

Namesayer - User Manual

By Brian Nguyen and Marc Burgess

Group 7.

Table of contents

Introduction	2
Viewing this Manual	2
Main Menu	3
Importing Names	3
The Toolbar	4
Achievements	5
Help Pane	6
Microphone Pane	7
List Screen	8
Adding Names	9
Practice Names	10
Sorting And Randomizing Names	11
Listening to Audio	12
Recording Audio	13
Switching Between Names	14
Selecting Previous Attempts	16
Listening to and Deleting an Old Recording	17

Introduction

Welcome to NameSayer, the desktop app that lets you hear and practice the pronunciation of names. NameSayer is primarily designed to run on Linux systems, specifically on Ubuntu. It will however also run on Windows, provided the copy of FFMPEG is left in the distribution.

Viewing this Manual

This manual is a PDF, so you can zoom in on the document to see the screenshots in more detail.

Main Menu

The Main Menu serves as a welcome screen, a place to import names and a place to view the main help section of the app.

Importing Names

The sound files that NameSayer recognizes as names to use as pronunciation guides must be WAV files and must adhere to a specific filename format. That format is:
<author>_<date>_<time>_<name>.wav

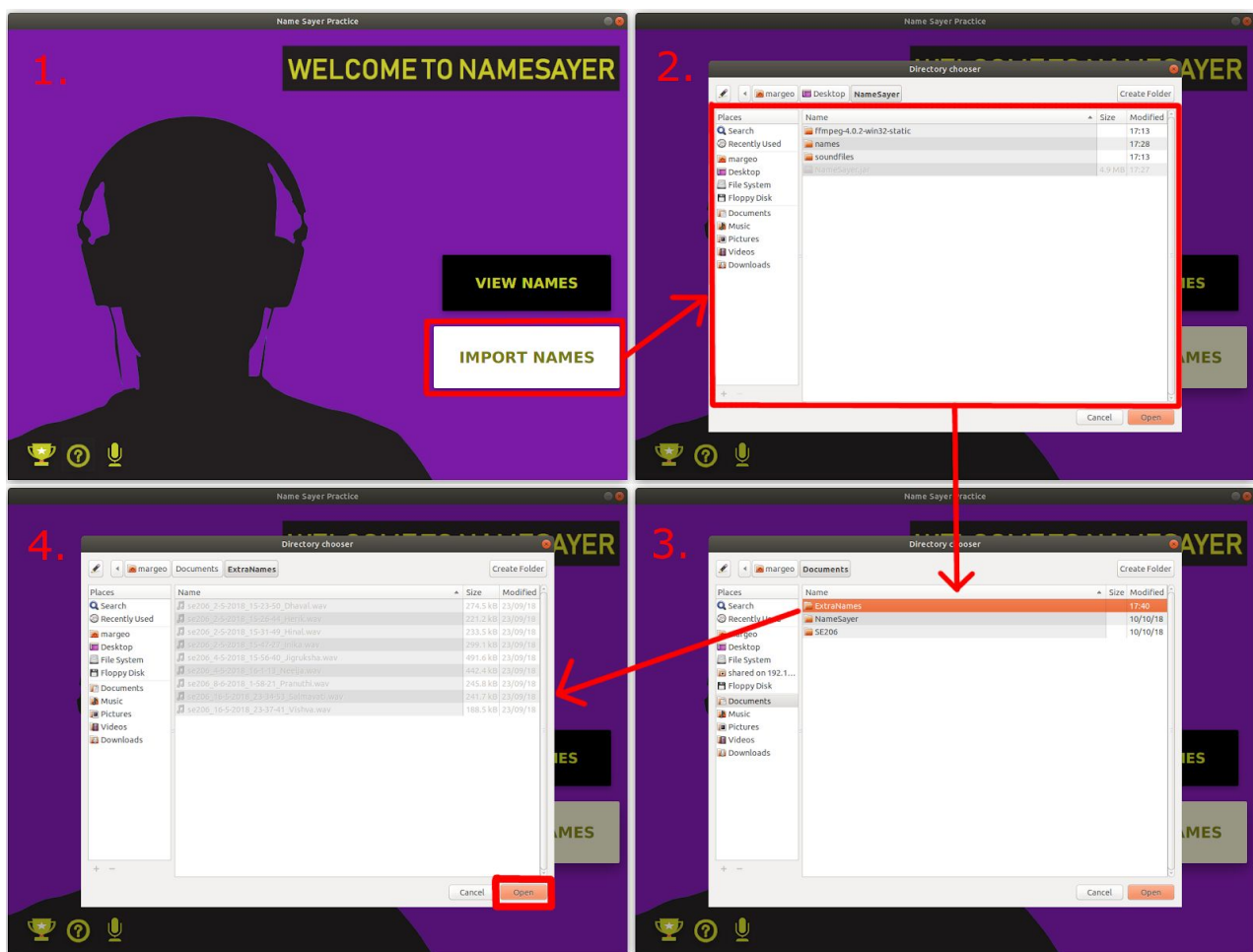


Figure 1: Importing new names into NameSayer

1. From the Main Menu, click on Import Names
2. Navigate to the folder containing the sound files to import.
3. Select the folder. You may either click "open" at the bottom right away, or you can double-click it to inspect the contents and ensure they are right.
4. Once you are happy that the contents are correct, click "open" and the contents will be imported to NameSayer.

The Toolbar

NameSayer contains a toolbar located at the bottom-left corner of the application. This toolbar is present in every scene.

