other Commodore models. And especially for the VIC-20, that's exactly where this project "Serial speech synthesizer SAM" can be of help. By offloading the RAM and sound requirements to "simple" and cheap dedicated hardware the VIC-20 can do speech synthesis just like the C64 but without sacrificing system resources, for a system with only 5K of RAM that's a big deal! So now your unexpanded VIC-20 can speak with the voice of SAM, just like its big brother the C64. And the way it works makes it perfect to use it in combination with the series of Scott Adams text adventures. So if you own those text adventure cartridges you can now play them with speech synthesis which makes playing them even more fun.

This was all made possible by using the SAM software routines written by “Don't ask software”, they were ported from Assembly to C by Sebastian Macke and shaped into an ESP8266 compatible library by Earle F. Philhower who combined it with his already existing sound library. All I needed to do, was to write a wrapper around it to parse all data and settings through a TTL RS-232 serial interface. This way it allowed for easy interaction with an 8-bit computer. A small PCB was made, put into a nice box and now we can say that SAM has evolved from a home computer program to a piece of embedded software in a serial based hardware speech synthesizer. Allowing ALL 8-bit computer to speak, without expensive RAM upgrades or audio devices. All in one “simple” circuit named: SAM which stands for: Serial Speech Synthesizer SAM.

## 1.2 The logo

When you look at the logo of SAM (the left image), you'll instantly notice that the little guy is just a diskette with hands, head and feet. In other words, the logo proudly shows that SAM is software. However for this project SSSSAM, that wouldn't be accurate, although it is still software, that software no longer runs on the 8-bit computer. It runs inside the modern ESP8266 micro controller. So because you now plug it into your 8-bit computer instead of loading it from disk, a logo based around a disk would be wrong. But to emphasize the fact that SSSSAM is based around the same 80's technology as SAM, the logo must remain similar. Therefore the disk-body was replaced by an ESP8266-like body. This also shows that the sound is identical, because the head of the character is identical. The feet were mirrored, to make it look more like SAM is walking in the same direction as the megaphone, just to emphasize that SAM is still alive and kicking after almost four decades.



If you look closely to the megaphone of SAM, you'll notice that the old logo shows multiple S's. Now that didn't make much sense back then, but it does so now. As the three extra S's shown now stand for Serial Speech Synthesizer, which it basically is, since it is controlled over a serial "TTL" RS-232 interface and it is a speech synthesizer.

To spice up the tiny plastic box in which SAM now houses, a logo sticker was created showing the new logo and the full name of the project. But again emphasizing the fact that this is really the sound of SAM, the speech synthesizer software of the 80's, the name SAM is shown in huge letters on the sticker. The blue lines are an ode to the style of the manuals of the Commodore product line.



## 2 Using SAM

### 2.1 VIC-20 setup

This device plugs into the user-port of your CBM computer. Below a photo of the device plugged into a VIC-20. Using the audio mixing cable SAM speaks to you through your monitor speaker.



Make sure that your computer is switched off before you plug it in, the user-port connector requires some force to be inserted but always be careful and make sure that you insert it correctly. Considering the fact that this device connects to an old computer, always check if the contacts of the computers edge connector are clean and shiny. If they are dusty and dirty then they may require a cleanup first (for more information please refer to the trouble shooting section of this manual).

To reduce the costs and size of the device, this device does not have an integrated speaker. Therefore it can only function when connected to an external amplifier+speaker. This can be in the form of a simple battery operated walkman/discman/MP3 active speaker OR a set of heavy duty PC speakers. But the best way is perhaps as shown in the image above, using the speaker of the computer monitor by using the audio mixing cable.

The audio mixing cable is the preferred option, as it mixes the audio from the CBM computer with the audio of the speech synthesizer. Making it all sound much more “natural” because all the sound (SAM and the VIC-20) comes from the same speaker.



A great benefit of NOT having an integrated speaker (apart from the size and cost reduction) is the fact that you don't need an additional power supply to feed it. Additional power supplies could have all sorts of other issues for example different countries use different power plugs, ground potential differences, noise injection, etc. Drawing speaker power from your CBM computers power supply isn't really an option considering a speaker can draw a lot of current. It would not be wise to draw this current from the CBM computer simply because these power supplies were not designed for the purpose of feeding external devices, Commodore power supplies are running quite hot without an extra load already. But all those problems don't exist when using the audio mixing cable solution, keeping your computer cool and your desk less crowded.

More information regarding the audio mixing cable is in the “Technical info” section of this manual.

## 2.2 C64 setup

Regarding the C64 everything is exactly the same as it would be for the VIC-20. Please refer to that section for more details.



## 2.3 C128 setup

Regarding the C128 everything is exactly the same as it would be for the VIC-20. Please refer to that section for more details.



## 2.4 Plus4 setup

Regarding the Plus4 almost everything is exactly the same as it would be for the VIC-20. Please refer to that section for more details. However, there is one important difference and that is in the usage of the OPEN command. The OPEN command is required to properly configure the baudrate of the RS-232 serial port but the Plus4 uses different values for opening/configuring the serial port. Below an example of the difference. The 'x' in this example could be any value and is therefore not relevant. Please focus on the CHR\$ part of the example below:

```
OPEN x,2,x,CHR$(10)
```

replace the CHR\$(10) related text with the CHR\$(26)+CHR\$(5), so that the line will look like:

```
OPEN x,2,x,CHR$(26)+CHR$(5)
```



A simple two line BASIC example to make SAM speak on a Plus4 would then look like:

```
10 OPEN 1,2,3,CHR$(26)+CHR$(5):REM OPEN SERIAL PORT @ 2400Baud  
20 PRINT#1,"HELLO WORLD":REM SPEAK TEXT (NO OUTPUT TO SCREEN)
```

As long you as you keep this trivial information in mind, you will have no problem in making SAM function on a Plus4. In order to prevent confusion, this information is only shown here.

## 2.5 PET series setup

### **Attention:**

Because of the absence of kernal support for the RS-232 defined IO located on the userport of the PET computer, it is not possible to control SAM using a few BASIC commands. Therefore the simplicity of the concept does no longer apply to the PET series of computers. Although this could be made to work in a slightly different way, it currently is beyond the scope of this project.

Meaning that the SAM does not work on a PET computer!

For the experienced programmer(s) who does not fear in writing their own routines for handling the low-level RS-232 related signals and a way to process the data from the BASIC interface (most likely in the form of a wedge) the information below might be of use in order to connect the device to the PET computer.

In order to use SAM on a PET computer some small modifications need to be made to the PCB, this because the user-port of the PET computer does not supply +5V. This means that a 5V power supply connection must be made to the PET computer using an additional port, the cassette-port might be an option.

What needs to be done is that on the PCB of SAM, the 5V connection (which is made using a solderbased jumper connection) needs to be altered so that power can come from a set of wires (for which already two connections are reserved on the PCB) can be soldered to. The 5V connection needs to be safe and stable, do not use a cheap 5V power supply from a phone charger, as these might have some issues regarding capacitive coupling with the mains. It therefore is best to “steal” the 5V power from one of the IO-ports of the PET computer. The cassette-port is the best option.

Please refer to the chapters “schematic” and “userport connections” for more info regarding this subject. If you do not feel confident about this modification, please ask a friend with a decent amount experience regarding the modification of electronic circuitboards.

## 2.6 Make it speak

The SAM speech synthesizer is by default a text-to-speech synthesizer, so you can send it ASCII text directly and it will attempt to pronounce that. Just two lines of basic code can be enough to make your CBM computer speak. For example on a VIC-20, C64 or C128 you would need to type:

```
10 OPEN 1,2,3,CHR$(10):REM OPEN SERIAL PORT @ 2400Baud  
20 PRINT#1,"HELLO WORLD":REM SPEAK TEXT (NO OUTPUT TO SCREEN)
```

Make sure that there is no space(s) in the PRINT#1 command, otherwise a syntax error will be the response of your CBM computer.

Everything you want to send to the SAM speech synthesizer is done through the PRINT# command. It doesn't matter if it is text, phonemes or settings. The PRINT# statement is the most practical way to send data over the serial port connected to the SAM speech synthesizer. The example above was a bit static and may not be desired for speaking large amounts of text, in some cases it therefore may be preferred to use data statements, as shown below. As data statements have the power to give your program more structure and add all other sorts of values that may come in handy when writing a text adventure for example.

```
10 OPEN 1,2,3,CHR$(10):REM OPEN SERIAL PORT  
20 READ A$:REM READ DATA FROM TABLE  
30 IF A$=="*" THEN 99  
40 PRINT#1,A$:REM SPEAK TEXT  
50 PRINT A$:REM ALSO PRINT TO SCREEN  
60 FOR L=0 TO 2000:NEXT L:REM DELAY  
70 GOTO 20  
99 END  
100 DATA "THIS IS JUST AN EXAMPLE"  
110 DATA "OF USING DATA FROM A TABLE"  
120 DATA "*":REM END OF DATA
```

Now this example is still very simple in what it does. Because we use a very large delay to prevent SAM from overwhelming it with text. If we could only check if SAM is ready for more data... well, we can. By checking for the OK response. Or actually for the <RETURN> (which is the CHR\$(13)) that comes after it. This way we have some interaction between our basic program and SAM, instead of sending it text when we think it is ok, we will only be sending SAM text when we know it is ok. Which is exactly when SAM has finished speaking the requested text. The following example does that. SAM will recite the poem "Mary had a little lamb".

```

10 OPEN 1,2,3,CHR$(10):GOSUB 900
20 READ A$:IF A$="*" THEN 99
21 PRINT A$
22 PRINT#1,A$:GOSUB 910
25 GOTO 20
99 END
101 REM DATA TABLE
102 REM -----
103 DATA "MARY HAD A LITTLE LAMB."
104 DATA "IT'S FLEECE AS WHITE AS SNOW."
106 DATA "EVERWHERE THAT MARY WENT."
107 DATA "THE LAMB WAS SURE TO GO."
108 DATA "IT FOLLOWED HER TO SCHOOL ONE DAY."
109 DATA "WHICH WAS AGAINST THE RULES."
110 DATA "IT MADE THE CHILDREN LAUGH AND PLAY."
111 DATA "TO SEE THE LAMB AT SCHOOL."
112 DATA "AND SO THE TEACHER TURNED IT OUT."
113 DATA "BUT STILL IT LINGERED NEAR."
114 DATA "WHY DOES THE LAMB LOVE MARY SO?"
115 DATA "THE EAGER CHILDREN CRY."
116 DATA "WHY, MARY LOVES THE LAMB, YOU KNOW."
117 DATA "THE TEACHER DID REPLY."
199 DATA "*"
900 REM CLEAR SERIAL BUFFER
901 GET#1,A$:IFA$<>""      THEN 900
902 RETURN
910 REM WAIT FOR OK<RETURN>
911 GET#1,A$:IFA$<>CHR$(13) THEN 910
912 RETURN

```

Some words are written slightly different than you might expect, for example the word “children” is split into chil-dren. And “ling-curd” instead of lingered. This is the easiest way to enforce a better pronunciation because SAM seems to struggle with some words when written normally.

The choice for this poem is based on it’s historical significance, as it was the first recorded text spoken by Thomas A. Edison on his new invention, the tinfoil phonograph, in 1877.

## 2.7 Configuration

SAM is a speech synthesizer with many functions, it allows you to set various settings to make SAM sound differently. Below is a table of the commands. In order to use these commands simply specify them after the keyword -CONFIG, for example:

To set the speed to a value of 100 use the following command:

```
-CONFIG SPEED 100
```

Now you can't just type this in on your CBM, it doesn't work that way, you'll need to send this command (which is nothing more than plain text) to the serial port using the following method. First open the serial port (you may leave this out if it is already open)

```
OPEN 1,2,3,CHR$(10)
```

Then when the port is opened, you may send the command:

```
PRINT#1,"-CONFIG SPEED 100"
```

If more commands or text needs to be send, just use more PRINT# statements, since the serial port is already open. You may close the port when done, but this isn't really required. Just make sure to close not too soon, otherwise the serial port gets closed before the message has been send and nothing will happen.

On the next page are many more configuration commands. If for some reason you want to restore the settings back to the default (factory) values, this is how you can do that:

```
PRINT#1,"-CONFIG DEFAULT"
```

And in order to make these changes permanent, you must send the "save" command:

```
PRINT#1,"-CONFIG SAVE"
```

And if you have changed some settings, but haven't saved them yet, then you can undo these changes by sending the "load" command:

```
PRINT#1,"-CONFIG LOAD"
```

Then there is the DEBUG command, this command allows you to let SAM speak regarding the changes you make, by hearing SAM say that you've changed a setting, you have confirmation about SAM having received these new settings. This is very useful when you are playing with the settings.

```
PRINT#1,"-CONFIG DEBUG 1"
```

Or if you don't want SAM to do that, you can disable that function using the value 0:

```
PRINT#1,"-CONFIG DEBUG 0"
```

Below is a list of all recognized configurations commands and their function.

Configuration commands			
Command	Range	Default	Function
SPEED	0-255	72	0 = very fast 255 = very slow
PITCH	0-255	164	0 = very high 255 = very low
THROAT	0-255	128	
MOUTH	0-255	128	
PHONETIC	0-1	0	0 = disabled (SAM is in TEXT-mode) 1 = enabled (SAM is in phoneme mode)
SINGMODE	0-1	0	0 = disabled (SAM is in normal speech mode) 1 = enabled (SAM is in sing mode, tone bending is disabled)
PAUSE	0-255	30	This command allows you to add an additional pause after each sentence. The pause time is the value times 10msec. Meaning that a value of 1 results in an additional pause of 10msec after each sentence. And a value of 255 adds 255*10msec = 2.55seconds of pause after each sentence.
MSG1	text	ready.	This command allows you to change the power-on message. Max. length is 80 characters.
MSG2	text	ready.	This command allows you to change the reset message. Max. length is 80 characters.
DEBUG	0-1		0 = disabled (SAM does not say the configuration values when set) 1 = enabled (SAM pronounces all entered settings)
DEFAULT	n.a.	n.a.	This command restores all settings back to the default (factory) settings but does not save them, a manual SAVE command is required to make these changes permanent.
LOAD	n.a.	n.a.	Load the settings as stored in memory (this is also done automatically after power-on or reset)
SAVE	n.a.	n.a.	Save the current settings to internal memory
SHOW	n.a.	n.a.	This returns all the settings in readable text strings
FILEBROWSER	n.a.	n.a.	<see chapter filesystem>
UPDATE	n.a.	n.a.	<see chapter updating firmware (webbrowser)>
SSID	n.a.	n.a.	<see chapter updating firmware (webbrowser)>
PASS	n.a.	n.a.	<see chapter updating firmware (webbrowser)>

## 2.8 Show current settings

If you want to know what all SAM settings or firmware revision are, use the following code:

```
10 PRINT "[SHIFT+CLRHOME] SETTINGS :"; CHR$(14)  
20 OPEN 1,2,3,CHR$(10)  
30 PRINT#1, "-CONFIG SHOW"  
40 GET#1,A$:IF A$="" THEN 40  
50 PRINT A$;:GOTO 40
```

Line 10: will clear the screen, print the text “settings” and then switches the charset to lower case. Which is required to make displaying of uppercase characters possible.

Line 20: open the serial port and line

Line 30: will send the -CONFIG SHOW command to SAM, which will respond with the settings in clear and readable text over the serial port

Line 40-50: print the text received over the serial port to the screen of your CBM.

This program can only be stopped by pressing RUN STOP or RUN STOP + RESTORE.

## 2.9 OK-message

When SAM has finished processing the requested command (no matter is it has succeeded or failed processing that command), it will send an “OK” message (<CR> O K <CR>) to indicate that it is ready for a new command. This is useful because a program can use this to check if SAM is done speaking. Very important if you want SAM to speak a lot of text OR if you want SAM to sing.

Therefor if you need to detect this “OK” response in your program, then check for the following combination of 3 bytes: 79, 75, 13 (79=O, 75=K, 13=CR a.k.a. RETURN). Checking for OK can be as simple as calling a subroutine. The program remains in the loop until OK is received. An example of such a routine is shown below:

```
910 REM WAIT FOR OK  
911 GET#1,A$:IF A$<>"O" THEN 911  
912 GET#1,A$:IF A$<>"K" THEN 912  
913 GET#1,A$:IF A$<>CHR$(13) THEN 913  
914 RETURN
```

The above subroutine gets a character from the serial port, compares it with the expected character, and if it matches it will proceed. The routine checks for the letter ‘O’ the letter ‘K’ and the RETURN character. Now technically, and practically, you do not really need to check for the ‘O’ and the ‘K’. Actually that is a bit of a waste of programming space. Your program works just as fine if you only check for the RETURN character, CHR\$(13). So if you want to keep your program simple, just leave out line 911 and 912.

Always keep in mind that the OK message could be proceeded by all sorts of characters because of a previous command, or some previous OK messages might already be in the buffer but haven’t been read yet. Sometimes you just don’t know. Therefore you can not rely on the fact that the buffer is empty. Therefore, the best way to begin, is to clear the serial buffer completely. The subroutine attempts to do that, it simply reads all characters that are in the buffer:

```
900 GET#1,A$:IF A$<>"" THEN 900  
901 RETURN
```

But another way would be to close the serial port and than opening it again. As this action will reset all pointers of the buffer. It is even faster (depending on how full the buffer actually is).

```
900 OPEN 1,2,3,CHR$(10), CLOSE 1, OPEN 1,2,3,CHR$(10)  
901 RETURN
```

The OK message, is the only form of handshaking available, but in practice it is more then enough. Because SAM is perfectly capable of receiving new data while processing the current data, this because of the serial port buffer that stores all incoming data for a time when SAM is ready for it. In many cases the serial buffer is large enough to hold a few sentences. So unless you are planning on letting SAM recite poems or other forms of long uninterrupted text then you do not need to worry about checking for “OK” messages from SAM, to see if it SAM is ready for a new task.

## 2.10 Welcome message

SAM is a friendly little speech synthesizer and it likes to inform you that it's ready for use. It does this by speaking a welcome message. It can speak two message(s), both on a different event:

### MSG1

event: POWER-ON (cold-reset) message (spoken when the computer is switched on)  
default text: "Ready"

### MSG2

event: Warm-reset message (spoken when the computer is reset using its reset button)  
default text: "Ready."

Now these messages aren't really interesting to listen to, but they confirm that SAM is working and that it is ready to be used. But it also adds to the computing experience. As your system now talks to you on power-up, how fun is that?

But wouldn't it be nice if you could change the welcome message. So that you have control over what SAM says when you turn your computer on, or when you press reset. This way you can really personalize your computer system, greeting you when it is powered on. You can do this using the following command:

```
OPEN 1,2,3,CHR$(10)
PRINT#1,"-CONFIG MSG1 GREETINGS PROFESSOR FALKEN. SHALL WE PLAY A
GAME?"
PRINT#1,"-CONFIG MSG2 RESET PRESSED."
```

In order to make this change effective you must save it to the configuration memory with the save command:

```
PRINT#1,"-CONFIG SAVE"
```

But if you, for whatever reason, don't like SAM to talk to you for instance when you press reset. Then you must define an empty message. This keeps SAM silent during reset. For example:

```
PRINT#1,"-CONFIG MSG2"
```

In order to make this change effective you must save it to the configuration memory with the save command:

```
PRINT#1,"-CONFIG SAVE"
```

Unfortunately, many Commodore computer lack a reset button, so in many cases the computer is reset by turning the power briefly off. This isn't the best way to reset a system, because it increases the wear on your power switch and the additional surges of the power supply rush-in currents may cause for additional aging of some of the electronic parts. Also keep in mind that when using a PET computer,

this method of “resetting” also turns the monitor briefly off and on. So it is best to add or install a reset switch. How to do that is not within the scope of this manual.

Because SAM is connected to the reset signal of your computer it resets whenever your computer resets. But regarding reset, don’t press that reset button too soon after SAM has spoken its welcome message. Because SAM gets annoyed pretty quickly, feel free to try it out...

### 3 Speech synthesis (what is it?)

Many "synthesizers" found in consumer products, such as talking televisions or microwave ovens, use a "speech compression" technique of one sort or another or just playback a sample from a large piece of memory. These techniques require a person to speak the needed words or entire sentences. The speech waveform is then "compressed" using a mathematical algorithm and, as a result, can then be stored in a memory chip without taking up a lot of room. The synthesizer's job is to then take this compressed speech information and expand it back into the original waveform. Some of these systems work quite well, retaining the speaker's intonation and sometimes even his or her identity. The processes used in such synthesizers differ greatly from those used in unlimited vocabulary synthesizers like SAM.

Let's follow the evolution of an unlimited vocabulary speech synthesizer. First, we must define the task. Simply, we want to create a system that will synthesize any English utterance. One way to begin would be to record every possible utterance on tape and just play back the right one whenever we need it. This would take up more tape or computer memory than could ever exist, so this method is obviously not too practical.

The next method might be to record all the English words and play them back in a specific order to create sentences. This is certainly practical. It would take up a large amount of memory, but it would work. However, we have lost something in this process. The words now sound disjointed because we have "spliced" the sentence together. Also, the stress or inflection pattern of the sentence is either wrong or non-existent. If we wanted an accurate stress pattern, we would need to record every word in a number of different styles, at different pitches, etc.

Such a system needs too much memory. So, let's break things down even further and try to store as little as possible in memory. Instead of storing sentences or words or even syllables, we could store phonemes. Phonemes are the atoms of spoken language, the individual speech sounds. It turns out that English has a little over forty of them. Wow, this takes up practically no memory at all! We could specify the phonemes in the order we need to create words and sentences and really have ourselves a system. So, we go and record the phonemes and play them back to say the sentence, "I am a computer." Why can we barely understand it? It seems we have broken things down a bit too far. When we chop the words down to this level and then try to reassemble them, everything that blends one sound into another is lost and the results are nothing less than horrible.

But all is not lost, Our efforts are not wasted because we have the acoustic phonetician to come to our rescue. These people deal in the study of speech sounds and they can tell us just how to repair our phoneme-based system. First, instead of recording the actual speech waveform, we only store the frequency spectrums. By doing this, we save memory and pick up other advantages. Second, we learn that we need to store some data about timing. These are numbers pertaining to the duration of each phoneme under different circumstances, and also some data on transition times so we can know how to blend a phoneme into its neighbors. Third, we devise a system of rules to deal with all this data and, much to our amazement, our computer is babbling in no time.

The advantages in synthesizing speech in this way are tremendous. We use very little memory for all the data and the rules to use that data, and we also gain the ability to specify inflection, timing, and intonation. This is because we have not stored actual speech sounds, only their spectrums. (You can think of this as a printer needing only four colors of ink to reproduce all the colors in a picture.)

Now, in actuality, we do not store all the spectrums, but only those that are targets. Each phoneme has associated with it a target spectrum which can be specified with very little data. The target may be

thought of as a "frozen" speech sound, the sound you would be making if your mouth was frozen exactly in the middle of pronouncing the phoneme. The timing rules tell the synthesizer how to move from target to target in a manner that imitates the timing of a human talker.

SAM is this type of synthesizer implemented entirely in software. It has the tables of phoneme spectra and timing, together with the rules for using this data to blend the sounds together into any English utterance we may have in mind. We have traded some quality from the method using all the recorded words, but what we have gained is versatility, practicality, and the ability to do it all in real time, with very little memory usage, on an inexpensive microcomputer.

The original SAM software used a program called "reciter", it is an English text-to-speech program that converts ordinary text into phonemes that SAM can understand. You simply supply output strings of 256 characters or less to the program. Reciter takes care of the rest. This program is already fully integrated into the speech synthesizer module and will be automatically used for all text based input.

The reciter program uses about 450 rules to convert English into SAM's phonetic language. Included among these rules are some stress markers for situations where the stress choice is unambiguous. In addition, SAM's usual punctuation rules still operate with some additional symbols ("!", ";", and ":" ) being considered as periods. The net result is that even directly-translated English text has a fair amount of inflection.

It also recognizes a number of special characters. Numbers are read aloud, and several others are pronounced as well. If a character is not understood by reciter, it simply isn't pronounced.

For situations where the highest quality speech with full inflection is desired, reciter isn't the best solution. For those situations we urge you to use SAM's phonetic system, which is also embedded into the device and can be enabled by selecting the phoneme mode. Though this mode is much more difficult to use as it requires you to spell out the sounds that should be pronounced. But don't be discouraged, as you'll find that "reciter" will do a better job of speaking from English text than other early 80's text-translator products.

## **4 The effects of punctuation**

SAM understands four punctuation marks. They are the hyphen, comma, period, and question mark.

The hyphen “-” serves to mark clause boundaries by inserting a short pause in the speech. It also has other uses to be discussed later.

The comma “,” marks phrase boundaries and inserts a pause approximately double that of the hyphen.

The question-mark””? and period “.” mark the end of sentences, The period inserts a pause and also causes the pitch to fall. The question-mark also inserts a pause, but it causes the pitch to rise. Notice that not all questions should end with a question mark (rising pitch), only those that require a yes-or-no answer. ("Are we hiking today?" rises; "Why are we going to the woods?" falls at the end and should be marked with a period).

## 5 Phonetic input to SAM

### 5.1 The phonetic spelling system

SAM is equipped with a version of the easy-to-learn, very readable International Phonetic Alphabet. But “easy” is a relative term and some phoneme lookup tables, to help you find your way, are included in this manual. There are about fifty phonemes which will let you spell all the words in English. Some sounds from foreign languages are not available in the system so you need to find a way to work around that yourself. Consider this as SAM having a heavy English accent when speaking other languages.

Why use the phonetic system? Basically there are two compelling reasons.

- 1) In the phonetic system, all the words will be pronounced “correctly” (meaning spoken as specified)
- 2) You can put inflection into the speech however and wherever you want it

If you have already tried the RECITER text-to-speech program, you know that it does a fair job of pronouncing English words. However, it does make mistakes. Some words sound a little strange and others are difficult to understand. The reasons for this are not hard to understand. English is a language of exceptions rather than rules; words that are spelled alike are pronounced differently ("have" vs. "gave"). A rule system like RECITER cannot pronounce all words correctly unless it stores an enormous dictionary that takes up vast amounts of memory. But the second flaw in text-to-speech conversion is more serious. Such a rule system cannot decide where the stress belongs in what is being said. The phonetic system in SAM, on the other hand, allows you to decide where to accent syllables within a word and where to stress words within a sentence.

The example words have the **sound** of the phoneme, not necessarily the same letters.

So  
to i  
hav

He  
tha

The  
sin  
cha  
"sit  
vov

The  
you  
this  
inc

VOWELS	
IY	feet
IH	pin
EH	beg
AE	Sam
AA	pot
AH	budget
AO	talk
OH	cone
UH	book
UX	loot
ER	bird
AX	gallon
IX	digit

DIPTHONGS	
EY	made
AY	high
OY	boy
AW	how
OW	slow
UW	crew

The following symbols are used internally by some of S.A.M.'s rules, but they are also available to the user.	
YX	diphthong ending
WX	diphthong ending
RX	R after a vowel
LX	L after a vowel
/X	H before a non-front vowel or consonant
DX	"flap" as in pity

VOICED CONSONANTS	
R	red
L	allow
W	away
WH	whale
Y	you
M	Sam
N	man
NX	song
B	bad
D	dog
G	again
J	judge
Z	zoo
ZH	pleasure
V	seven
DH	then

UNVOICED CONSONANTS	
S	Sam
SH	fish
F	fish
TH	thin
P	poke
T	talk
K	cake
CH	speech
/H	ahead

SPECIAL PHONEMES	
UL	settle (= AXL)
UM	astronomy (= AXM)
UN	function (= ASN)
Q	kitt-en (glottal stop)

#### SELDOM-USED PHONEME COMBINATIONS

Phoneme Combination	You probably want:	Unless it splits syllables like:
GS	GZ e.g. <b>bags</b>	<b>bugspray</b>
BS	BZ e.g. <b>slob<b>s</b></b>	<b>obscene</b>
DS	DZ e.g. <b>suds</b>	<b>Hudson</b>
PZ	PS e.g. <b>slaps</b>	--
TZ	TS e.g. <b>curtsey</b>	--
KZ	KS e.g. <b>fix</b>	--
NC	NXG e.g. <b>singing</b>	<b>ingrate</b>
NK	NKK e.g. <b>bank</b>	<b>Sunkist</b>

The table “Alphabetically sorted list of SAM’s phonemes” on the next page, is a very practical table.  
(source: <https://sites.google.com/site/h2obsession/CBM/C128/SAM-128/alpha-long>)

Alphabetically sorted list of SAM's phonemes								
Letter(s)	Phoneme	Example(s)	Letter(s)	Phoneme	Example(s)	Letter(s)	Phoneme	Example(s)
ə (ambiguous)	AX	fallen, gallon	igh	AY	might	ti	SH	motion
a	AE	Sam	io	AYAA	ion	u	AH	bug
	EY	made	io	AYAX	lion, biology		YUW	huge
ae	EY	sundae		AYOH	biomass, diode	ua	AA	guard
	IY	paean, caesium	ir	ER	bird		UWAX	dual
	AY	maestro	j	J	Jew		UWAE	duality
ai	EY	main	k	K	kitchen	ua	UWAA	nuance
	EH	hair		KX	necklace		WOH	quart
al	AO	talk	l	L	long		WEY	quake
ao	EYAA	chaos		LX	call	uai	WEY	quaint
au	AO	cause	m	M	may	ue	(Y)UW	due, hue
augh	AO	caught	n	N	not		WEH	quest
ay	EY	may	ng	NX	song, running		WIX	query
b	B	bad	o	AA	pot	uee	WIY	queen
c	K	come		OH	cone	ui	WIH	quick
	S	receive, cede		OW	no		WAY	quite
ch	CH	chew		UW	do, who		UWIH	tuition
	K	chaos	oa	OH	foam	uie	WAYAX	quiet
	K/X	loch	oe	OW	foe	uo	WOW	quote
d	D	dog		OWEH	poet, coexist	uy	AY	buy
dg	J	fudge		AH	does	v	V	vote, seven
e	EH	beg	oi	OY	coin	w	W	win, weather
	IY	he	oo	UH	book		WX	saw
ea	IY	meat		UX	loot	wh	WH	when, whether
	EH	dead		UW	boo		/X	who
	IYAE	react		AH	blood	x	KS	exact, jinx
eau	YUW	beauty	ou	AW	couch		EHKS	X-Ray
	IYAO	reauthor		AH	touch		Z	xylophone
ee	IY	free	ough	AO	thought	y	Y	you
	IYEH	reenter		OW	dough		YX	say
ei	IY	receive		UW	through		AY	my
	IYIH	reimage	ow	AW	how		IY	carry
eigh	EY	weigh		OW	slow	z	Z	zoo
er	ER	herd	oy	OY	boy		ZH	azure
ew	UW	new, crew	p	P	poke			
ey	EY	they	q	K	queue			
	IY	key	r	R	red			
f	F	fish		RX	bar			
g	G	go	s	S	Sam			
	GX	progress		Z	bits			
	J	huge		ZH	measure			
h	/H	head	sch	SK	school			
i	IH	fit	sh	SH	she			
	IX	digit		*	shtik			
	AY	ice, bicycle, hi	si	ZH	vision			
ia	AYAX	bias	ssi	SH	passion			
	AY	diamond	t	T	talk			
ie	AY	die		DX	pity			
	IY	chief	th	DH	then, the			
	AYAX	diet		TH	thin, path			

On the phoneme chart, you will notice six phonemes: YX, WX, RX, LX, /X, and DX

Which are described as being used by SAM's rule system. However, they have been provided with letter codes so that you may experiment with these special sounds directly. YX and WX are weaker versions of Y and W. RX and LX are smooth gliding versions of R and L. /X is the "h" sound in "who", and DX is the quick flap of the tongue on the upper palate as in the word "pity".

We are now ready to transcribe ordinary speech into its phonetic representation. Let's use the following sentence as an example: "I do my calculations on the computer."

The first step is to say each word aloud and decide how many syllables are in the word. A syllable has one vowel phoneme and its associated consonants (if any). We then identify the proper vowel phoneme by comparing its sound to the sounds listed in the table, and do the same for the consonants. The resultant combination of phonemes is the phonetic representation of the syllable. We do this for each syllable in a word.

In our example, the first word "I" is a single phoneme, the diphthong "AY". The next word "do" is a single syllable comprised of the diphthong "UW" preceded by the voiced consonant "D". The phonetic spelling is therefore "DUW". Similarly, the third word "my" again uses the "AY" sound, this time preceded by an "M", resulting in "MAY".

The word "calculations" has four syllables. The first syllable transcribes as "KAEL". The "c" sound is pronounced as "k", unlike the "s" pronunciation in a word like "cell" (notice there is no "C" in the phoneme table). The next syllable "cu" transcribes as "KYUW". Note here that the "Y" sound prevents this syllable from being pronounced as "coo". The third syllable comes out as "LEY", and the fourth becomes "SHAXNZ". This word ends with a voiced sound "7" and not the hissy "S" sound as in "list". You will rapidly discover that many words contain the phonetic combinations "AXL", "AXM", and "AXN". To enhance the readability of the phonetic spelling, the special symbols "UL", "UM", and "UN" can be substituted for these combinations. The "tions" syllable is now written as "SHUNZ". So, "calculations" becomes "KAELKYUWLEYSHUNZ".

The next word "on" becomes "AAN", and "the" becomes "DHAX". By the way, if the word "the" precedes a word beginning with a vowel, it gets pronounced "thee" and is spelled "DHIY". You should also notice that the "th" letter combination has two phonetic representations: unvoiced (TH) as in "thin", or voiced (DH) as in "the".

Once you get used to the phonetic system, it will seem very easy and obvious. Initially, there will be some spellings that seem tricky (did you know that "adventure" has a "CH" in it?). However, the rule is always to write the word the way you say it, not the way you spell it.

To help you learn the system fast, an English-to-phonetic spelling dictionary of almost 1500 words. Many common words are in the dictionary, some unusual ones are in it as well. If you are really stuck on how to spell a word that isn't in the dictionary, think of another word that sounds like it and that one may be listed. Remember that it is all about how things sound and not how they are written.

In any case, don't hesitate to experiment with the phonetic spelling system. Let your ears be your guide. This system is relatively easy to learn, use and read, and you will be amazed at what you can do with it.

## 5.2 Adding stress to SAM's speech

In the phonetic mode, SAM is capable of speaking with a great deal of inflection and emphasis. This gives a much more natural and understandable quality to the speech than is otherwise possible.

The stress system for SAM is particularly easy to use. There are eight stress markers that can be used simply by inserting a number (1-8) after the vowel to be stressed. For example, the monotonic pronunciation of the word "hello" produced by the phonetic spelling "/HEHLOW" becomes a much friendlier sounding greeting when spelled "/HEH3LOW".

Why do you have to put in the stress markers? Simply because they can go anywhere and SAM has no way of knowing where you want them to go. The following simple example will demonstrate this. We will have SAM say "Why should I walk to the store?" in a number of different ways.

1. WAY2 SHUH7D AY WAO5K TUX DHAH STOH5R. (You want a reason to do it.)
2. WAY7 SHUH2D AY WAO7K TUX DHAH STOH5R. (You are reluctant to go.)
3. WAY5 SHUH7D AY2 WAO7K TUX DHAH STOHR. (You want someone else to do it.)
4. WAY5 SHUHD AY7 WAO2K TUX7 DHAH STOHR. (You'd rather drive.)
5. WAY5 SHUHD AY WAO5K TUX DHAH STOH2OH7R. (You want to walk somewhere else.)

Each of these stress examples has a slightly different meaning, even though the words are all the same. Stress markers give you the ability to let SAM be expressive. What do the stress markers do? The number you type tells SAM to raise (or lower) his pitch and elongate the associated vowel sound. The number system works like this:

- 1 = very emotional stress
- 2 = very emphatic stress
- 3 = rather strong stress
- 4 = ordinary stress
- 5 = light stress
- 6 = neutral (no pitch change) stress
- 7 = pitch-dropping stress
- 8 = extreme pitch-dropping stress

When should you use each of these? It all depends on how you want SAM to sound. Say the words to yourself as expressively as you can and see where your voice rises and falls. Remember, the smaller the number, the more extreme the emphasis will be. Also, the stress markers will help get difficult words pronounced correctly. If some syllable is not enunciated sufficiently, put in a neutral stress marker.

A general rule is that the most important word or words in a sentence get the most stress and the rest of the words get little or no stress. However, words of more than one syllable should have stress marked on their accented syllables (most dictionaries show which these are if you are uncertain).

We will now assign stresses to our first example sentence about doing calculations on the computer. The first word "AY" is usually an important word (can you think of anyone more important?). We will write it as "AY4", assigning ordinary stress. "DUW", the only verb, is also important. We'll try "DUW4". "MAY" isn't very strong (unless you want to draw attention to it) and it is a single syllable. so we will leave it alone. "KAELKYUWLEYSHUNZ" is polysyllabic so we must identify the accented syllables. It is also the most important word in the sentence so it will have the strongest stress. "LEY" has the primary stress and "KAEL" receives the secondary stress. so we will write "KAE4LKYUWLEY3SHUNZ". "AAN" and "DHAX" are short, unstressed words. "KUMPYUWTER" has a single accent on "PYUW" and gets written "KUMPYUW4TER". So. our original sentence gets written:

AY4 DUW4 MAY KAE4LKYUWLEY3SHUNZ AAN DHAH KUMPYUW4TER.

How about really unusual stress? When you place extraordinary emphasis on a word, you do so by elongating its vowel sounds. SAM can do the same thing. For example, a call for help can become "/HEH5EH4EH3EH2EH2EH3EH4EH5EHP." You can always do this with the ordinary vowel sounds, but be careful with the diphthongs. They are complex sounds and if you repeat them, they will not do what you want (e.g. "OYOYOYOYOYOY" sounds just like it reads in English). To extend the diphthong sounds, you need to break them into component parts. So "OY" can be extended with "OHOHIYIYIY", and "AY" can be extended with "AAAIYIYIY". You should experiment to find out just what you can do.

Unlike many other speech synthesis systems, SAM allows you to control consonant stresses directly. This is usually done to produce a special tonal pattern in a word. Sometimes you might want a pitch rise on the final phoneme occurring just before a comma. For example, try typing: "AY4 YUWZ SAE5M3, AE4ND RIYSAY4TER." Notice how the pitch rises on the "M". It is never necessary to specify stress for a consonant occurring immediately before a stressed vowel. This is handled automatically.

Try to become familiar with the stress marker system. It makes all the difference between an ordinary speech synthesizer and the very expressive SAM.

### **5.3 Final notes on phonetic input**

SAM is capable of speaking only 2.5 seconds of speech without a break (this is the size of his "breath"). If the string to be spoken exceeds this, SAM will insert short breaks every 2.5 seconds. SAM always breaks at punctuation marks in anticipation of the following phrase. So, if you don't like where SAM broke up a phrase, you can specify your own breaks with hypens. An example of this is: "I use the telephone - to call out of town".

SAM uses the spaces between words to makes his sentence-breaking decisions. If a single word requires more than 2.5 seconds to say, SAM will not be able to insert his own breaks and will therefore be unable to say the word.

In summary, the procedures outlined above may seem complex, but this is because they were presented in fine detail. In reality, the steps become automatic and you will soon be able to type in phonetics almost as fast as you can type English text.

## 6 The use of pitch and speed controls

SAM is capable of speaking in a wide range of tones and at many different rates. Both pitch and speed controls can be configured using the PITCH and SPEED commands. The effects of the values for pitch and speed are shown below, but for a good idea of how it sounds, you should just play with the values.

PITCH (default = 64)		SPEED (default = 72)	
00-20	impractical	00-20	impractical
20-30	very high	20-40	very fast
30-40	high	40-60	fast
40-50	high normal	60-70	fast conversational
50-70	normal	70-75	normal conversational
70-80	low normal	75-90	narrative
80-90	low	90-100	slow
90-255	very low	100-225	very slow

There are also THROAT (default=128) and MOUTH (default=128) settings. These settings are very difficult to describe and it is questionable if any value other than default improves the sound. So, just play with them and see for yourself. Some examples that might be of use as a sort of guide to choose a voice are in the table below.