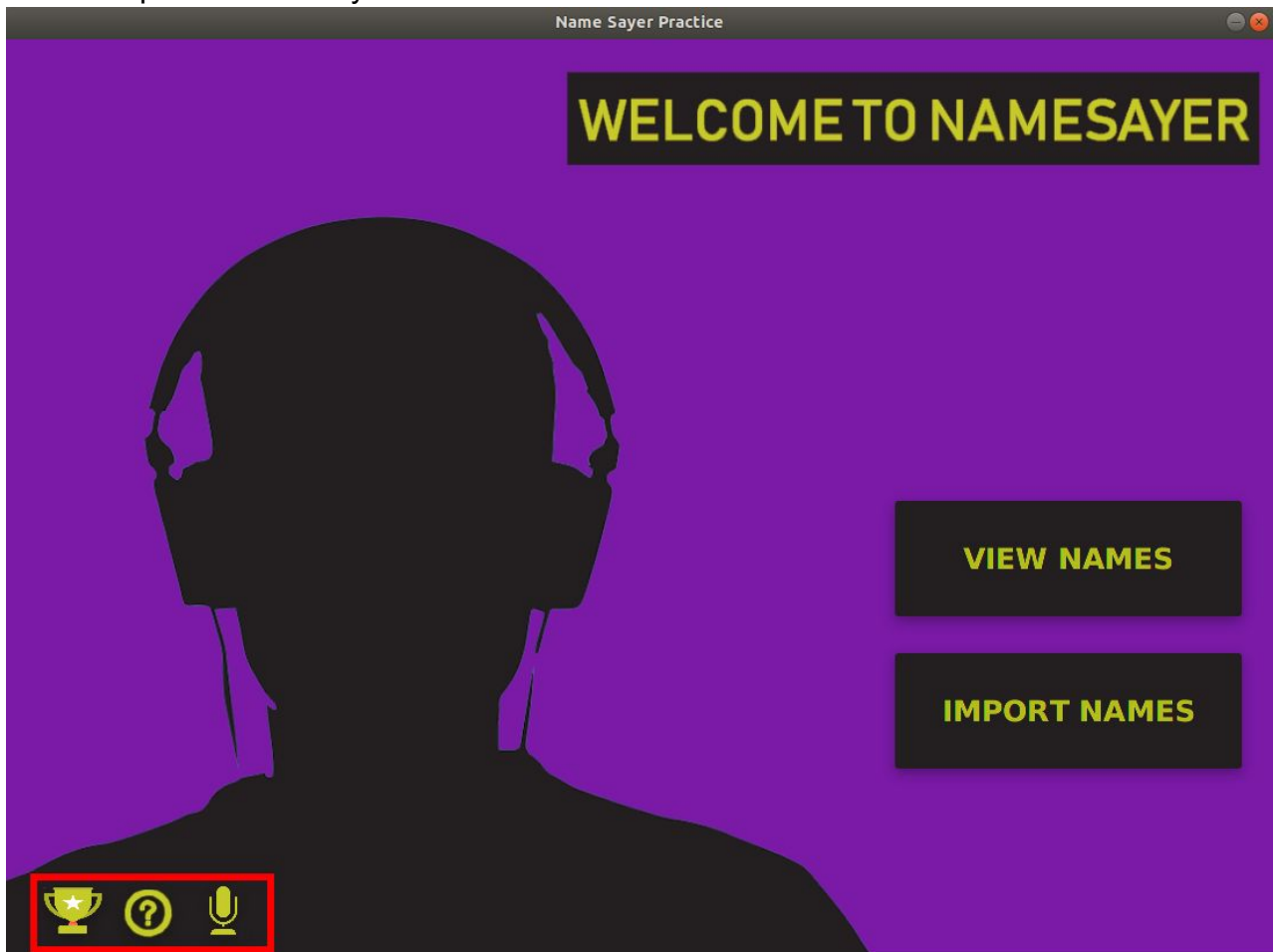


Figure 2 (from left to right): achievements, help pane, microphone pane

Achievements

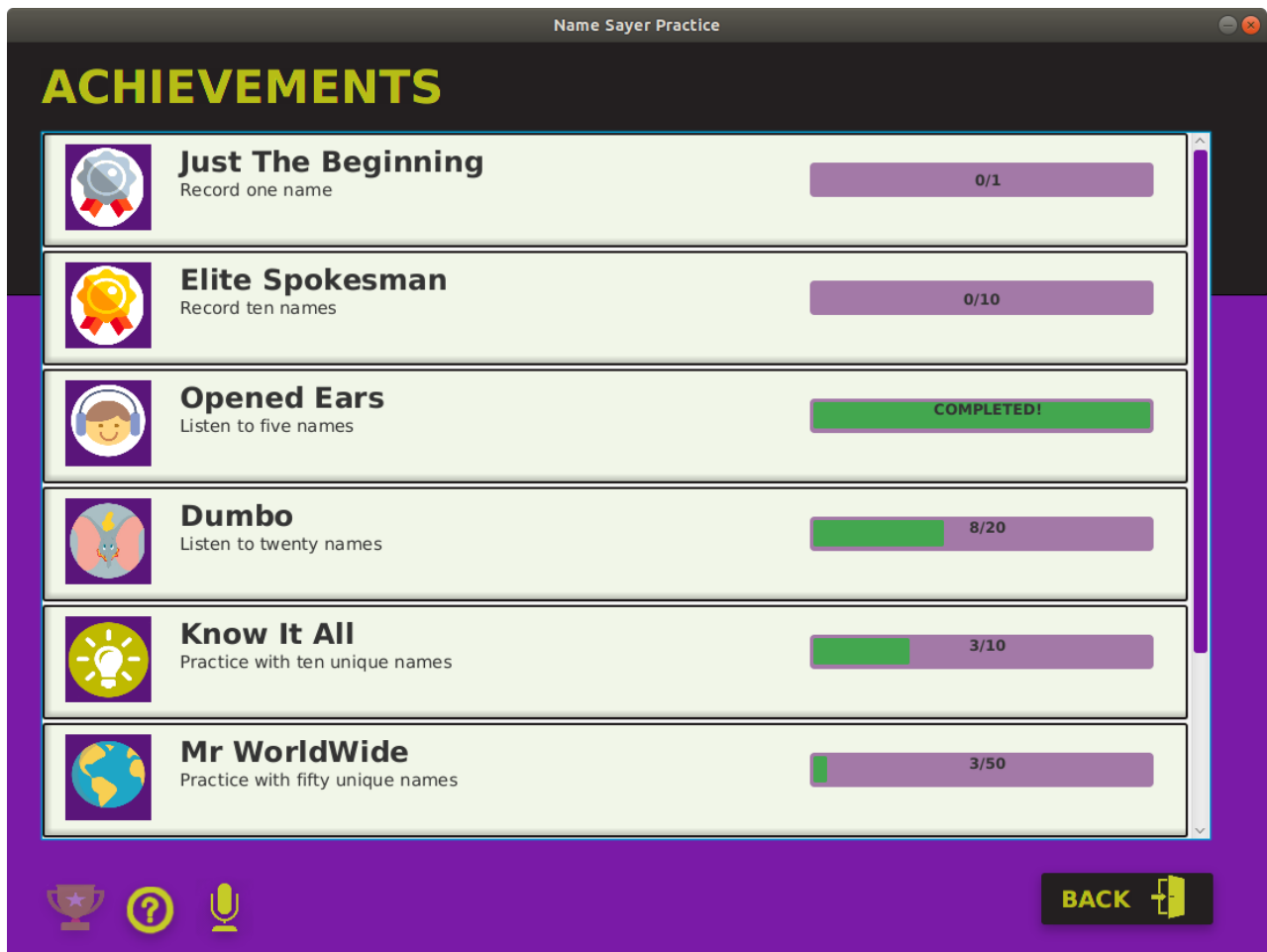


Figure 3: Achievements Section