Voice suggestions				
DESCRIPTION	SPEED	PITCH	THROAT	MOUTH
SAM (default)	72	64	128	128
Elf	72	64	110	160
Little Robot	92	60	190	190
Stuffy Guy	82	72	110	105
Little Old Lady	82	32	145	145
Extra-Terrestrial	100	64	150	200

Below, is an example program that demonstrates how you can change these values of SAM's voice to create a different sound. This way you could simulate different voices that you may require if you are to use SAM for an adventure game. Or perhaps you want to personalize SAM's voice to something that you find more pleasant to listen to. Keep in mind that if you change these settings and then use the

command “-CONFIG SAVE”, that these settings are saved. Meaning that after a reset SAM’s voice will sound just like the way you configured it.

```
10 open 1,2,3,chr$(10):rem open serial
11 print#1,"-config debug0"
12 print#1,"-config speed72"
13 print#1,"-config pitch64"
14 print#1,"-config throat128"
15 print#1,"-config mouth128"
16 print#1,"i can speak normal"
17 rem -----
22 print#1,"-config speed200"
26 print#1,"or very slow"
27 rem -----
32 print#1,"-config speed30"
36 print#1,"or very fast"
37 rem -----
42 print#1,"-config speed72"
43 print#1,"-config pitch40"
46 print#1,"or in a very high pitch"
47 rem -----
53 print#1,"-config pitch200"
56 print#1,"or just very low"
57 rem -----
62 print#1,"-config speed92"
63 print#1,"-config pitch60"
64 print#1,"-config throat190"
65 print#1,"-config mouth190"
66 print#1,"or like a little robot"
67 rem -----
72 print#1,"-config speed100"
73 print#1,"-config pitch150"
74 print#1,"-config throat150"
75 print#1,"-config mouth128"
76 print#1,"or like a big robot"
77 rem -----
82 print#1,"-config speed72"
83 print#1,"-config pitch64"
84 print#1,"-config throat128"
85 print#1,"-config mouth128"
86 print#1,"so, want do you want me to say now?"
```

The example on the previous page, was written with readability in mind. Therefor every configuration is written on it's own line. However, you can make the code much more efficient by combining multiple settings on a single line. For instance:

```
42 print#1, "-config speed72"  
43 print#1, "-config pitch40"
```

Could also be written as:

```
42 print#1, "-config speed72 pitch40"
```

This makes your listing shorter and saves you precious space in your CBM's memory.

## 7 Making SAM sing

It is possible to make SAM sing. But for a speech synthesizer to be able to sing some settings need to be changed. Both singmode and phonetic have to be activated (which can be done by setting their value to 1).

```
-CONFIG SINGMODE1 PHONETIC1
```

When you're done playing with the singmode, you can disable this mode again by setting both values to 0 using the command: -CONFIG SINGMODE0 PHONETIC0

Then is “just” a matter of feeding SAM with the proper speech (in the form of phoneme's as it will allow you to stretch a word as you would normally do when singing) and we need to set the proper pitch. In order to get the proper pitch values there is a small table of notes below that make it a bit easier to find the correct value. Please be aware that this pitch produced by SAM is an approximation of the desired frequency, it is not perfect but it is sufficient.

**Musical notes and their pitch values**

Note	Pitch	Freq.	Note	Pitch	Freq.	Note	Pitch	Freq.
C	115	130.82	C	58	261.63	C	29	523.25
C#	108	138.59	C#	55	277.18	C#	28	554.37
D	103	146.83	D	52	293.66	D	26	587.33
D#	98	155.56	D#	49	311.13	D#	25	622.25
E	94	164.81	E	46	329.63	E	23	659.26
F	88	174.61	F	44	349.23	F	22	698.46
F#	82	185.00	F#	42	369.99	F#	21	739.99
G	78	196.00	G	39	392.00	G	20	783.99
G#	74	207.65	G#	37	415.30	G#	19	830.61
A	70	220.00	A	35	440.00	A	18	880.00
A#	66	233.08	A#	33	466.16	A#	17	932.33
B	62	246.94	B	31	493.88	B	16	987.77

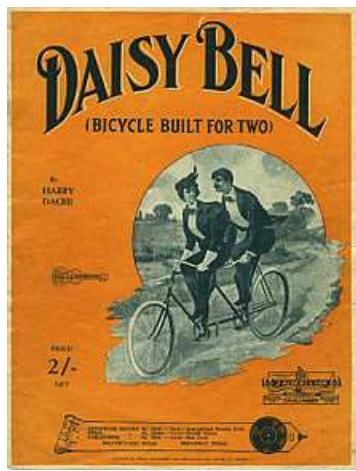
Making SAM (a speech synthesizer) sing is nothing new. The song “Daisy Bell” was performed by the IBM 704 a very long time ago. This highly professional machine used mainly vacuum tube technology and was very sophisticated for its time. It made the speech sounds by being connected to a vocoder. The IBM 704 could do 12000 floating point operations per second (flops). For comparison, the C64 does approximately 2200 flops.



In 1962 Arthur C. Clarke (who wrote the novel and co-wrote the screenplay for the 1968 movie – “2001: A Space Odyssey”) visited Bell Labs. There, he was treated to a performance of the song ‘Daisy Bell’ by the IBM 704 computer. This evidently inspired him to have the HAL-9000 computer sing the song during its final scene. This as an homage to the programmers of the 704 at Bell Labs.

In the movie you'll see the astronaut disabling the HAL-9000 computer by removing all the memory modules in order to save its own life. As the computer gradually starts losing its memory it refers to its earliest memories and tells the astronaut about a song it's being taught a long time ago. The nervous astronaut agrees in the song being sung by the computer and HAL-9000 sings the song to which it refers to as “Daisy”. The computer sings the song in a very slowed down version suggesting the regression and failure of the

HAL-9000 computer. This reference in the movie was perhaps one of the reasons why we all still know this song and know it as “Daisy”. The song has been used or referred to (sometimes in very subtle ways) in many other films, television shows and even video games. Most likely because this was such an iconic scene in a movie praised for its impressive special effects.



Therefore over the years, it appears that this little song has become more and more historically significant. And if it regards singing speech synthesizers, then this song should not be left out. Therefore a small part of this song (as explained on the next page) has been implemented into the demo-mode of this module. So with a single command -DEMO1 you can make SAM sing this song. Example:

```
10 OPEN 1,2,3,CHR$(10)
```

```
20 PRINT#1, "-DEMO1"
```

On the next page is an explanation of how this song was programmed. It makes a nice example for making SAM sing your own songs. But, keep in mind that not every song is suited to be sung by SAM.

Below is the song “Daisy Bell” or “Bicycle build for two” (or just “Daisy” for short) has the following notes and lyrics:

# Daisy Bell (Bicycle Built for Two)

Harry Dacre, 1892

Dai - sy, Dai - sy, Give me your an - swer, do.

I'm half cra - zy, All for the love of you. It won't be a

sty - lish mar riage; I can't af - ford a car riage, But

you'll look sweet on a seat of a bi - cy - cle built for two.

So to make SAM sing “*Daisy, Daisy, give me your answer do.*”, we need to send the correct phonemes at the correct pitch as shown below:

*Tip: if you want SAM to sing uninterrupted, it might be a good idea to set debug-mode to 0*

Now the demo of SAM singing (which you can start by sending the command “demo1”) wasn't written in CBM BASIC, because it runs inside the micro controller running the SAM software. But you still may be curious on how that code, to make SAM actually sing, looks. Below the C-code used for making SAM sing the daisy song. You'll notice the setting of the frequency of SAMs voice, a simple constant/define is used to write the value 26 as N2D. But this was done purely to improve readability, considering 26 isn't as intuitive on a note-scale as N2D is. Where N stands for Note, 2 stands for octave and D stands for the actual note. After the pitch is set, the text can be spoken. Again with phonetic sounds. So it's the same as you would do it in BASIC only with slightly different notation.

```

/*daisy, daisy, give me your answer do*/
sam->SetPitch(N2D); sam->Say(out, "DEYYYYYYYY"); /*dai*/
sam->SetPitch(N1B); sam->Say(out, "ZIYIYIYIYIYIYIY"); /*sy*/
sam->SetPitch(N1G); sam->Say(out, "DEYYYYYYYY"); /*dai*/
sam->SetPitch(N1D); sam->Say(out, "ZIYIYIYIYIYIYIY"); /*sy*/
sam->SetPitch(N1E); sam->Say(out, "GIXV"); /*give*/
sam->SetPitch(N1F); sam->Say(out, "MIYIY"); /*me*/
sam->SetPitch(N1G); sam->Say(out, "YAOW"); /*your*/
sam->SetPitch(N1E); sam->Say(out, "AEAEAEN"); /*an*/
sam->SetPitch(N1G); sam->Say(out, "SERER"); /*ser*/
sam->SetPitch(N1D); sam->Say(out, "DUXUXUXUXUXUXUXUXUXUXUX"); /*do*/
delay(250);

/*I'm halve crazy all for the love of you*/
sam->SetPitch(N1A); sam->Say(out, "AYYYYYYMM");
sam->SetPitch(N2D); sam->Say(out, "/HAAEAEEAEAEAEF");
sam->SetPitch(N1B); sam->Say(out, "KREYYYYYY");
sam->SetPitch(N1G); sam->Say(out, "ZIYIYIYIYIYIYIY");
sam->SetPitch(N1E); sam->Say(out, "AXLL");
sam->SetPitch(N1F_); sam->Say(out, "FAOR");
sam->SetPitch(N1G); sam->Say(out, "DHER");
sam->SetPitch(N1A); sam->Say(out, "LUHUHUV");
sam->SetPitch(N1B); sam->Say(out, "AXAVX");
sam->SetPitch(N1A); sam->Say(out, "YUXUXUXUXUXUXUXUXUX");
delay(250);

/*it won't be a stylish marriage I can't afford a carriage*/
sam->SetPitch(N1B); sam->Say(out, "IHT");
sam->SetPitch(N2C); sam->Say(out, "WOWNT");
sam->SetPitch(N1B); sam->Say(out, "BIY");
sam->SetPitch(N1A); sam->Say(out, "ER");
sam->SetPitch(N2D); sam->Say(out, "STAYYYYY");
sam->SetPitch(N1B); sam->Say(out, "LIHSH");
sam->SetPitch(N1A); sam->Say(out, "MAE");
sam->SetPitch(N1G); sam->Say(out, "RIXIXIXIXIXIXIXIXIXIXJ");

```

```

sam->SetPitch(N1A); sam->Say(out, "AYY");
sam->SetPitch(N1B); sam->Say(out, "KAEAEAENT");
sam->SetPitch(N1G); sam->Say(out, "ER");
sam->SetPitch(N1E); sam->Say(out, "FAOAOAORD");
sam->SetPitch(N1G); sam->Say(out, "ER");
sam->SetPitch(N1E); sam->Say(out, "KAA");
sam->SetPitch(N1D); sam->Say(out, "RIXIXIXIXIXIXIXIXIXIXJ");
delay(250);

/*but you look sweet upon the seat of a bicycle made for two*/
sam->SetPitch(N1D); sam->Say(out, "BUHT");
sam->SetPitch(N1G); sam->Say(out, "YUXUXL");
sam->SetPitch(N1B); sam->Say(out, "LUXK");
sam->SetPitch(N1A); sam->Say(out, "SWIYIYIYT");
sam->SetPitch(N1D); sam->Say(out, "ER");
sam->SetPitch(N1G); sam->Say(out, "PAAAAAAN");
sam->SetPitch(N1B); sam->Say(out, "ER");
sam->SetPitch(N1A); sam->Say(out, "SIYIYIYT");
sam->SetPitch(N1B); sam->Say(out, "UHV");
sam->SetPitch(N2C); sam->Say(out, "ER");
sam->SetPitch(N2D); sam->Say(out, "BAY");
sam->SetPitch(N1B); sam->Say(out, "SIH");
sam->SetPitch(N1G); sam->Say(out, "KUXL");
sam->SetPitch(N1A); sam->Say(out, "MEYYYYD");
sam->SetPitch(N1D); sam->Say(out, "FER");
sam->SetPitch(N1G); sam->Say(out, "TUXUXUXUXUXUXUXUXUXUX");

```

The table below shows the values required to approximate the perfect note. The speech synthesizer isn't very accurate regarding pitch, but the result is good enough for a simple song.

#define N1C 58	//261.63	#define N2C 29	//523.25
#define N1C_ 55	//277.18	#define N2C_ 28	//554.37
#define N1D 52	//293.66	#define N2D 26	//587.33
#define N1D_ 49	//311.13	#define N2D_ 25	//622.25
#define N1E 46	//329.63	#define N2E 23	//659.26
#define N1F 44	//349.23	#define N2F 22	//698.46
#define N1F_ 42	//369.99	#define N2F_ 21	//739.99
#define N1G 39	//392	#define N2G 20	//783.99
#define N1G_ 37	//415.3	#define N2G_ 19	//830.61
#define N1A 35	//440	#define N2A 18	//880
#define N1A_ 33	//466.16	#define N2A_ 17	//932.33
#define N1B 31	//493.88	#define N2B 16	//987.77

Making SAM sing is fun, but a lot of work to do it right. Making SAM sing from BASIC is slightly different, for some a slight disappointment maybe. The reason for that is that there always will be a small delay between the given command and the spoken text. In other words, there will be tiny, slightly awkward, pauses. These are caused by the time it takes to send the data over the serial port, which only operates at a speed of 2400 bits/second. However, this problem is not an issues on the real SAM (that ran on purely software in the memory of a C64)? So If you really want SAM, to sing the latest Rick Astley song, then perhaps you can combine the information from this manual, with a copy of the original SAM software and then play along with that.

Below is a small example of the same song DAISY, but now completely controlled from your Commodore computer from BASIC. Please notice the DEBUG0 setting, which prevents SAM from confirming every pitch value change.

The song is in the data statements, each line consists of a pitch value and a phonetic text. At the beginning of the program SAM is put into singing mode, when the song is over SAM remains in singing mode. You may give the command to undo that or you can simply reset your system.

## **8 Dictionary**

SAM has an algorithm that can determine how to pronounce a word for the English language. A system that is able to convert plain text into spoken speech is mostly referred to as text-to-speech. Many speech synthesizer of the 80's did not have this functionality! Which is slightly strange as it does make a speech synthesizer much more easy to operate while keeping it versatile.

A text-to-speech system prevents the need for spelling out the exact pronunciation (list of individual phonemes required for speaking a word). Originally this piece of SAM code is called the “reciter” and it is used for every word given to SAM. The only way to bypass it is to set SAM into the phonetic speech mode. The reciter routines do a pretty good job and are able to pronounce most of the word with sufficient accuracy. Although in some rare cases a word needs to be tweaked in order to make SAM speak exactly it the way you want. In those cases a dictionary could be of help. This would allow to search for these exceptions and speak them in a predefined manor. The definition of the pronunciation of a word in consisting out of multiple phoneme is defined in a file called “dictionary”.

Dictionary functionality is a function that can be enabled/disabled. And the way it works (if the dictionary function is enabled) is relatively simple. Every word send to SAM is searched for in the dictionary. And if found, the list of phonemes as defined in the dictionary for that word are used to speak that word. If it cannot be found, SAM uses the reciter routines and therefore determines for itself how a word should be pronounced, which in many cases will be just perfect. So using a dictionary you can have best of both worlds. You can speak with the ease of direct text-to-speech and have the accuracy of a dictionary for those special exceptions that do require some extra attention with their pronunciation.

### **8.1 How it works**

Upon power-on reset, the system will search through the file-system to see if a dictionary is present. If found an index will be made of every letter of the alphabet. This way when a word starting with (for example) the letter ‘H’ is searched for, SAM already knows the offset in the file and can jump directly to that location. Starting it’s search from the first word in the dictionary starting with that letter. And because all words are stored in the dictionary in alphabetical order SAM can also detected pretty quickly if a word is present or not. This is VERY important, because everything needs to happen in real-time, if the search through the dictionary was to be slow, SAM would speak with awkward and varying pauses. Therefore it is important to prevent the dictionary from being too large. A dictionary with a size of a thousand words should not be a problem for SAM to handle. This is something you may want to experiment with.

SAM supports up to two dictionaries and scanning these might take a few seconds depending on their size. This means that it takes the same amount of time longer before SAM pronounces it startup or reset message. In order to reduce this delay, reduce the size of the dictionary. Or perhaps remove one or both of the possible dictionaries.

## 8.2 Dictionary rules

In order to write a dictionary there are some syntax rules to obey, otherwise it will not work properly.

- The first line of the dictionary must contain a definition of the content. This is basically a commented line and comments are indicated by a simple '\*' character. Everything on the line that starts with a '\*' is ignored.
- All words need to be stored in an alphabetical order. If this is not the case, the dictionary will not function properly.
- Words may not contain capitol letters
- Phonemes consist entirely of capitol letters
- A line with a word may not contain any space
- Word and phonemes are separated by the '=' character
- Refer to the chapter in this manual about the phonetic spelling system, as that goes into more detail on how to creates spoken words from phonemes. Keep in mind that you use the phonemes as defined in this manual, making a mistake (syntax error) might result in a word being not spoken at all. But assuming that you try out every word before you enter it in the dictionary this will not be a big issue.

An example of very simple dictionary containing only a few simple Dutch words is shown below. Now Dutch is not the language of the average SAM user. But it does demonstrate what is possible with the power of a dictionary and how simple it can be to define a dictionary. The main problem with a dictionary is that, writing it can be a lot of work. But you should never attempt to realize the perfect dictionary, as most words will never be spoken. Keep it simple, define the words you think you need for your current project and nothing more. And on the next project add some new words, etc. This way the dictionary grows with your needs and the task of writing the perfect dictionary feels less cumbersome as it is spread over a longer period of time.

```
* DUTCH Dictionary for SSSSAM
* -----
***A***
appel=AHPPAXLX
***B***
beest=BEYST
***C***
cirkel=SIH4KUL
***G***
goed=JUHT
***H***
hallo=/HAHLXLXOW
```

### **8.3 Multiple dictionaries**

A dictionary is a powerful thing, if you know what a single dictionary can, just imagine what two dictionaries can do. Because this would allow you to speak two different languages. SAM supports up to two dictionaries. These are named the “primary dictionary” and the “secondary dictionary”. When SAM needs to speak a sentence and the dictionary function is enabled SAM first checks the primary dictionary, if the word is present there, that word will be spoken. But if the primary dictionary does not contain the word, the secondary dictionary is searched and if that search doesn’t find anything then SAM will speak using it’s own interpretation (as defined by the “reciter” algorithm) of the word.

This means that if you want SAM to speak Dutch, you define a dictionary of Dutch words and set that to the primary dictionary. Then SAM will always try to pronounce a word according to that dictionary and if the word is not present it will refer to the other dictionary etc.

### **8.4 Alternative usage**

A dictionary is a powerful thing as it can do more things than define the way a word is spoken. It can also be used for preventing SAM of saying nasty things. Meaning that if you define a word that you do not want SAM to say then you simply define another word or leave out the definition completely, so SAM will remain silent when the word is requested to be spoken. Now the latter isn’t very userfriendly. Because it will make SAM look bad, because it makes it seem that it doesn’t work. So instead of keeping SAM silent, it would be better to make SAM say something innocent, like “BIYIYIYP” (which sounds like BEEEEP). This does allows some fun to, because the user can hunt for BEEPed out words. Search the swear word, could be a fun game.

Although this would make it possible to prevent SAM from speaking dirty or foul language, keep in mind that it is completely normal for kids to experiment with language. I’m pretty sure most kids of the 1980’s who are parent today did exactly the same.

Anyway, feel free to use your imagination. Because you can also make a prank dictionary for Aprils fools day. And change every word into the opposite. As an example to alternative speech below are a few examples of how this would look like in a censor or prank dictionary.

cock=BIYIYIYP	← censoring a word (beep it out)
cock=	← censoring a word (ignore it)
cock=RUHSTER	← censoring a word (alternative word)
hate = LAH4V	← fun word (pronounce the opposite)

## 8.5 Dictionary trouble shooting

No matter how much time and care you put into a dictionary errors can always slip in. Therefore it may occur that you think that a word is perfectly fine in the dictionary, but SAM doesn't seem to find it. In those cases there is something wrong with the dictionary and it needs to be fixed. Here are some things you might need to examine in order to solve it. Now we assume that you double checked the spelling of the word in both the dictionary AND the request made by your CBM computer.

SAM really likes the alphabet. Therefore all words in the dictionary must be stored in alphabetical order. This way SAM can make an index of all the letters of the alphabet and jump straight to the correct section of the dictionary when searching for a word. If the words aren't stored in this order, then SAM is confused. Also upper case or capitol letters and spaces confuse SAM.

Check if words are in alphabetical order. If SAM finds a word that is beyond the alphabetical order of the word SAM is searching for, SAM will abort. For example if section C contains the following entries:

correction=KOHREH4KSHUN

count=KAW4NT

country=KAH4NTRIY

create=KRIYEY4T ← incorrect, alphabetical order is incorrect

cousin=KAH4ZIXN

critical=KRIH4TIXKUL

SAM will not be able to find the word "cousin", because SAM finds the word "create" first and because the letter 'r' comes after the letter 'o' in the alphabet, SAM will assume that the word is not in the dictionary. This is easily fixed by moving the word "create" down in the dictionary directly above "critical".

Check if words are written in lower case, if SAM searches the dictionary but finds a word with a capitol letter SAM stops the search immediately, failing to find all the other words after that. For example if you have in the section for the letter D the following entries:

degree=DIXGRIY4

degrees=DAXGRIY4Z

Dakota=DAHKOW4TAH ← incorrect, no capitol letter in word allowed!!!

delaware=DEH4LAXWEH6R

delay=DIXLEY4

demonstrate=DEH4MUNSTREYT

SAM will not be able to find the word delay, simply because SAM stops the search when finding the D from Dakota. This is easily fixed by changing "Dakota" into "dakota".

Check for spaces, these should not be in the library. For example, if section E contains the following words:

electricity=ULEHKTRIH4SIXTIY

electronic=ULEHKTRAA4NIXK

elementary=EH4LUMEH4NTRIY

eleven=IXLEH4VIXN

**emphasis = EH4MFAXSIHS** ← incorrect, spaces are not allowed

encyclopedia=EHNSAY5KLAXPIY4DIYAH

energy=EH4NERJIY

engineering=EH5NJUNIY4RIHNX

enter=EH4NTER

SAM will not be able to find the word “emphasis” because SAM can only find “emphasis<space>“ which isn’t the same and therefore will be ignored.

And finally when SAM stays completely silent when a word should be spoken then there is something wrong with the list of phoneme. For example, if section L contains the following words:

liters=LIY4TERZ

little=LIH4TU ← incorrect, phoneme list is incomplete

load=LOW4D

SAM does find the word, but isn't able to pronounce it because the list of phoneme is wrong. Just changes "LIH4TU" into "LIH4TUL".

Now you may wonder why SAM is so critical about the dictionary. Couldn't SAM be made less critical about the content of the dictionary? Well technically spoken anything is possible, the letter could be converted into the proper case and spaces could be simply ignored. But do not forget that SAM needs to function in real time. Every action that SAM needs to do requires processing time, resulting in awkward pauses if processing takes too long. Therefore it would make no sense to do these actions every single time for every single character in the dictionary considering that in 99.99999% of the time they aren't required. This would only waste valuable processing time and only reduces the performance of SAM. Keep in mind that dictionaries can be large and can take up a lot of time to process! And let's be honest, is it too much to ask to define a word according the rules of the dictionary? Nope it isn't. So let's help SAM out a little and obey his dictionary rules. Then everything will be just fine and will function as efficiently as possible.

## 9 Filesystem

SAM is a device that can store settings in non volatile memory. For example, you can define the welcome message and no matter how long your computer is switched off, SAM does not forget. So when it is switched on again things work the same way as the last time you used it. Now these settings need to be stored somewhere and according to some structure. The location is inside the flash memory of the processor and the structure is a filesystem with a JSON file for the settings and additional files (like the dictionary).

### 9.1 Filesystem

Although there is no real need for the common user to modify the content of the filesystem, there is a way to explore the contents and do some minor modifications. This may be desired in case of retrieving things from the filesystem or to do minor upgrades of the content. In order to do so a filebrowser that can be accessed through a webbrowser is to be used. In order to start the filebrowser SAM needs to be instructed to set up this functionality.

#### **ATTENTION:**

By default your VIC20 and C64 are in capital letter mode, for all commands this is perfectly fine. However, this is a problem when entering a case sensitive item like a networkname or password. Therefore you must switch your CBM computer to the lowercase mode by pressing <shift> + <CBM> on your CBM keyboard. This is the only way that you can edit/see the networkname and password properly. Unfortunately, there are some restrictions in the characters you may use, this because your CBM can only generate the following characters:

```
! "#$%&' () *+, -./0123456789:;=>?@[]  
abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ
```

The <space> and <return> “characters” are supported for normal usages, but cannot be used in a combination with a networkname or password.

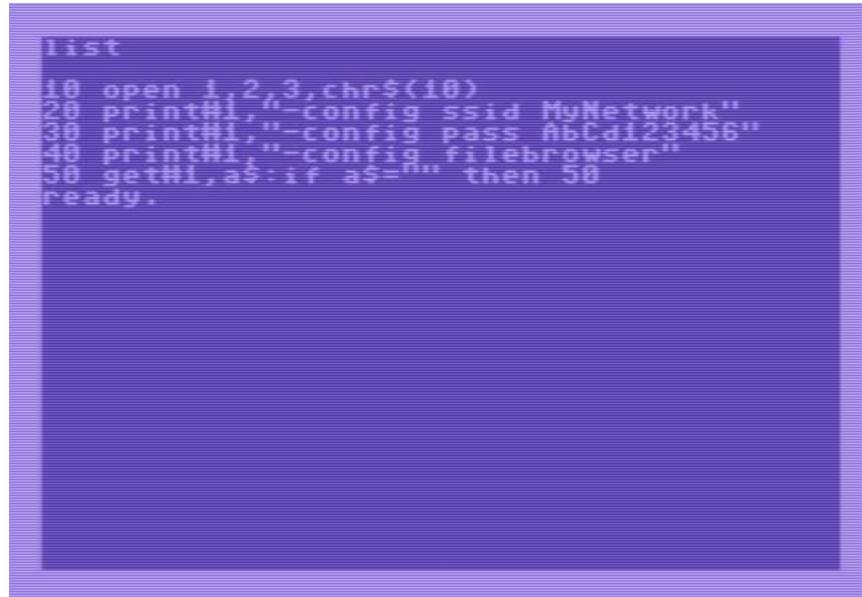
If your networkname or password contains characters that are not supported by SAM then you cannot setup a connection, simply because the CBM computer does not allow you to enter the characters, as these characters are not on the keyboard, so you can't type them in. The only solution would be to change your wifi network configuration in the router. Although you might consider to visit a friend with a less complicated wifi network name and password setting.

In order to connect the module to the wifi network, the user must enter the network SSID and Password, so that these settings can be used by SAM to connect to the network. Once connected, the user can go to a webpage hosted by SAM and upload the new firmware image using a simple filebrowser. In order to enable the webserver in SAM that hosts this little firmware updating webpage, a small program needs to be entered. This program sends the networkname (SSID) and password (also referred to as “key”) and starts the update mode. Type in the following program. Make sure that your system is in lower case mode in order to properly enter your network name and password (see screenshot):

```

10 open 1,2,3,chr$(10)
20 print#1,"-config ssid WiFinetwork"
30 print#1,"-config pass WiFipassword"
40 print#1,"-config filebrowser"
50 get#1,a$:if a$="" then 50
60 print a$;:goto 50

```



Line 10: open serial port

Line 20-30: send the wifi's SSID and password information (enter your personal values here, replace the text “WiFinetwork” with the name of the wifi network you want to connect with. And replace the text “WiFipassword with the password of the wifi network you want to connect with.)

Line 40: instruct SAM to start the filebrowser server (this blocks all other functionality)

Line 50-60: get all data from SAM over the serial port and display it on the screen of your CBM. This way you'll get some feedback regarding the wifi connection state and update progress. Also on the screen you'll see the IP-address to which you should go to with your browser in order to do the update.

If this programs doesn't work the first time, reset everything (computer off for 10 seconds) and try again (please double check your SSID and password settings before retrying). Sometimes wifi networks can be a bit stubborn and don't want to connect the 1<sup>st</sup> time, so no reason to panic. This can also be because of range limitations or a crowded network. Therefore it is preferred to do this action at home and close to your wifi router. Do not try this at a public network as these are very slow and unreliable.

Regarding security, SAM is normally not connected to the wifi network, so you do not need to worry about other people accessing it and updating your firmware without your knowledge. The wifi connection is only established when you give SAM the -CONFIG FILEBROWSER command.

If all goes well, the basic program will print an IP-address that you can enter in your webbrowser. It will look like the screenshot below.

<screenshot van filebrowser>

## 10 Technical info

### 10.1 Serial specifications

The device operates over the serial port, although the levels aren't RS-232, the timing and bit definitions are. Therefore we may state that this is TTL RS-232.

Baudrate : 2400 bits/second

Number of bits : 8

Parity : No

Number of stop bits : 1

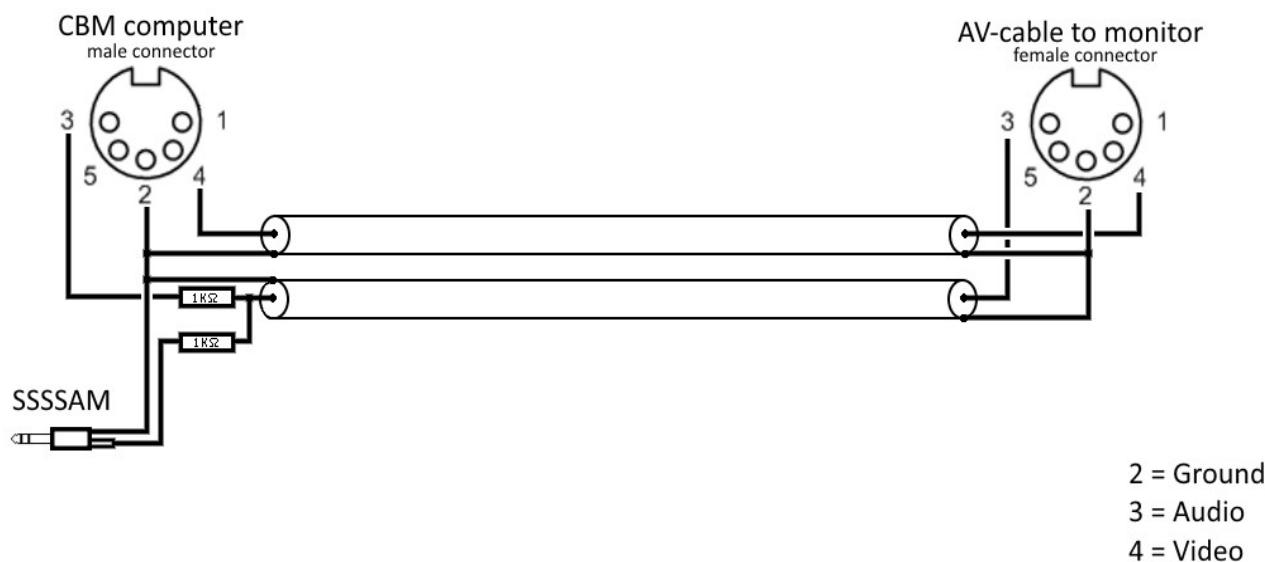
Flow control : No

SAM does not echo everything you send it, simply because this would only complicate the usage in combination with old computers, as they would need to process that data. However, SAM send an "OK" every time it has finished a command or speech request. So if many text needs to be spoken, then it might be useful to wait for the OK from SAM before sending a new text string.

## 10.2 Audio mixing cable

This device is best to be used with the 5-pin composite video audio mixing cable. In case this cable gets lost or damaged you can repair or rebuild the cable using the schematic as shown below. The 5-pin cable can be used on all CBM computers that can connect to an external monitor.

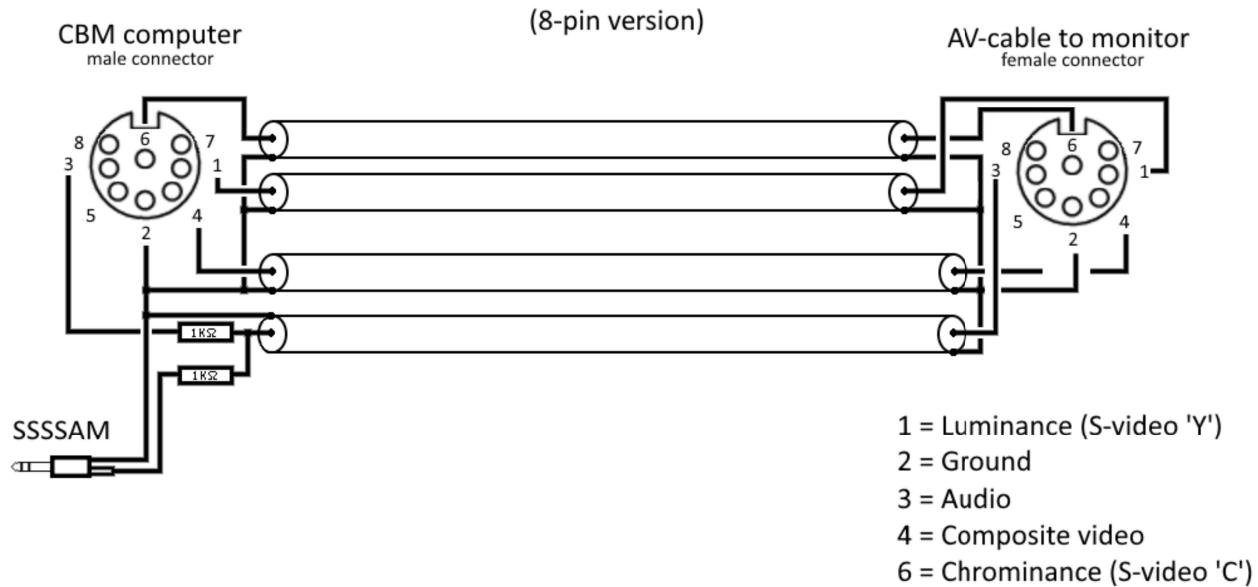
Audio mixing cable for "Serial Speech Synthesizer SAM"  
(5-pin version)



The schematic above shows the 5-pin AV cable (a.k.a. composite video cable) for carrying the audio and video signals using a coaxial cable. This connector fit's on all CBM computers that allow connection to an external monitor. The VIC-20 can only accept a 5-pin connector. The C64 and other models cab accept both the 5-pin and 8-pin connector. The 8-pin connector has 3 extra pins of which pin-1 and pin-6 carry the extra signals for the Y/C video system also known as S-video. This can produce slightly clearer image on your monitor/television (if your monitor/television supports it). Because the SSSSAM device has been developed for the VIC-20, it makes no sense in supplying a cable that doesn't fit into the VIC-20, therefore the 8-pin cable is not supplied with the SSSSAM device. Another major factor is that the 8-pin connector is expensive and difficult to obtain and would significantly increase the total cost of the device for functionality not used by the main public.

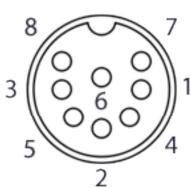
If you really desire the 8-pin video cable then the only option would be by making such a cable yourself.

## Audio mixing cable for "Serial Speech Synthesizer SAM"



Keep in mind that the 8-pin DIN plugs come in two variations, Commodore uses the “horse shoe” or “262 degrees” type, which isn’t very common. There is another 8-pin DIN connector that is of the “270 degrees” type, DO NOT USE THAT ONE, as it does not fit without damaging the connector in your C64. Unfortunately, that 270 degrees connector is very common and this makes it very confusing. So keep this in mind if you want to make your own cables. The pin-out for the 8-pin connector and the layout of the 270 and 262 degrees connector types are shown on the next page.

C64 8-pin A/V port



- 1. Luminance, S-video Y-signal
- 2. Ground
- 3. Audio out
- 4. Composite video
- 5. Audio input
- 6. Chrominance, S-video C-signal
- 7. Not connected
- 8. +5V DC from PSU! (or not connected)



The wrong type  
DIN-plug



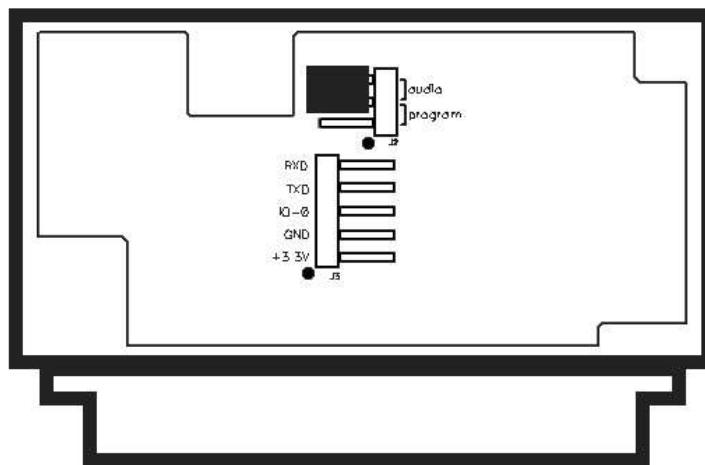
The correct “horse shoe”  
type DIN-plug

## 10.3 Updating firmware (method 1: using a cable)

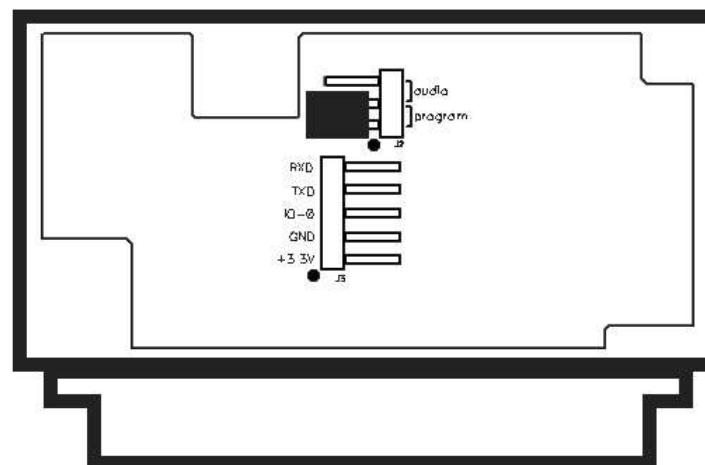
This device contains a micro controller that uses firmware programmed into the flash memory of the device. This firmware may be changed/upgraded but that procedure is not intended to be executed by the “average” user. This function is merely intended for use by developers using the Arduino IDE in combination with the ESP8266 core.

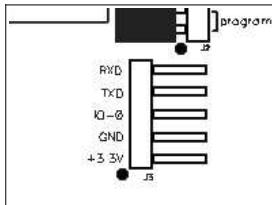
The audio is generated using the I2S functionality of the microcontroller (ESP8266) unfortunately this functionality is shared with the RXD line of the serial port required for firmware updates. Therefore in order to play audio or program firmware the circuitry has to be adjusted for that specific task. The jumper allows the audio filter circuit or the RXD signal to be (dis)connected.

Below is the position of the audio/program jumper shown for normal use. Place the jumper in this location (see the image below) if you want audio output on the audio jack socket.



In order to be able to program the device the jumper must be placed into the program location as shown below.