1. To progress in the achievements, complete the designated tasks. Once completed the task can no longer progress.

Help Pane

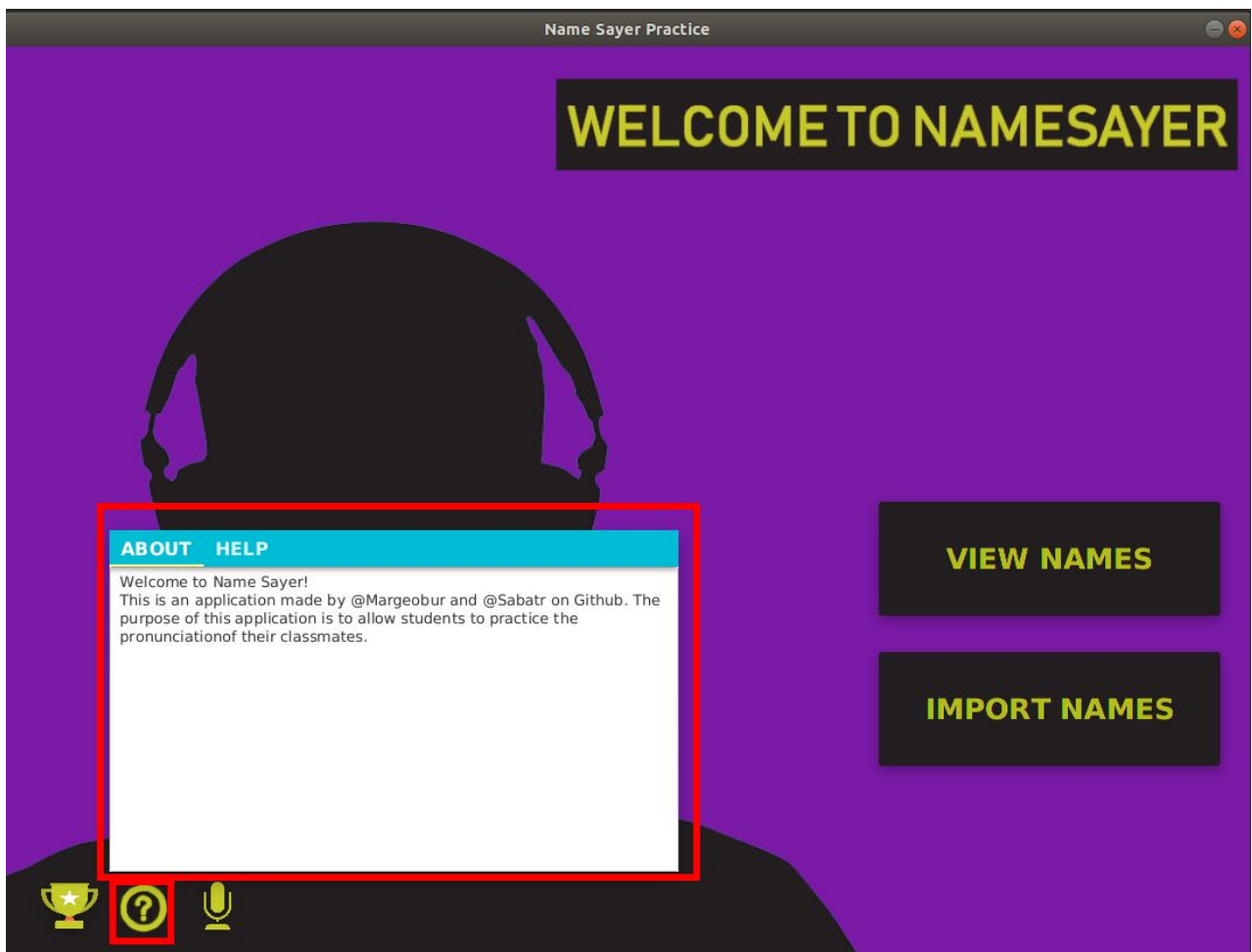


Figure 4: Displaying the help pane from the main menu

1. To open the help pane, click on the middle icon in the toolbar.
2. This is to give the user some information about the scene that they are on. The text for both HELP and ABOUT tabs differ from scene to scene.