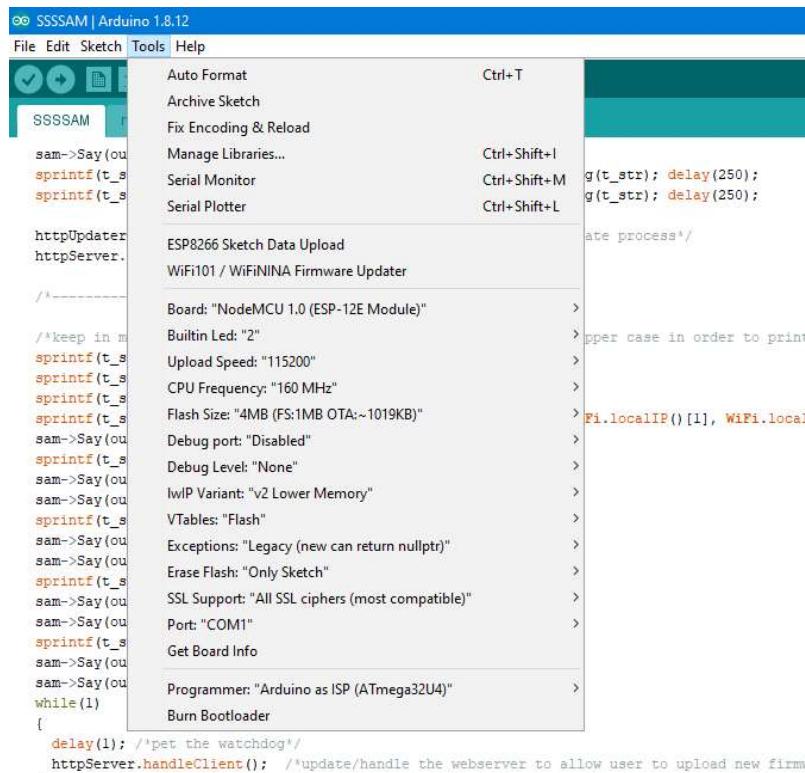
The 5-pin header allows for the RXD and TXD signals to be connected to your PC, the levels on these pins are designed to be used for 3.3V levels (although by changing the values of R15 and R16 on the PCB is possible to allow the use of 5V levels).

The 3.3V is an output, do not apply a voltage to this pin! This pin is intended to supply power to your RS-232 to TTL level shifter. However when a “modern” USB to TTL-RS-232 converter is used, it will require no power at all and all you need to do is connect the RXD, TXD and GND to the appropriate pins of that converter.

The IO-0 line is to be held low during power-on (or reset) to force the device into the bootloader mode. You must leave this pin floating during normal use.

### 10.3.1 Developing firmware

Tip: if you are developing firmware for this device, then changes are that you are constantly swapping the location of the audio/program jumper. For those situations it is highly recommended to place a simple toggle-switch via some 10cm long wires to the 3-pin jumper. And a push button to ground for the IO-0 signal. This way you can quickly switch between audio-output and programming mode and by holding down the push button during power-on (reset) you invoke the bootloader mode. Releasing the button after 3 seconds after power-on (reset) keeps the device in bootloader mode but allows it to start immediately upon finishing of the uploading of the new firmware (manual reset may be required). Regarding the IDE settings, make sure that your IDE is configured as shown in the screenshot:



You might ask yourself “Where do I find the .bin files after compilation?”

After compilation (or ESP8266 sketch data upload (which generates the SPIFFS filesystem .bin file)) you may find the firmware and filesystem .bin files in the folder:

C:\Users\???\AppData\Local\Temp\arduino\_build\_???

The first set of question marks should be replaced with the username of your Windows system and the second set of question marks should hold the name of the arduino\_build folder with the latest date.

You can copy these files from here in order to redistribute them among users so they can upload them through the webinterface bootloader.

## 10.4 Updating firmware (method 2: using a webbrowser)

If you want to update the firmware of SAM then you can use the webbrowser based bootloader. This method is very convenient for regular users because it doesn't require cables and you don't need to open the device. The only requirement is that SAM can connect to a wifi network.

### **ATTENTION:**

By default your VIC20 and C64 are in capital letter mode, for all commands this is perfectly fine. However, this is a problem when entering a case sensitive item like a networkname or password. Therefore you must switch your CBM computer to the lowercase mode by pressing <shift> + <CBM> on your CBM keyboard. This is the only way that you can edit/see the networkname and password properly. Unfortunately, there are some restrictions in the characters you may use, this because your CBM can only generate the following characters:

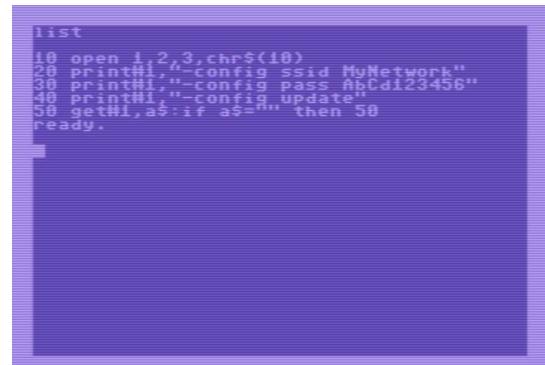
```
!"#$%&'() *+, -./0123456789:;=>?@[]  
abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ
```

The <space> and <return> “characters” are supported for normal usages, but cannot be used in a combination with a networkname or password.

If your networkname or password contains characters that are not supported by SAM then you cannot setup a connection, simply because the CBM computer does not allow you to enter the characters, as these characters are not on the keyboard, so you can't type them in. The only solution would be to change your wifi network configuration in the router. Although you might consider to visit a friend with a less complicated wifi network name and password setting.

In order to connect the module to the wifi network, the user must enter the network SSID and Password, so that these settings can be used by SAM to connect to the network. Once connected, the user can go to a webpage hosted by SAM and upload the new firmware image using a simple filebrowser. In order to enable the webserver in SAM that hosts this little firmware updating webpage, a small program needs to be entered. This program sends the networkname (SSID) and password (also referred to as “key”) and starts the update mode. Type in the following program. Make sure that your system is in lower case mode in order to properly enter your network name and password (see screenshot):

```
10 open 1,2,3,chr$(10)  
20 print#1,"-config ssid WiFinetwork"  
30 print#1,"-config pass WiFipassword"  
40 print#1,"-config update"  
50 get#1,a$:if a$="" then 50  
60 print a$;:goto 50
```



Line 10: open serial port

Line 20-30: send the wifi's SSID and password information (enter your personal values here, replace the text "WiFinetwork" with the name of the wifi network you want to connect with. And replace the text "Wifipassword with the password of the wifi network you want to connect with.)

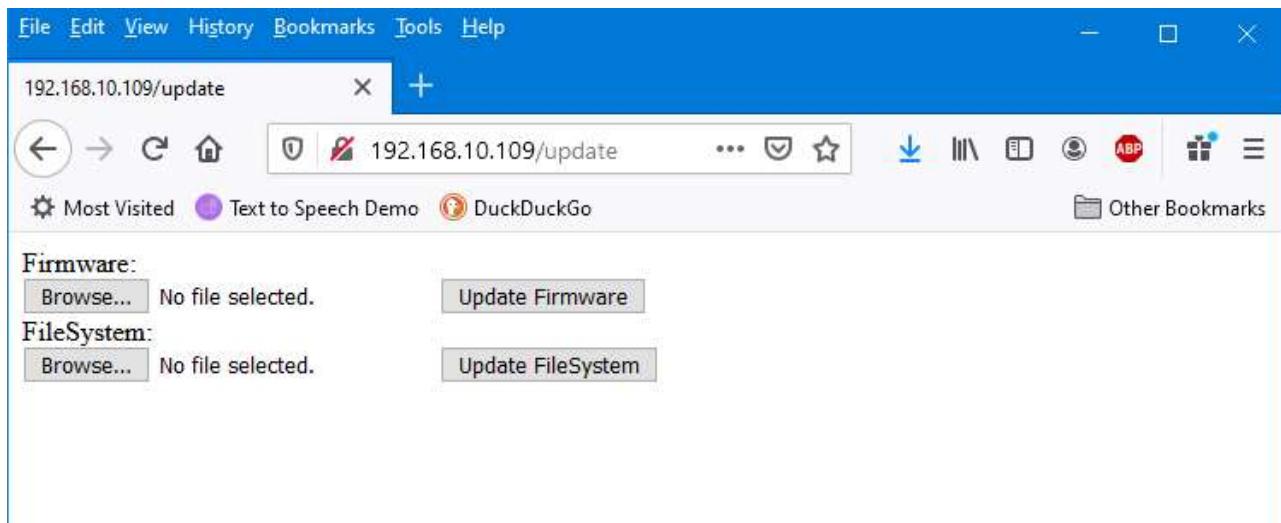
Line 40: instruct SAM to start the update server (this blocks all other functionality)

Line 50-60: get all data from SAM over the serial port and display it on the screen of your CBM. This way you'll get some feedback regarding the wifi connection state and update progress. Also on the screen you'll see the IP-address to which you should go to with your browser in order to do the update.

If this programs doesn't work the first time, reset everything (computer off for 10 seconds) and try again (please double check your SSID and password settings before retrying). Sometimes wifi networks can be a bit stubborn and don't want to connect the 1<sup>st</sup> time, so no reason to panic. This can also be because of range limitations or a crowded network. Therefore it is preferred to do this action at home and close to your wifi router. Do not try this at a public network as these are very slow and unreliable.

Regarding security, SAM is normally not connected to the wifi network, so you do not need to worry about other people accessing it and updating your firmware without your knowledge. The wifi connection is only established when you give SAM the -CONFIG UPDATE command.

If all goes well, the basic program will print an IP-address that you can enter in your webbrowser. It will look like the screenshot below.



The screen offers you two options, you can update the firmware of SAM. And if you'd need to, you can also update the filesystem of SAM. Now the firmware is pretty obvious, it is the code inside SAM that defines its functionality. And therefore this is the most likely thing to update in case there is a new firmware available in case of a bugfix.

The filesystem update button should normally not be used, the filesystem is a very small solid-state-drive inside SAM, it holds the configuration file. In the future it may hold many more files for extra functionality of SAM... or it may not, who will tell?

Both file-types have the same extension, so make sure to upload the correct file. After pressing the “update” button, it may appear that nothing happens, however, that is not the case, the file is transferred and after approximately a minute the system will reset itself and the update is finished. Because SAM has reset itself, the webserver will be closed and the webpage cannot refresh itself anymore, so your browser will notify you that the connection has been lost. This is completely normal. You may use SAM as if you have just switched it on as the new update is now finished.

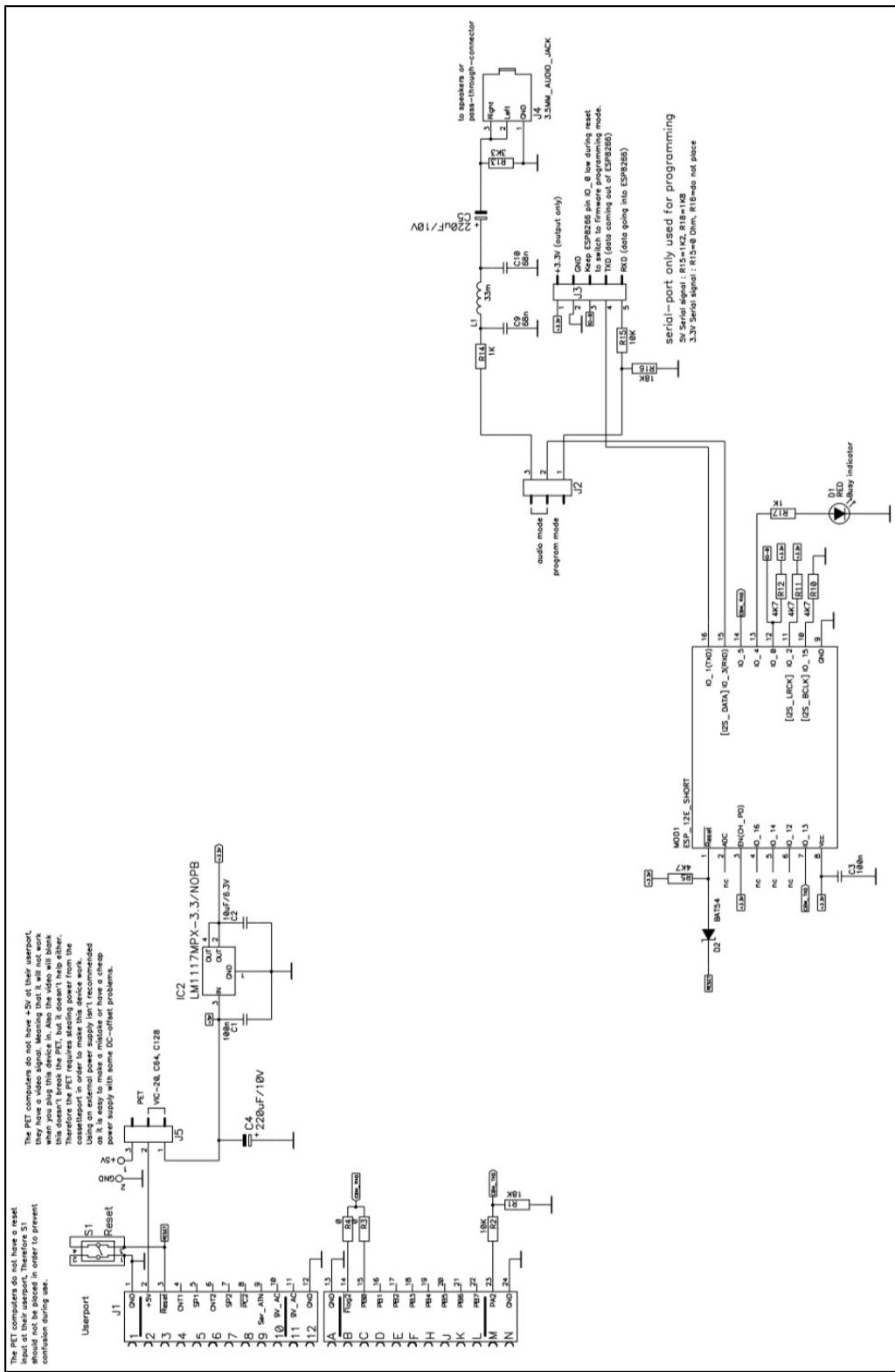
**Attention:**

If you accidentally upload filesystem.bin into the firmware area, then the file is transferred but rejected before the actual program starts, so nothing happens.

If you upload firmware.bin into the filesystem area, the filesystem is ruined, however when the system starts, it detects the error situation and recreates a new filesystem with the default values, restoring basic functionality, which means that it will create a new setting file with default values. So essentially, all your custom settings are lost as they will be restored to factory default values.

This means that it is highly unlikely that you “brick” your device by pressing the wrong buttons. However, this doesn’t mean that you should not think about what you are doing, updating the firmware or the filesystem is a potentially dangerous procedure. If you are uncertain about your abilities of performing this procedure then always ask for help.

## 10.5 Schematic

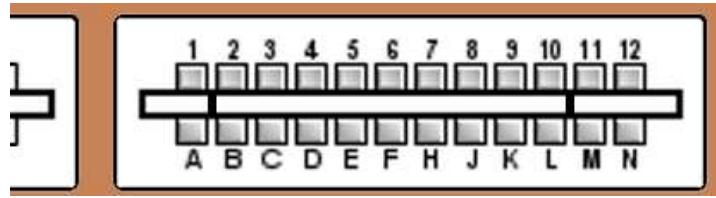


## 10.6 User port connections

All 8-bit Commodore computers have many similarities but also lot's of (tiny) differences, so beware. Because things that are called and look the same, are not always the equal. For example the user-port, below the pinout of user-ports for various Commodore computer models. The image below shows what you would see if you'd stand behind the computer and look at it's rear side. Please note the notches in the PCB material of the connector, located between pin A-B en L-M. These are keying notches, the idea is that the mating connector should have "keys" inserted at these locations and will prevent the user from inserting the connector upside down. Unfortunately, in practice these "keys" were almost always left out of the mating connector. As a result, many users, damaged their equipment by accidentally inserting connectors upside down into the user-port.

But even if used, these keying pins aren't perfect themselves. Although edge connectors are relatively easy to be bought, the "keys" aren't, even if you manage to find them it is no guarantee that they'll fit properly. Too loose simply mean that they will fall out when least expected, but too tight and they will not fit at all or completely prevent you from inserting the connector into the computer. And even when you think they fit just fine, don't be surprised if the keying pin(s) get caught in the computer and stay there without you even noticing. Therefore, considering all this combined with the fact that the device should be self explanatory on how it should be inserted (with it's label on top, clearly visible during use) this device has no keying pins.

But, this does mean that it is possible to insert the device into the user-port upside down! Please do not do this! You will cause damage, as this device will short-out the 9V AC connections on the user port. Eventually resulting in a blown fuse inside your CBM computer.



*pinout as seen when looking directly at the rear end of the CBM computer  
(please notice the keying pin slots, which can be used as extra visual reference)*

User-port pinout of Commodore computers					
Pin	VIC-20	C64 / C128	Plus 4 (C16 has no userport)	PET	Used by SSSAM
1	GND	GND	GND	GND	<b>GND</b>
2	+5V	+5V	+5V	TV Video	<b>+5V</b>
3	\Reset	\Reset	\Reset	IEEE-SRQ	\Reset
4	Joy-0	CNT1	P2	IEEE-EOI	
5	Joy-1	SP1	P3	Diagnostic sense	
6	Joy-2	CNT2	P4	Tape read-1	
7	Lightpen	SP2	P5	Tape read-2	
8	Tape switch	\PC2	RxC	Tape Write	
9	Serial ATN in	Serial ATN in	Serial ATN in	TV Vertical sync.	
10	9V AC (+ phase)	9V AC (+ phase)	9V AC (+ phase)	TV Horizontal sync.	
11	9V AC (- phase)	9V AC (- phase)	9V AC (- phase)	GND	
12	GND	GND	GND	GND	<b>GND</b>
A	GND	GND	GND	GND	<b>GND</b>
B	CB1	\Flag2	P0	CA1	<b>CBM RXD</b>
C	PB0	PB0	RxD	PB0	<b>CBM RXD</b>
D	PB1	PB1	RTS	PB1	
E	PB2	PB2	DSR	PB2	
F	PB3	PB3	P7	PB3	
H	PB4	PB4	DCD	PB4	
J	PB5	PB5	P6	PB5	
K	PB6	PB6	P1	PB6	
L	PB7	PB7	DSR	PB7	
M	CB2	PA2	TXD	CB2	<b>CBM TXD</b>
N	GND	GND	GND	GND	<b>GND</b>

## 10.7 Design considerations

During the design of this device some things just didn't make it and were decided not to be placed at the very last moment. But on close inspection of the PCB, you may notice these empty places. Below a short explanation of the components:

### LED

For visual indication of SAM being busy (which is the case when SAM speaks) an LED was designed into the system but that never made it into the final product for various reasons. One of those reasons was that you hardly see it, since it is at the back of the computer and the front of the tiny case is almost completely occupied by the logo sticker, making the sticker smaller wasn't an option considering the sticker is already very small for the information it needs to contain.

### Reset button

Another thought was to add a reset button to the system, this way some extra functionality is added that may come in handy for systems that don't have a reset button. However, this didn't make it into the final product for various reasons. One of the main reasons is that the reset-pin isn't available on the user-port of all Commodore computers, for example the PET series have a different function on that pin. So to prevent confusion, it was better to leave out this functionality in order to prevent different variations of the case (with or without reset button). A secondary reason was the very limited available space on the PCB inside the case and the size and shape of the case itself.

### Case design

A major contributor for leaving out the LED and reset button is the fact that both items need holes. Considering that holes can be very complicated, due to the required tolerances to make everything fit snugly and look nice. Keep in mind that this is a hobby project, every hole is drilled manually. This device would be far more complicated if it had 3 holes. Because the holes have things sticking through (LED, reset button, Audio jack) all holes or components should be placed exactly at the right location. If a hole or component was to be placed 0.1mm to the left or right, than it might cause in a reset button getting stuck. And making the hole larger to allow for greater error would only result in making things optically worse. Just imagine, an audio jack/button/LED with a large gap around it, or even worse, a gap on the left but a tight fit on the right. This would make the entire device look very cheap and ugly. Therefore a design that only has one hole makes things much easier to fabricate and assemble.

# 11 Trouble shooting

Sometimes things don't just work the way you expect it to work. Below are some situations you may encounter and how you should respond to them.

## 11.1 Safety first

Regarding retro computer safety, never plug something in or remove something from a computer that is switched on. Always switch the computer power off before making/breaking any connection.

During maintenance or repair, always be careful with possible static discharges, therefore you should take your precautions and properly ground yourself, the best way to do this is by using a wrist strap. Connect this strap to the bare metal parts of the chassis of the computer you are working on or to the earth of your electrical system. The wrist strap has a 1MOhm resistor that prevents damage to your computer due to Electro Static Discharge (ESD). The strap safely brings you and the computer you are working on, to the same potential, making discharges due to handling impossible. Please consult an expert if you are not familiar with ESD.



## 11.2 Bad contacts and how to clean

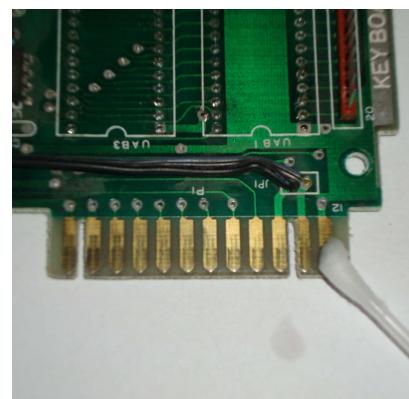
Many times old computers suffer from bad connections, bad connections between the computer and its peripheral. These bad connections can be caused by a connector not placed properly or by contacts being dirty. The latter is not surprising considering the age of these machines.

### Cleaning contacts with alcohol and cotton swaps



Dirt can be removed in various ways, but we must always be careful how to handle these machines, therefore follow the ESD safety precautions and if you are not familiar with these consult an expert.

Contact cleaning can be done using some cleaning alcohol and a cotton swap, make sure that after cleaning all contacts have dried completely before switching on your computer.



### **Cleaning contacts with a pencil eraser**

A more thorough way of cleaning contacts is by using a pencil eraser. These are slightly abrasive and allow you to remove the most stubborn dirt or oxides. The eraser allows you to gently “grind” the contacts. Do not press hard on the eraser when you touch the pads, use very little force and constantly check for the effect your action has. Sometimes even one gently swipe of the eraser can be enough to clean a pad, very dirty pads may need multiple swipes. Then again if your pads are really dirty, it is best to clean them with a little bit of alcohol and some cotton swaps first. A pencil eraser may leave some gummy residue onto the contacts, which is easily removed with a cotton swap.



**Attention:** be extremely careful and make absolutely sure not to overdo it because it is very easy to remove too much. Removing too much of the gold plating of the contacts, resulting in contacts corroding even faster than before, making it very unreliable and require you to clean it even more often. Although (technically) not all is lost when this happens as it is possible to re-apply the gold plating using electroplating and some very dangerous chemicals, but that process way beyond the scope of this manual and should be avoided at all times. Keep in mind that in most cases re-applying the gold plating may cost you even more than your computer is worth.

### **Cleaning contacts with very fine sandpaper**

At first this may sound like a reasonable idea, but believe me IT IS NOT. This is in fact the most destructive method possible. The gold plating on the contacts is so very thin that damage is done almost instantly. So... **DO NOT USE SANDPAPER TO CLEAN CONTACTS!!!**

## **11.3 Compatibility issues**

If you use SAM on a C64 in combination with a Final Cartridge III (FC-III), then you may experience problems with SAM not recognizing your commands. For some reason the cartridge messes up the serial port data making it impossible to make SAM do things as long as the cartridge is active. You do not need to remove the FC-III completely, you can disable the cartridge by using a BASIC command named “KILL”. Just type KILL <enter> and the cartridge is disabled, now SAM can be controlled normally.

## **11.4 Error. Serial buffer overflow**

When you send SAM too much data the serial buffer WILL overflow. SAM does not like this and will speak the message “Error. Serial buffer overflow” and SAM will discard all the data that has been received up to that point. Meaning that you will loose data. But there is a simple solution, don’t send SAM too much data. Give SAM time to pronounce the text you request SAM to speak. When SAM is ready for more text SAM will send the OK-message, so in your code you could be polling for this message before sending more text.

## **11.5      Why double spaces act like CR**

When you send SAM a sentence that has two spaces in between words (or at the end of a sentence), SAM will process these two spaces as if it was a single CR (carriage return). Now this may seem a little strange perhaps, but then again, why would you put extra spaces in a sentence? Because if you need a pause, why not use a comma or for a longer pause use a CR?

But strange or not, this functionality is a direct result of the fact that the VIC-20 Scott Adams adventure games don't send the CR in a proper manner. Meaning that these games send double spaces where a CR would be required. Which in turn would make SAM sound very awkward if not handled properly. By detecting the "double spaces" situation and processing them as if they were a single CR, everything is perfectly fine. And the Scott Adams adventure games work perfectly in combination with SAM.

## **11.6      Properly entering commands**

In this manual you'll see some examples being given, for example the speed command:

```
-CONFIG SPEED10
```

Now you can't just type this in on your CBM, it doesn't work that way, you'll need to send this command (which is nothing more than plain text) to the serial port using the following method. First you must open the serial port channel at 2400 baud using the BASIC commands:

```
OPEN 1,2,3,CHR$(10)
```

Then when the port is opened, you may send the command through the use of the print statement:

```
PRINT#1, "-CONFIG SPEED10"
```

If more commands or text needs to be sent, just use more PRINT# statements, since the serial port is already open. You may close the port when done, but this isn't really required. More details about the OPEN, PRINT# and CLOSE# command is shown below.

## **11.7      Startup message seems to be delayed**

If you experience the startup message to be delayed, then this is most likely caused by the presence of a dictionary. Upon startup the system scans the file-system for dictionaries and makes an index in order to be able to scan the dictionary realtime during speech. The longer the dictionary, the longer the scanning, the longer the perceived delay upon startup. Remove or rename the dictionary files, so that these are no longer used in order to solve this problem completely. By reducing the size of the dictionary the perceived delay will also be reduced. Always keep in mind if you really need a dictionary.

## 11.8 The OPEN statement

The Serial Speech Synthesizer SAM device is connected to the TTL RS-232 serial port of the computer, in order to use this from the BASIC command line (or from within a program) all you need to do is to open the serial port at the correct baudrate.

OPEN 1,2,3,CHR\$(10)

1 = the channel used for communication, CHR\$(10) = 2400 baud

When the serial port is opened it remains open until closed by the CLOSE command. If you do not want to use channel 1, you are free to use any other channel within the limits of the CBM's functionality, as long as you use that same number for the PRINT and CLOSE statement further on.

## 11.9 The PRINT# statement

The Serial Speech Synthesizer SAM device is connected to the TTL RS-232 serial port of the computer, in order to use this from the BASIC commandline (of from within a program) a simple PRINT# statement is all you need. Although, you must make sure that the port is opened and that the same channel number is used as when the port was opened.

PRINT#1,"HELLO WORLD"      1 = the channel used for communication

                                "HELLO WORLD" = the text that will be spoken.

PRINT#1,"-CONFIG SPEED10"      1 = the channel used for communication

                                "-CONFIG SPEED10" = the CONFIG command

PRINT#1,"-DEMO"      1 = the channel used for communication

                                "-DEMO" = this DEMO command (starts the DEMO)

## 11.10 The CLOSE# statement:

You can open the serial port for use at with the OPEN command (see above) and when this functionality is no longer required, you may close it with the command:

CLOSE#1      1 = the channel that needs to be closed

**Attention:** when opening ports on your CBM, for example for communication with your printer or disk drive or datasette, it is very normal to close it when you are done. So most programs have near it's end a CLOSE#X instruction, to close the opened port (multiple CLOSE#X commands are required when multiple ports are used).

Unfortunately, using the serial port things work slightly different. Because if you give the CLOSE command BEFORE all data is completely send over the serial port, the CLOSE command will instantly abort the transmission of data. This may result in a SAM speaking only a part of a sentence or in no speech at all. Therefore wait until all data is send before closing OR in most cases (which is the easiest) just leave out the CLOSE command entirely (the close command related to the serial port channel that is). As you may have noticed, all the examples in this manual do not use any close statement at all.

## 11.11 The CMD statement (redirecting output)

Commodore BASIC has a command that allows for easy redirecting of the standard output. This way it is possible to output the text generated by a print statement (which normally goes to the screen) to the disk drive, printer or serial port (RS-232). The serial (RS-232) port is the port to which SAM is connected. So we can output the data generated by print, list, etc. to SAM using the following commands

OPEN 1,2,3,CHR\$(10)                    1 = channel, 2 = serial port, CHR\$(10) = 2400 baud

CMD 1                                    redirect standard output to channel 1

PRINT"hello"                            send text to the (redirected) standard out

You can stop the redirection of the output using an empty print command or by generating an error (just type something that causes a syntax error). Because error printing forces the output back to the default output (which is the screen).

PRINT#1

The above few lines cause the text "hello" to be sent to the serial port. Now unfortunately... this is only a partial redirection of outputted data, which is a bit confusing. Because everything you type is still visible on the screen and not sent to the redirected port. In other words, if you are blind and want to use redirection of text output to the serial port, in order to hear what you are typing. Then this form of output redirection is completely useless. For those situations you'll need a special kernel that performs that task. At the moment of writing the name of such a kernel is not known by the author, but it is known that they exist. Please refer to, the user manual or programmers reference guide of your CBM computer, for more details about CMD.

## 12 Experimental functionality

Because this device is build around an ESP8266, it means that it can access the local WiFi network. This functionality is already in use as a method for easily updating the firmware. But wouldn't it be nice if it could be used for more functions? Well, experiments have been done and a Telnet client has been implemented... but to be honest it isn't really fast. Which is one of the reasons that these telnet related commands aren't mentioned in the command overview. Technically these commands are not supported, if you use them... good luck.

There are various reason for this. One of them is the serial port used to send data back to the CBM computer. This serial port is a bit-banged serial port. Because the normal serial port is not usable because it's IO-pin is already being used to generate the analog audio signal. Now although the bit-banged serial port is very accurate, it also means that is is very time consuming meaning that it will lock up SAM during the processing of that data.

Now it doesn't help that the CBM can only process data rates of up to 2400 bits/sec (faster is possible using assembly, but for a simple BASIC program 2400 is the absolute limit). And even then it is a bit on the fast side, because if a BASIC program is processing that data (printing it to the screen) then this will also take time and the buffer on the CBM is only 255 bytes. Meaning that if this buffer is fed more data than it can handle it will simply overflow and data will get lost. All of this combined with the fact that some BBS (Bulletin BoardS) can respond with large amounts of data, buffer overflows are bound to happen and data will be lost. Because there is no hardware handshaking between SAM and the CBM although some other form of handshaking could be realized, this has not been done yet. Therefore the only way to make this works at this moment, is to slow down that data towards the CBM. This can be done using the SERIALDELAY command, which considerably can slow communications down, but allowing the CBM to keep up.

However, if you want to experiment these are the commands that can be used. They are shown in the form of an example. Keep in mind that using this commands are at your own risk, there are no guarantees that it will work and success varies depending on the BBS visited. The example below tries to connect to the nice BBS named "borderlinebbs.dyndns.org" at port 6400. In order to stop the program press run/stop on your CBM, but in order to gain full control over SAM you must reset your system.

```
10 open 1,2,3,chr$(10)
15 print#1,"-config debug0"
20 print#1,"-config ssid WiFinetwork"
30 print#1,"-config pass WiFipassword"
40 print#1,"-config serialdelay10"
50 print#1,"-config telnethost borderlinebbs.dyndns.org"
51 print#1,"-config telnetport 6400"
52 print#1,"-config telnetstart"
70 get#1,a$:if a$="" then 72
```

```
71 print a$;  
72 get b$:if b$="" then 74  
73 print#1b$;  
74 goto 70
```

Line 10: open serial port.

Line 15: disables SAM debug mode, meaning that the -config related commands will not be pronounced by SAM. This speeds up the execution of the program but also prevent user annoyances/frustration. This because SAM will most likely not be able to pronounce the name of your wifi network, password, the URL of the BBS, etc.

Line 20-30: send the wifi's SSID and password information (enter your personal values here, replace the text "WiFinetwork" with the name of the wifi network you want to connect with. And replace the text "Wifipassword with the password of the wifi network you want to connect with. Make sure that if your password has capital letters, that you enters these values in capital form, press shift+CBM to switch to lower case mode in order to visualize that text in normal form (upper and lower case).

Line 40: slow down the serial traffic in order to prevent an overflow of data on the CBM side, a value of 10 will add a delay time with an equivalent of 10 characters. Effectively this will make the communication 11 times slower than normal. It will allow the CBM a bit more time to process the received characters.

Line 50-52: parse the telnet host information to SAM and start a connection

Line 70-71: get all data from SAM over the serial port and display it on the screen of your CBM. This way you'll the data send by the telnet host will be displayed on your screen. If the telnet host is a supports the PETSCII charset then you'll automatically have color and control characters as these are implemented in the PETSCII charerset. This means that the BBS can send you simple but colorful welcome screen PETSCII images which you can display with the simple BASIC program as shown here. As the true magic lies within the PETSCII character set combined with the "print a\$" command.

Line 72-73: get all data from the user (keyboard) and send it to the SAM over the serial port so it will be send to the telnet host.

Line 74: keep looping in order to continuously scan fro data from the telnet host or the user.

## 13 English-to-phonetic spelling dictionary

### - NUMBERS -

one = WAH4N  
two = TUW4  
three = THRIY4  
four = FOH4R  
five = FAY4V  
six = SIH4KS  
seven = SEH4VIXN  
eight = EY4T  
nine = NAY4N  
ten = TEH4N  
eleven = IXLEH4VIXN  
twelve = TWEH4LV  
thirteen = THER4TIY6N  
twenty = TWEH4NTIY  
thirty = THER4TIY  
hundred = /HAH4NDRIXD  
thousand = THAW4ZUND  
million = MIH4LYUN

### - UNITS -

units = YUW4NIXTS  
inches = IH4NCHIXZ  
feet = FIY4T  
yards = YAA4RDZ  
miles = MAY4LZ  
centimeters = SEH4NTIXMIY6TERZ  
kilometers = KIXLAA4MIXTERZ  
acres = EY4KERZ  
ounces = AW4NSIXZ  
pounds = PAW4NDZ  
tons = TAH4NZ  
grams = GRAE4MZ  
teaspoons = TIY4SPUWNZ  
cups = KAH4PS  
pints = PAY4NTS  
quarts = KWOH4RTS  
gallons = GAE4LUNZ  
liters = LIY4TERZ  
degrees = DAXGRIY4Z

**- DAYS OF THE WEEK -**

Monday = MAH4NDEY  
Tuesday = TUW4ZDEY  
Wednesday = WEH4NZDEY  
Thursday = THER4ZDEY  
Friday = FRAY4DEY  
Saturday = SAE4TERDEY  
Sunday = SAH4NDEY

**- MONTHS OF THE YEAR -**

January = JAE4NYUXEHRIY  
February = FEH4BRUXEH6RIY  
March = MAA4RCH  
April = EY4PRIXL  
May = MEY4  
June = JUW4N  
July = JUHLAY4  
August = AO4GAXST  
September = SEHPTEH4MBER  
October = AAKTOW4BER  
November = NOHVEH4MBER  
December = DIHSEH4MBER

**- STATES AND PROVINCES -**

United States = YUWNAY4TIXD STEY4TS  
Alabama = AE4LAXBAE6MAX  
Alaska = AHLAE4SKAH  
Arizona = EH4RAXZOW5NAH  
Arkansas = AA4RKUNSAO  
California = KAE5LAXFOH4RNYAH  
Colorado = KAA5LAXRAA4DOW  
Connecticut = KAHNEH4TIXKAHT  
Delaware = DEH4LAXWEH6R  
Florida = FLOH4RIXDAH  
Georgia = JOH4RJAH  
Hawaii = /HAHWAY4IY  
Idaho = AY4DAH/HOW  
Illinois = IHLUNOY4  
Indiana = IH5NDIYAE4NAH  
Iowa = AY4AHWAH  
Kansas = KAE4NZIXS  
Kentucky = KEHNTAH4KIY  
Louisiana = LUXIY4ZIYAE5NAH  
Maine = MEY4N  
Maryland = MEH4RULIXND  
Massachusetts = MAE5SAXCHUW4SIXTS  
Michigan = MIH4SAXGUN  
Minnesota = MIH5NAXSOW4TAH  
Mississippi = MIH5SIXSIH4PIY  
Missouri = MIHZUH4RIY  
Montana = MAANTAE4NAH  
Nebraska = NAXBRAE4SKAH  
Nevada = NAXVAE4DAH  
New Hampshire= NUW6/HAE4MPSHER  
New Jersey = NUWJER4ZIY  
New Mexico = NUWMEH4KSIXKOW  
New York = NUWYOH4RK  
North Carolina = NOH4RTH KEH5RULAY4NAH  
North Dakota= NOH4RTH DAHKOW4TAH  
Ohio = OW/HAY4OW  
Oklahoma = OWKLAX6/HOW4MAH  
Oregon = OH4RIXGUN  
Pennsylvania = PEH5NSULVEY4NYAH  
Rhode Island = ROW5D AY4LUND  
South Carolina = SAW4TH KEH5RULAY4NAH  
South Dakota = SAW4TH DAXKOW4TAH  
Tennessee = TEH5NAXSIY4  
Texas = TEH4KSAXS  
Utah = YUW4TAO6  
Vermont = VERMAA4NT  
Virginia = VERJIH4NYAH  
Washington = WAA4SHIHNXTAHN  
West Virginia = WEH5ST VERJIH4NYAH  
Wisconsin = WIHSKAA4NSUN  
Wyoming = WAYOW4MIHNX  
Provinces of Canada =  
PRAA4VIXNSIXZ AHV KAE4NAXDAH  
Alberta = AELBER4TAH  
Brit. Col.= BRIH4TIXSH KAHLAH4MBIYAH  
Manitoba = MAE5NIXTOW4BAH  
New Brunswick = NUWBRAH4NZWIXK  
Newfoundland = NUW4FIXNLIXND  
Nova Scotia = NOH4VAX5KOW4SHAH  
Ontario = AANTEH4RIYOW  
Pr. Edward Isl = PRIH5NS EH4DWERTD AY4LUND  
Quebec = KUHBEH4K  
Saskatchewan = SAESKAE4CHAXWAAN

- A -

abandon = AHBAE4NDUN  
ability = AHBIIH4LIXTIY  
able = EY4BUL  
abort = AHBOH4RT  
about = AHBAW4T  
above = AHBAAH4V  
absolute = AE5BSOHLUW4T  
abuse = AHBYUW4S  
accelerate = EHKSEH4LEREYT  
accent = AE4KSEHNT  
accept = AEKSEH4PT  
access = AE4KSEHS  
accident = AE4KSIXDEHNT  
account = AHKAW4NT  
acknowledge = EHKNAW4LIHJ  
action = AE4KSHUN  
active = AE4KTIHV  
address = AE4DREHS  
adjust = AHJAH4ST  
adult = AHDAH4LT  
advance = EHDVAE4NS  
adventure = AEDVEH4NCHER  
affair = AHFEY4R  
afford = AHFOH4RD  
after = AE4FTER  
age = EY4J  
agree = AHGRIY4  
air = EH4R  
airplane = EH4RPLEYN  
alarm = AHLAA4RM  
algebra = AE4LJAXBRAH  
alien = EY4LIYIXN  
allow = AHLAW4  
alone = AHLOW4N  
along = AHLAO4NX  
alphabet = AE4LFAXBEHT  
alternate = AO4LTERNIXT  
America = AHMEH4RIXKAH  
among = AHMAH4NX  
analysis = AHNAE4LIXSIXS  
anger = AE4NXGER  
announce = AHNAW4NS  
answer = AE4NSER  
antenna = AENTEH4NAH  
anticipate = AENTIH4SIXPEYT  
apology = AHPAA4LAXJIY  
appear = AHPIY4R  
apple = AE4PUL  
appropriate = AHPROH4PRIYIXT  
approve = AHPRUW4V  
area = EH4RIYAH  
arm = AA4RM  
arrive = AHRAY4V  
ask = AE4SK  
assumption = AHSAH4MPSHUN  
astronomy = AHSTRAA4NUMIY  
Atari = AHTAA4RIY  
atom = AE4TUM  
attack = AHTAE4K  
audio = AO4DIYOW  
authority = AHTHOH4RIXTIY  
automatic = AO5TUMAE4TIXK  
auxiliary = AOKZIH4LYERIY  
available = AHVEH4LAXBUL

**- B -**

baby = BEY4BIY  
back = BAE4K  
bad = BAE4D  
balance = BAE4LIXNS  
bank = BAE4NXK  
bargain = BAA4RGUN  
base = BEY4S  
basic = BEY4SIHK  
battle = BAE4TUL  
beam = BIY4M  
beautiful = BYUW4TIXFUHL  
behave = BIY/HEY4V  
belief = BIXLIY4F  
beneficial = BEH4NAXFIH4SHUL  
betray = BIYTREY4  
better = BEH4TER  
bible = BAY4BUL  
bibliography = BIH5BLIYAA4GRAXFIY  
bicycle = BAY4SIXKUL  
billion = BIH4LYUN  
binary = BAY4NEHRIY  
bite = BAY4T  
black = BAE4K  
blast = BLAE4ST  
block = BLAA4K  
blood = BLAH4D  
board = BOH4RD  
bomb = BAA4M  
book = BUH4K  
boot = BUW4T  
boss = BAO4S  
bottle = BAA4TUL

bottom = BAA4TUM

box = BAA4KS  
boy = BOY4  
brain = BREY4N  
branch = BRAE4NCH  
break = BREY4K  
brief = BRIY4F  
bring = BRIH4NX  
broken = BROW4KIXN  
brother = BRAH4DHER  
budget = BAH4JIXT  
buffer = BAH4FER  
bug = BAH4G  
bureau = BYER4OW  
burglar = BER4GULER  
bus = BAH4S  
business = BIH4ZNIXS  
busy = BIH4ZIY  
by = BAY4  
byfe = BAY4T

**- C -**

cabinet = KAE4BUNIXT  
cable KEY4BUL  
calculate = KAE4LKYAXLEYT  
calendar = KAE4LUNDER  
call = KAO4L  
calorie = KAE4LERIY  
cancel = KAE4NSUL  
candy = KAE4NDIY  
cant = KAE4NT  
capacity = KAXPAE4SIXTIY  
captain = KAE4PTIXN

capture = KAE4PCHER	classify = KLAE4SIXFAY
card = KAA4RD	clear = KLIY4R
careful = KEH4RFUHL	close = KLOW4Z
carry = KEH4RIY	coaxial = KOHAE4KSIYUL
cartridge = KAA4RTRIXJ	coffee = KAO4FIY
case = KEY4S	coherent = KOW/HEH4RIXNT
cashier = KAE4SHIY4R	cold = KOW4LD
cassette = KAXSEH4T	college = KAA4LIXJ
catalog = KAE4TULAOG	color = KAH4LER
celebrate = SEH4LAXBREYT	comfortable = KAH4MFTERBUL
celestial = SULEH4SCHIYUL	command = KUMAE4ND
Celsius = SEH4LSIYAXS	common = KAA4MUN
center = SEH4NTER	company = KAHM4PUNIY
certain = SER4TQN	complain = KUMPLEY4N
challenge = CHAE4LIXNJ	complex = KUMPLEH4KS
change = CHEY4NJ	component = KAHMPOH4NUNT
channel = CHAE4NUL	computer = KUMPYUW4TER
chapter = CHAE4PTER	condition = KUNDIH4SHUN
charge = CHAA4RJ	conscience = KAA4NSHUNTS
chauvenism = SHOH4VIXNIHZUM	console = KAA4NSOHL
Cheese = CHIY4Z	control = KUNTROH4L
child = CHAY4LD	conversation = KAA5NVERSEY4SHUN
children = CHIH4LDRIXN	coordinate = KOHWOH4DUNIXT
chocolate = CHAO4KLIXT	corporation = KOH5RPEREY4SHUN
choreography = KOH5RIYAA4GRAXFIY	correction = KOHREH4KSHUN
Christmas = KRIH4SMAXS	count = KAW4NT
church = CHER4CH	country = KAH4NTRIY
cinema = SIH4NUMAH	cousin = KAH4ZIXN
circle = SER4KUL	create = KRIYEY4T
circuit = SER4KIXT	critical = KRIH4TIXKUL
circumstance = SER4KUMSTAENS	culture = KAH4LCHER
citizen = SIH4TIXSUN	curious = KYUH4RIYAXS
city = SIH4TIY	

**- D -**

danger = DEY4NJER  
data = DEY4TAH  
decay = DIXKEY4  
decibel = DEH4SIXBUL  
decrease = DIYKRIY4S  
definition = DEH5FUNIH4SHUN  
degree = DIXGRIY4  
delay = DIXLEY4  
demonstrate = DEH4MUNSTREYT  
department = DIYPAA4RTMIXNT  
desire = DIXZAY4ER  
develop = DIXVEH4LAHP  
dictionary = DIH4KSHUNEHRIY  
different = DIH4FRIXNT  
discount = DIH4SKAWNT  
distance = DIH4STIXNS  
distribution = DIH5STRAXBYUW4SHUN  
division = DIXVIH4ZHUN  
doctor = DAA4KTER  
double = DAH4BUL  
down = DAW4N  
drive = DRAY4V  
dungeon = DAH4NJUN

**- E -**

earth = ER4TH  
easy = IY4ZIY  
economics = IY5KUNAA4MIXKS  
education = EH5JUWKEY4SHUN  
either = IY4DHER  
eject = IXJEH4KT  
electricity = ULEHKTRIH4SIXTIY

electronic = ULEHKTRAA4NIXK  
elementary = EH4LUMEH4NTRIY  
emphasis = EH4MFAXSIHS  
encyclopedia=EHNSAY5KLAXPIY4DIYAH  
energy = EH4NERJIY  
engineering = EH5NJUNIY4RIHNX  
enter = EH4NTER  
enunciate = IYNAH4NSIYEYT  
equal = IY4KWUL  
erase = IXREY4S  
error = EH4ROHR  
escape = EHSKEY4P  
estimate = EH4STUMIXT  
Europe = YUH4RAXP  
evil = IY4VUL  
exciting = EHKSAY4TIHNX  
explain = EHKSPELY4N  
expression EHKSPREH4SHUN  
extra = EH4KSTRAH

**- F -**

face = FEY4S  
fail = FEY4L  
Fahrenheit = FEH4RIXN/HAYT  
false = FAO4LS  
family = FAE4MULIY  
fast = FAE4ST  
fatal = FEY4TUL  
father= FAA4DHER  
fault = FAO4LT  
female = FIY4MEYL  
fight = FAY4T  
figure = FIH4GYER

file = FAY4L  
filter= FIH4LTER6  
finance = FAY4NAENS  
find = FAY4ND  
finger = FIH4NXGER  
finish = FIH4NIXSH  
fire = FAY4ER  
first = FER4ST  
flavor = FLEY4VER  
flight = FLAY4T  
flow chart = FLOW4CHAART  
flower = FLAW4ER  
fluorescent = FLUHREH4SIXNT  
focus = FOW4KAXS  
follow = FAA4LOW  
foot = FUH5T  
force = FOH4RS  
formula = FOH4RMYUXLAH  
forward = FOH4RWERD  
fraction = FRAE4KSHUN  
fragile = FRAE4JUL  
freedom = FRIY4DUM  
frequency = FRIY4KWUNSIY  
from = FRAH4M  
fuel = FYUW4L  
full = FUH4L  
function = FAH4NXKSHUN  
fundamental = FAH5NDUMEH4NTUL  
fuse = FYUW4Z  
fusion = FYUWSZHUN  
future = FYUW4CHER

- G -

gain = GEY4N  
galaxy = GAE4LAXKSIY  
game = GEY4M  
garbage = GAA4RBIXJ  
gasoline = GAE4SULIYN  
gate = GEY4T  
general = JEH4NERUL  
generate = JEH4NEREYT  
genius = JIY4NYAXS  
gentle = JEH4NTUL  
genuine = JEH4NUYXIXN  
geometry = JIYAA4MIXTRIY  
get = GEH4T  
giant = JAY4IXNT  
gift = GIH4FT  
glass = GLAE4S  
gnome = NOW4M  
go = GOW4  
gold = GOH4LD  
good = GUH4D  
gourmet = GUHRMEY4  
government = GAH4VERNMEHNT  
grand = GRAE4ND  
graphic = GRAE4FIXK  
gravity = GRAE4VIXTIY  
ground = GRAW4ND  
guarantee = GAE4RIXNTIY4  
guide = GAY4D  
gun = GAH4N  
gyroscope = JAY4RAXSKOWP

**- H -**

habit = /HAE4BIXT  
hacker = /HAE4KER  
hair = /HEH4R  
half = /HAE4F  
hallucination = /HULUW4SIXNEY5SHUN  
hand = /HAE4ND  
happy = /HAE4PIY  
hardware = /HAA4RDWEHR  
harmony = /HAA4RMUNIY  
have = /HAE4V  
head = /HEH4D  
heart = /HAA4RT  
helicopter = /HEH4LIXKAAPTER  
hello = /HEH4LOW  
here = /HIY4R  
hero = /HIY4ROW  
hertha = /HER4TS  
hesitate = /HEH4ZIXTEY6T  
hexadecimal = !HEH5KSIXDEH4SUMUL  
high = /HAY4  
history = /HIH4STERIY  
hobby = /HAA4BIY  
hold = /HOW4LD  
home = /HOW4M  
honest = AA4NIXST  
horoscope = /HOH4RAXSKOWP  
hospital = /HAA4SPIXTUL  
hour = AW4ER  
house = /HAW4S  
however = /HAWEH4VER  
huge /HYUW4J  
human = /HYUW4MUN

humor = /HUYW4MER

husband = /HAH4ZBUND

hyper = /HAY4PER

hypothesis = /HAYPAA4THAXSIHS

**- I -**

I = AY4

ice = AY4S

idea = AYDIY4AX

identical = AYDEH4NTIXKUL

identity = AYDEH4N11XTIY

illusion = IHLUX4ZHUN

image = IH4MIXJ

imagination = IHMAE4JIXNEY5SHUN

immobilize = IXMOH4BULAYZ

important = IHMPOH4RTUNT

in = IH4N

inch = IHN4CH

included = IHNKLUX4DIXD

income = IH4NKUM

inconvenient = IHN5KUNVIY4NYUNT

increase = IHNKRIY4S

indeed = IHNDIY4D

index = IH4NDEHK5

indicate = IH4NDIXKEYT

indirect = IH5NDEREH4KT

individual = IH5NDIXVIH4JUWUL

industry = IH4NDAHSTRIY

inferior = IHNFIH4RIYER

inflation = IHNFLEY4SHUN

influence = IH4NFLUWIXNS

information = IH5NFERMEY4SHUN

-ing = IHNX

inject = IHNJEH4KT  
injure = IH4NJER  
initial = IXNIH4SHUL  
inside = IHNSAY4D  
inspect = IHNSPEH4KT  
insulator = IH4NSULEYTER  
integer = IH4NTIXJER  
intelligent = IHNTEH4LIXJIXNT  
interest = IH4NTREHST  
interference = IH4NTERFIY4RIXNS  
intermittent = IH4NTERMIH4TNNT  
invader = IHNVEY4DER  
invent = IHNVEH4NT  
inverse = IH4NVERS  
involve = IHNVA4LV  
iron = AY4ERN  
irrational = IHRAE4SHUNUL  
isolate = AY4SULEYLT  
issue = IH4SHUW  
item = AY4TUM

**- J -**

jacket = JAE4KIXT  
jam = JAE4M  
jargon = JAA4RGUN  
jazz = JAE4Z  
jiffy = JIH4FIY  
job = JAA4B  
join = JOY4N  
joke = JOW4K  
judge = JAH4J  
jump = JAH4MP  
junction = JAH4NXKSHUN

junior = JUW4NYER  
just = JAH4ST  
jail = JEY4L  
jewelry = JUW4LRIY  
journey = JER4NIY  
jungle = JAH4NXGUL  
junk = JAH4NXK

**- K -**

keep = KIY4P  
key = KIY4  
keyboard = KIY4BOHRD  
kilobyte = KIH4LAXBAYT  
kind = KAY4ND  
kingdom = KIH4NXGDUM  
knight = NAY4T  
knowledge = NAA4LIXJ

**- L -**

label = LEY4BUL  
lady = LEY4DIY  
language = LAE4NXGWIXJ  
large = LAA4RJ  
laser = LEY4ZER  
last = LAE4ST  
late = LEY4T  
laugh = LAE4F  
launch = LAO4NCH  
law = LAO4  
layer = LEY4ER  
lead = LIY4D  
lease = LIY4S  
lecture = LEH4KCHER

left = LEH4FT	lunatic = LUW4NAXTIH6K
legal = LIY4GUL	luxury = LAH4GZHERIY
legend = LEH4JIXND	
leisure = LIY4ZHER	<b>- M -</b>
length = LEH4NTH	machine = MAXSHIY4N
letter = LEH4TER	madam = MAE4DUM
level = LEH4VUL	made = MEY4D
liberal = LIH4BERUL	magazine = MAEGAXZIY4N
life = LAY4F	magic = MAE4JIHK
lift = LIH4FT	magnet = MAE4GNIXT
light = LAY4T	magnitude = MAE4GNIHTUX5D
like = LAY4K	mail = MEY4L
limit = LIH4MIXT	main = MEY4N
linear = LIH4NIYER	major = MEY4JER
liquid = LIH4KWIXD	make = MEY4K
list = LIH4ST	malfunction = MAE5LFAH4NXKSHUN
listen = LIH4SIXN	man = MAE4N
literature = LIH4TERIXCHER	manager = MAE4NIXJER
little = LIH4TU	maneuver = MUNUW4VER
load = LOW4D	manipulate = MUNIH4PYUHLEYT
local = LOW4KUL	manual = MAE4NYUWUL
location = LOWKEY4SHUN	manufacture = MAE5NUYXFAE4KCHER
lock = LAA4K	many = MEH4NIY
logarithm = LAO4GERIH5DHUM	marginal = MAA4RJIXNUL
logical = LAA4JIHKUL	market = MM4RKIXT
long = LAO4NX	marriage = MEH4RIXJ
look = LUH4K	mass = MAE4S
loop = LUW4P	master = MAE4STER
lose = LOW4Z	mate = MEY4T
love = LAH4V	material = MAXTIH4RIYUL
low = LOW4	mathematics = MAE4THUMAE5TIXKS
loyal = LOY4UL	mature = MAXCHUX4R
luminescence = LUW4MIXNEH5SIXNS	maximum = MAE4KSIXMUM

may = MEY4  
meaning = MUY4NIHNX  
measure = MEH4ZHER  
mechanical = MIXKAE4NIHKUL  
mechanism = MEH4KUNIHZUM  
media = MIY4DIYAH  
medical = MEH4DIXKUL  
medium = MIY4DIYUM  
member = MEH4MBER  
memory = MEH4MERIY  
mental = MEH4NTUL  
menu = MEH4NYUW  
merchandise = MER4CHUNDAY5S  
merge = MER4J  
metal = MEH4TUL  
meter = MIY4TER  
method = MEH4THIXD  
micro = MAY4KROW6  
middle = MIH4DUL  
might = MAY4T  
mile = MAY4L  
military = MIH4LIXTEH6RIY  
million = MIH4LYUN  
mind = MAY4ND  
mineral = MIH4NERUL  
miniature = MIH4NIYAXCHER  
minimum = MIH4NIXMUM  
minus = MAY4NIXS  
miracle = MIH4RIXKUL  
miscellaneous = MIH5SULEY4NIYAXS  
missile = MIH4SUL  
mister = MIH4STER  
mixture = MIH4KSCHER  
  
mnemonic = NIXMAA4NIXK  
model = MAA4DUL  
modulation = MAA4JULEY5SHUN  
molecule = MAA4LIXKYUWL  
moment = MOH4MIXNT  
money = MAH4NIY  
monitor = MAA4NIXTER  
monolithic = MAANULIH4THIXK  
monotone = MAA4NAXTOW6N  
month = MAH4NTH  
moon = MUW4N  
morning = MOH4RNINHX  
most = MOW4ST  
mother = MAH4DHER  
motion = MOW4SHUN  
motor = MOW4TER  
mouth = MAW4TH  
move = MUW4V  
much = MAH4CH  
multiply = MAH4LTIX6PLAY  
murder = MER4DER  
muscle = MAH4SUL  
music = MYUW4ZIXK  
must = MAH4ST  
my = MAY4  
myself = MAYSEH4LF  
mystery = MIH4STERIY

- N -

naive = NAY5IY4V  
name = NEY4M  
narrate = NAE4REYT  
narrow = NAE4ROW

natural = NAE4CHERUL	ocean = OW4SHUN
nature = NEY4CHER	odd = AA4D
navigate = NAE4VIXGEYT	of = AH4V
near= NIY4R	off = AO4F
need = NIY4D	offer = AO4FER
negative = NEH5GAXTIH6V	office = AO4FIXS
negotiate NIXGOW4SHIYEYT	official = AHFIH4SHUL
neighborhood = NEY4BER/HUH6D	ogre = OW4GER
nerve = NER4V	ohm = OW4M
neutral = NUX4TRUL	oil = OY4L
news = NUW4Z	O.K. = OW4KEY
nice = NAY4S	old = OW4LD
night = NAY4T	omen = OW4MUN
noise = NOY4Z	on = AA4N
nomenclature = NOH4MIXNKLEY6CHER	open = OW4PUN
none = NAH4N	operate = AA4PEREYT
normal = NOH4RMUL	opinion = AHPIH4NYUN
north = NOH4RTH	oppose = AHPOW4Z
nose = NOW4Z	opposite = AA4PAXSIHT
notation = NOHTEY4SHUN	option = AA4PSHUN
notice = NOW4TIXS	orbit = OH4RBIHT
nothing = NAH4THIHNX	orchestra = OH4RKEHSTRAH
now = NAW4	order = OH4RDER
nuclear = NUX4KLIYER	ordinary = OH4RDIXNEHRIY
number= NAH4MBER	organize = OH4GUNAYZ
	origin = OH4RIXJIXN
	oscillation = AA5SULEY4SHUN
- O -	other = AH4DHER
object = AA4BJEHKT	ought = AO4T
obligation = AA5BLIXGEY4SHUN	out = AW4T
observe = AXBZER4V	outlet = AW4TLEHT
obvious = AA4BVIYAXS	output = AW4TPUHT
occational = AHKEY4ZHUNUL	outside = AWTSAY4D
occupation = AA5KYUXPEY4SHUN	

over = OW4VER  
own = OW4N  
oxygen = AA4KSAXJIXN

- P -

pack = PAEP AE4K  
package = PAE4KIXJ  
page = PEY4J  
paint = PEY4NT  
pair = PEH4R  
palace = PAE4LIXS  
panel = PAE4NUL  
paper = PEY4PER  
parabola = PERAE4BULAH  
paradox = PAE4RAXDAA6KS  
parallel = PAE4RULEH6L  
paragraph = PAE4RAXGRAEF  
pardon = PAA4RDUN  
parent = PEH4RUNT  
parity = PAE4RIXTIY  
park = PAA4RK  
part = PAA4RT  
particle = PAA4RTIXKUL  
particular = PAARTIH4KYUHLER  
pass = PAE4S  
patch = PAE4TCH  
pathetic = PAHTHEH4TIXK  
pattern = PAE4TERN  
pause = PAO4Z  
pay = PEY4  
payroll = PEY4ROW6L  
peculiar = PIXKYUW4LYER  
penalty = PEH4NULTIY4

penetrate = PEH4NAXTREY6T  
perception = PERSEH4PSHUN  
perfect = PER4FIXKT  
period = PIH4RIYIXD  
permanent = PER4MUNIXNT  
permission = PERMIH4SHUN  
person = PER4SUN  
personality = PER4SUNAE5LIX1  
perspective = PERSPEH4KTIXV  
pet = PEH4T  
phantom = FAE4NTUM  
phase = FEY4Z  
phenomenon = FUNAA4MIXNU  
philosophy = FULAA4SAHFIY  
phoneme = FOW4NIYM  
photo = FOW4TOW  
physical = FIH4ZIXKUL  
physics = FIH4ZIXKS  
piano = PYAE4NOW  
pick = PIH4K  
picture = PIH4KCHER  
pilot = PAY4LIXT  
pin = PIH4N  
pirate = PAY4RIXT  
pistol = PIH4STUL  
pitch = PIH4TCH  
pity = PIH4TIY  
place = PLEY4S  
plan = PLAE4N  
planet = PLAE4NIXT  
plastic = PLAE4STIxK  
plausible = PLAO4ZAXBUL  
play = PLEY4

please = PLIY4Z  
pleasure = PLEH4ZHER  
plectrum = PLEH4KTRUM  
plenty = PLEH4NTIY  
plot = PLAA4T  
plug = PLAH4G  
plus = PLAH4S  
poetry = POW4IXTRIY  
point = POY4NT  
poke = POW4K  
police = PULIY4S  
policy = PAA4LIXSIY  
polynomial = PAA5LIXNOH4MIYUL  
pop = PAA4P  
popular = PAA4PYULER  
population = PAA4PYULEY4SHUN  
port = POH4RT  
portable = POH4RTAXBUL  
positive = PAA4ZIXTIX6V  
position = PAXZIH4SHUN  
power= PAW4ER  
practice = PRAE4KTIHS  
precise = PRIXSAY4S  
prefer = PRIXFER4  
preliminary = PREIXLIH4MIXNEHRIY  
prepare = PRIXPEH4R  
present = PREH4ZIXNT  
press = PREH4S  
pressure = PREH4SHER  
prevent = PRIXVEH4NT  
primary = PRAY4MEHRIY  
primitive = PRIH4MIXTIX6V  
prince = PRIH4NS  
princess = PRIH4NSEHS  
print = PRIH4NT  
private = PRAY4VIXT  
probably = PRAA4BAXBLIY  
problem = PRAA4BLUM  
proceed = PROHSIY4D  
process = PRAA4SEHS  
produce = PRAXDUW4S  
professional = PRAXFEH4SHUNUL  
professor = PRAHFEH4SER  
profit = PRAA4FIXT  
program = PROW4GRAEM  
project = PRAA4JEHKT  
promise = PRAA4MIHS  
pronounce = PRUNAW4NS  
proper = PRAA4PER  
proportional = PRAXPOH4RSHUNUL  
protect = PRAXTEH4KT  
proud = PRAW4D  
psychiatrist = SAYKAY4AXTRIX6ST  
public = PAH4BLIXK  
publish = PAH4BLIHS  
pull = PUH4L  
pulse = PAH4LS  
pure = PYUW4R  
push = PUH4SH  
put = PUH4T

- Q -

quality = KWAA4LIXTIY  
quantity = KWAA4NTIXTIY  
question = KWEH4SCHUN  
quick= KWIH4K

quiet = KWAY4IXT  
quit = KWIH4T  
quiz = KWIH4Z  
quote = KWOW4T  
quotient = KWOW4SHUNT

- R -

race = REY4S  
radar = REY4DAAR  
radiation = REY5DIYELY4SHUN  
radio = REY4DIYOW  
radius = REY4DIYAH  
rain = REY4N  
random = RAE4NDUM  
range = REY4NJ  
rare = REH4R  
rate = REY4T  
rather = RAE4DHER  
ratio = REY4SHIYOW  
reach = RIY4CH  
reaction = RIYAE4KSHUN  
read = RIY4D  
realistic = RIY5LIH4STIXK  
reason = RIY4ZUN  
receive = RIXSIY4V  
reciter = RIXSAY4TER  
recognize = REH4KAXGNAYZ  
recommend = REH5KUMEH4ND  
record = REH4KERD  
recover = RIYKAH4VER  
rectangle = REH4KTAENXGUL  
reduce = RIXDUW4S  
refer = RIYFER4

reference = REH4FERIXNS  
reflection = RIXFLEH4KSHUN  
refrigerator = RIXFRIH4JEREYTER  
region = RIY4JUN  
register = REH4JIXSTER  
regular = REH4GYUXLER  
reject = RIXJEH4KT  
relativity = REH5LAXTIH4VIXTIY  
relax = RIXLAE4KS  
relay = RIY4LEY  
release = RIXLIY4S  
relief = RIYLIY4F  
religion = RIXLUH4JUN  
remain = RIYMEY4N  
remember = RIXMEH4MBER  
remove = RIYMUX4V  
rent = REH4NT  
repeat = RIXPIY4T  
replace = RIXPLEY4S  
reply = RIXPLAY4  
report = RIXPOH4RT  
represent = REHPRIXZEH4NT  
reproduction = RIY5PRAZDAH4KSHUN  
republic = RIXPAH4BLIXK  
rescue = REH4SKYUW  
research = RIY4SERCH  
reserve = RIXZER4V  
resistance = RIXZIH4STUNS  
respect = RIXSPEH4KT  
response = RIXSPAA4NS  
rest = REH4ST  
restore = RIXSTOH4R  
retail = RIY4TEY6L

return = RIXTER4N  
reverse = RIXVER4S  
review = RIXVYUW4  
revolution = REH5VULUXWSHUN  
rhapsody = RAE4PSAXDIY  
rhythm = RIH4DHUM  
rich = RIH4CH  
ride = RAY4D  
ridiculous = RIXDIH4KYULAXS  
right = RAY4T  
rigid = RIH4JIXD  
ring = RIH4NX  
rise = RAY4Z  
river = RIH4VER  
road = ROW4D  
rocket = RAA4KIXT  
roll = ROH4L  
room = RUW4M  
rough = RAH4F  
round = RAW4ND  
rubber= RAH4BER  
rule = RUW4L  
run = RAH4N  
rush = RAH4SH

SAM = SAE4M  
same = SEY4M  
sample = SAE4MPUL  
sanctuary = SAE4NXKCHUWEH6RIY  
sandwich = SAE4NWIXCH  
sarcasm = SAA4IRKAEZUM  
satisfaction = SAE4TIXSFAE4KSHUN  
savage = SAE4VIXJ  
save = SEY4V  
say = SEY4  
scale = SKEY4L  
scandal = SKAE4NDUL  
scarce = SKEY4RS  
scatter = SKAE4TER  
scenic = SIY4NIXK  
schedule = SKEH4JYUWL  
scheme = SKIY4M  
scholar = SKAA4LER  
school = SKUW4L  
science = SAY4IHNS  
scientific = SAY4UNTIH5FIXK  
scientific = SAY4AXNTIH5FIXK  
scissors = SIH4ZERZ  
score = SKOH4R  
scramble = SKRAE4MBUL  
scratch = SKRAE4CH  
scream = SKRIY4M  
screw = SKRUW4  
script = SKRIH4PT  
scroll = SKROW4L  
seal = SIY4L  
search = SER4CH  
season = SIY4ZUN

- S -

sabotage = SAE5BAXTAA6ZH  
sacrifice = SAE4KRIXFAYS  
sad = SAE4D  
safe = SEY4F  
safety = SEY4FTIY  
saint = SEY4NT  
sale = SEY4L

second = SEH4KUND	share = SHEY4R
secret = SIY4KRIXT	sharp = SHAA4RP
secretary = SEH4KRIXTEH5RIY	she = SHIY4
section = SEH4KSHUN	sheet = SHIY4T
security = SIXKYUH4RIXTIY	shield = SHIY4LD
see = SIY4	shift = SHIH4FT
seek = SIY4K	shock = SHAA4K
segment = SEH4GMIXNT	shoot = SHUW4T
self = SEH4LF	shop = SHAA4P
sell = SEH4L	short = SHOH4RT
semi- = SEH4MIY	should = SHUH4D
send = SEH4ND	show = SHOW4
sensation = SEHNSEY4SHUN	shy = SHAY4
senior = SIY4NYER	sick = SIH4K
sense = SEH4NS	side = SAY4D
sensible = SEH4NSIXBUL	sight = SAY4T
sensitive = SEH4NSIXTIX6V	sign = SAY4N
sentence = SEH4NTIXNS	signal = SIH4GNUL
separate = SEH4PERIXT	silent = SAY4LIXNT
sequence = SIY4KWEHNS	silver = SIH4LVER
serial = SIH4RIYUL	similar = SIH4MULER
serious = SIH4RIYAHHS	simple = SIH4MPUL
serve = SER4V	simplicity = SIHMPLIH4SIXTIY
service = SER4VIXS	simulator = SIH4MYULEYTER
session = SEH4SHUN	sin = SIH4N
set = SEH4T	single = SIH4NXGUL
settle = SEH4TUL	sinister = SIH4NIXSTER
several = SEH4VERUL	sir = SER4
sex = SEH4KS	siren = SAY4RIXN
shadow = SHAE4DOW	sit = SIH4T
shake = SHEY4K	situation = SIH5CHUWEY4SHUN
shame = SHEY4M	skeptical = SKEH4PTIXKUL
shape = SHEY4P	sketch = SKEH4TCH

skill = SKIH4L	spare = SPEY4R
skip = SKIH4P	spatial = SPEY4SHUL
slang = SLAE4NX	speak = SPIY4K
sleep = SLIY4P	special = SPEH4SHUL
sleeve = SLIY4V	specific = SPAXSIH4FIXK
slip = SLIH4P	speculate = SPEH4KYULEYT
slot = SLAA4T	speech = SPIY4CH
slow = SLOW4	speed = SPIY4D
small = SMAO4L	spell = SPEH4L
smart = SMAA4RT	spend = SPEH4ND
smell = SMEH4L	sphere = SFIY4R
smooth = SMUW4DH	spin = SPIH4N
snap = SNAE4P	spiral = SPAY4RUL
so = SOW4	spirit = SPIH4RIXT
social = SOW4SHUL	splendid = SPLEH4NDIXD
society = SAXSAY4IXTIY	split = SPLIH4T
soft = SAO4FT	spoil = SPOY4L
solar = SOW4LER	spontaneous = SPAANTEY4NIYAH5
soldier = SOH4LJER	sports = SPOH4RTS
solemn = SAA4LUM	spot = SPAA4T
solid = SAA4LIXD	spread = SPREH4D
solitude = SAA4LIXTUW6D	spring = SPRIH4NX
solution = SULUW4SHUN	spy = SPAY4
some = SAH4M	square = SKWEH4R
somebody = SAH4MBAADIY	squeeze = SKWIY4Z
song = SAO4NX	stability = STAXBIH4LIXTIY
soon = SUW4N	staff = STAE4F
sophisticated = SAXFIH4STIXKEYTIXD	stand = STAE4ND
sorry = SAA4RIY	standard = STAE4NDERD
sort = SOH4RT	star = STAA4R
sound = SAW4ND	start = STAA4RT
south = SAW4TH	state = STEY4T
space = SPEY4S	static = STAE4TIXK

station = STEY4SHUN	sudden = SAH4DIXN
stay = STEY4	suggest = SAHGJEH4ST
steady = STEH4DIY	sum = SAH4M
steer = STIY4R	summer = SAH4MER
step = STEH4P	sun = SAH4N
stereo = STEH4RIYOW	super = SUX4PER
stick = STIH4K	superb = SUXPER4B
stimualte = STIH4MYULEYT	superior = SUXPIH4RIYER
stock = STAA4K	supply = SAXPLAY4
stone = STOW4N	support = SAXPOH4RT
stop = STAA4P	sure = SHUX4R
store = STOH4R	surprise = SERPRAY4Z
story = STOH4RIY	surroundings = SERAW4NDIHNXGZ
straight = STREY4T	suspend = SAHSPEH4ND
strange = STREY4NJ	swear = SWEH4R
strategy = STRAE4TIXJIY	sweep = SWIY4P
street = STRIY4T	swell = SWEH4L
strength = STREY4NTH	swing = SWIH4NX
strike = STRAY4K	syllable = SIH4LAXBUL
strong = STRAO4NX	symbol = SIH4MBUL
structure = STRAH4KCHER	symbolic = SIHMBAA4LIXK
stubborn = STAH4BERN	symmetric = SIHMEH4TRIXK
student = STUW4DIXNT	sympathy = SIH4MPAXTHIY
study = STAH4DIY	synchronize = SIH4NXKRAX5NAYZ
stuff = STAH4F	synonym = SIH4NUNIXM
stupid = STUX4PIXD	system = SIH4STUM
style = STAY4L	synthesizer = SIH4NTHAXSAYZER
subject = SAH4BJEHKT	
substance = SAH4BSTIXNS	
subtle = SAH4TUL	- T -
succession = SAHKSEH4SHUN	tab = TAE4B
succeed = SAHKSIY4D	table = TEY4BUL
such = SAH4CH	tactical = TAE4KTIXKUL
	tail = TEY4L

take = TEY4K	theater = THIY4AHTER
talent = TAE4LIX6NT	then = DHEH4N
tall = TAO4L	theorem = THIY4RUM
talk = TAO4K	theory = THIY4RIY
tap = TAE4P	thermometer = THERMAA4MIXTER
tape = TEY4P	thesis = THIY4SIXS
target = TAA4RGIXT	they = DHEY4
task = TEY4ST	thin = THIH4N
tax = TAE4KS	thing = THIH4NX
teach = TIY4CH	think = THIH4NXK
team = TIY4M	this = DHIH4S
technical = TEH4KNIXKUL	thought = THAO4T
technology = TEHKNAA4LAXJIY	threshold = THREH4SH/HOWLD
telephone = TEH4LAX6FOWN	through = THRUW4
television = TEH4LAX6VIXZHUN	ticket = TIH4KIXT
temper = TEH4MPER	tight = TAY4T
tender = TEH4NDER	time = TAY4M
tense = TEH4NS	tiny = TAY4NIY
tension = TEH4NSHUN	tired = TAY4ERD
term = TER4M	title = TAY4TUL
terminal = TER4MIXNUL	together = TUXGEH4DHER
terrestrial = TER6EH4STRIY6UL	tolerance = TAA4LERIXNS
terrible = TEH4RAXBUL	tone = TOW4N
territory = TEH4RAXTOH6RIY	tool = TUW4L
terror = TEH4RER6	top = TAA4P
test = TEH4ST	toss = TAO4S
testimony = TEH4STUMOHNHY	touch = TAH4CH
text = TEH4KST	tough = TAH4F
than = DHAE4N	tournament = TER4NUMIXNT
than = DHAE4N	toward = TOH4RD
thank = THAE4NXK	toward = TOW4RD
that = DHAE4T	town = TAW4N
the = DHAH4	toy = TOY4

trace = TREY4S	true = TRUW4
track = TRAE4K	truth = TRUW4TH
trade = TREY4D	trj = TRAY4
tradition = TRAXDIH4SHUN	tune = TUW4N
traffic = TRAE4FIXK	tunnel = TAH4NUL
trail = TREY4L	turn = TER4N
trajectory = TRAXJEH4KTERY	tutor = TUW4TER
transaction = TRAENZAE4KSHUN	twist = TWIH4ST
transfer = TRAE4NSFER	type = TAY4P
transform = TRAENSFOH4RM	typewriter = TAY4PRAYTER
transistor = TRAENZIH4STER	
translate = TRAE4NZLEYT	<b>- U -</b>
transmit = TRAE4NZMIXT	ugly = AH4GLIY
transparent = TRAE5NSPEH4RIXNT	ultimate = AH4LTAX6MIXT
transportation = TRAE5NZPOHRTEY4SHUN	uncle = AH4NKUL
trap = TRAE4P	under = AH4NDER
treasury = TREH4ZHERIY	understand = AH5NDERSTAE4ND
tree = TRIY4	uniform = YUW4NIXFOHRM
trek = TREH4K	union = YUW4NYUN
tremendous = TRIXMEH4NDAXS	unit = YUW4NIXT
trespass = TREH4SPAES	universal = YUW5NIXVER4SUL
trial = TRAY4UL	unless = AHNLEH4S
trangle = TRAY4AENXGUL	up = AH4P
trick = TRIH4K	upset = AHPSEH4T
trigger = TRIH4GER	urge = EH4RJ
trim = TRIH4M	use = YUW4S
trip = TRIH4P	utility = YUWTIH4LIXTIY
triple = TRIH4PUL	
triumph = TRAY4AHMF	<b>- V -</b>
troll = TROW4L	vacation = VEYKEY4SHUN
trophy = TROW4FIY	vacuum = VAE4KYUWM
trouble = TRAH4BUL	vague = VEY4G
truck = TRAH4K	valid = VAE4LIXD

value = VAE4LYUW	volt = VOW4LT
valve = VAE4LV	volume = VAA4LYUWM
vanadium = VUNEY4DIYUM	voluntary = VAA4LUNTEH5RIY
vapor = VEY4PER	vote = VOW4T
variation = VEH5RIYHEY4SHUN	vowel = VAW4UL
various = VEH4RIYAHS	voyage = VOY4IXJ
vary = VEH4RIY	video = VIH4DIYOW
veal = VIY4L	 <b>- W -</b>
vector = VEH4KTER	wafer = WEY4FER
vegetable = VEH4JTAXBUL	wage = WEY4J
vehicle = VIY4IX6KUL	wait = WEY4T
ventilate = VEH4NTULEYWT	wake = WEY4K
verb = VER4B	walk = WAO4K
versatile = VER4SAXTUL	wall = WAO4L
verse = VER4S	war = WOH4R
version = VER4ZHUN	warm = WOH4RM
vertical = VER4TIXKUL	warp = WOH4RP
very = VEH4RIY	warranty = WOH5RIXNTIY4
veto = VIY4TOW	wash = WAA4SH
vibration = VAYBREY4SHUN	waste = WEY4ST
vicinity = VAXSIH4NIXTIY	watch = WAA4CH
victory = VIH4KTERIY	water = WAO4TER
video = VIH4DIYOW	watt = WAA4T
village = VIH4LIXJ	wave = WEY4V
vinyl = VAY4NUL	way = WEY4
violation = VAY4AXLEY5SHUN	weak = WIY4K
virtue = VER4CHUW	wealth = WEH4LTH
visible = VIH4ZIXBUL	wear = WEH4R
visit = VIH4ZIXT	wedding = WEH4DIHNX
vital = VAY4TUL	week = WIY4K
vocabulary = VOHKAE4BYULEHRIY	weight = WEY4
vocal = VOW4KUL	welcome = WEH4LKUM
voice = VOY4S	

well = WEH4L  
were = WER4  
what = WHAH4T  
wheel = WHIY4L  
when = WHEH4N  
which = WHIH4CH  
while = WHAY4L  
whisper = WHIH4SPER  
white = WHAY4T  
who = /HUW4  
whole = /HOW4L  
wide = WAY4D  
wild = WAY4LD  
will = WIH4L  
win = WIH4N  
window = WIH4NDOW  
wing = WIH4NX  
winter = WIH4NTER  
wise = WAY4Z  
wish = WIH4SH  
with = WIH4TH  
wizard = WIH4ZERD  
woman = WUH4MUN  
women = WIH4MIXN  
wonder = WAH4NDER  
word = WER4D  
Wordrace = WER2DREYS  
work = WER4K  
world = WUH4RLD  
worry = WER4IY

would = WUH4D  
wrap = RAE4P  
write = RAY4T  
wrong = RAO4NX

**- X -**

Zerox = ZIH4RAAKS  
X-ray = EH4KSREY  
xylophone = ZAY4LAXFOWN

**- Y -**

yacht = YAA4T  
yard = YAA4RD  
yawn = YAO4N  
year = YIH4R  
yellow = YEH4LOW  
yes = YEH4S  
you = YUW4  
your = YOH4R  
youth = YUX4TH

**- Z -**

zany = ZEY4NIY  
zero = ZIY4ROW  
zig-zag = ZIH3GZAEG  
zip = ZIH4P  
zodiac = ZOW4DIY6AEK  
zone = ZOW4N