Microphone Pane

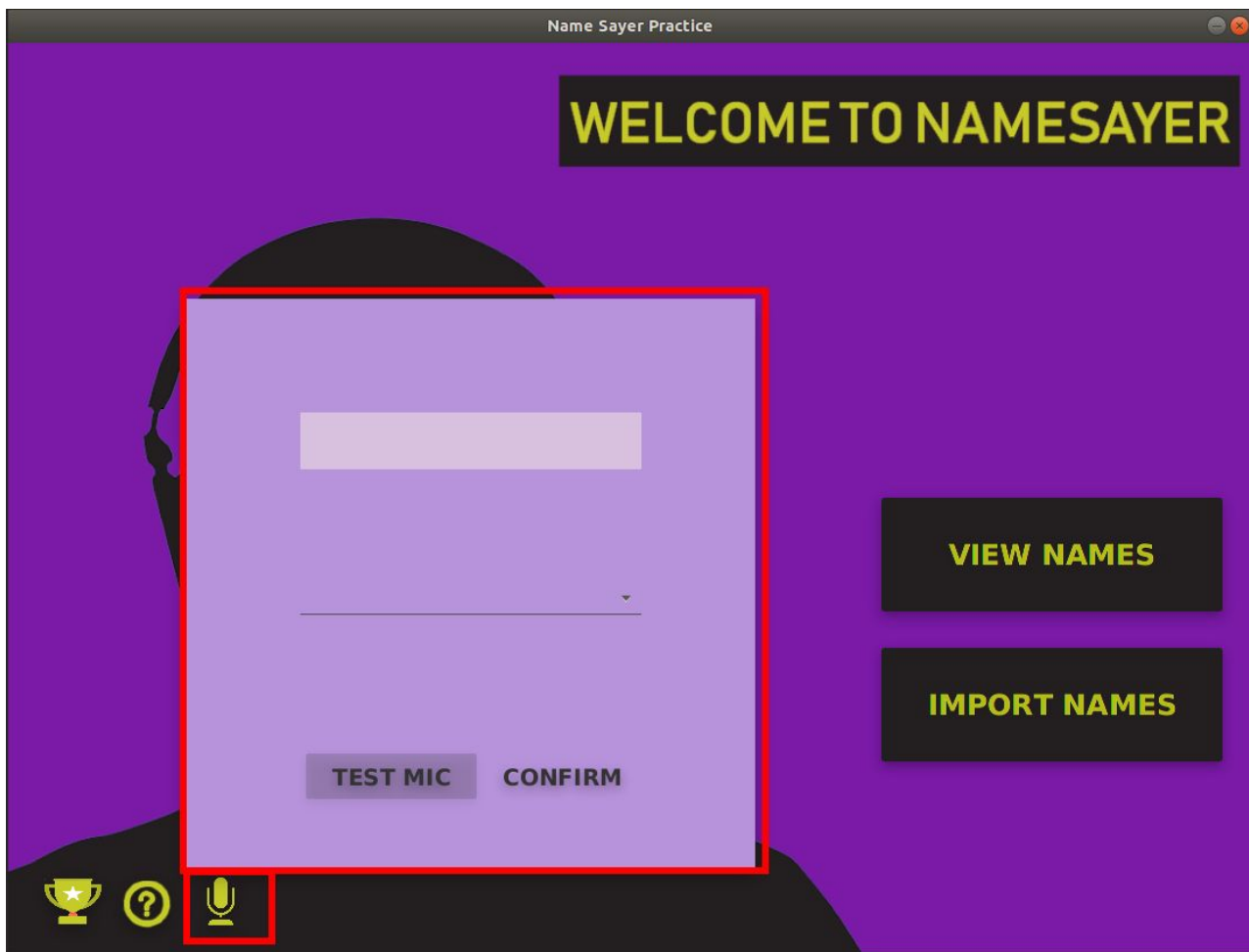


Figure 5: Displaying the microphone pane

The microphone pane can be accessed anywhere in the application. This means the user can configure and test their microphone at any point in their application.

1. Click the right-most icon in the toolbar.
2. Click the drop-down menu to see the available input devices. If no devices are available then please put one in.
3. Select the desired device (Windows only - no need to do this on Linux)
4. The user can detect the levels of their microphone by clicking the 'TEST MIC' button. To stop the test, click the 'TEST MIC' button again.
5. The user can also click the 'CONFIRM' button if they are happy with their device. Alternatively, they can also click on the application (not the microphone pane), so also confirm the selection. The microphone will stay present until the user decides to switch.

List Screen

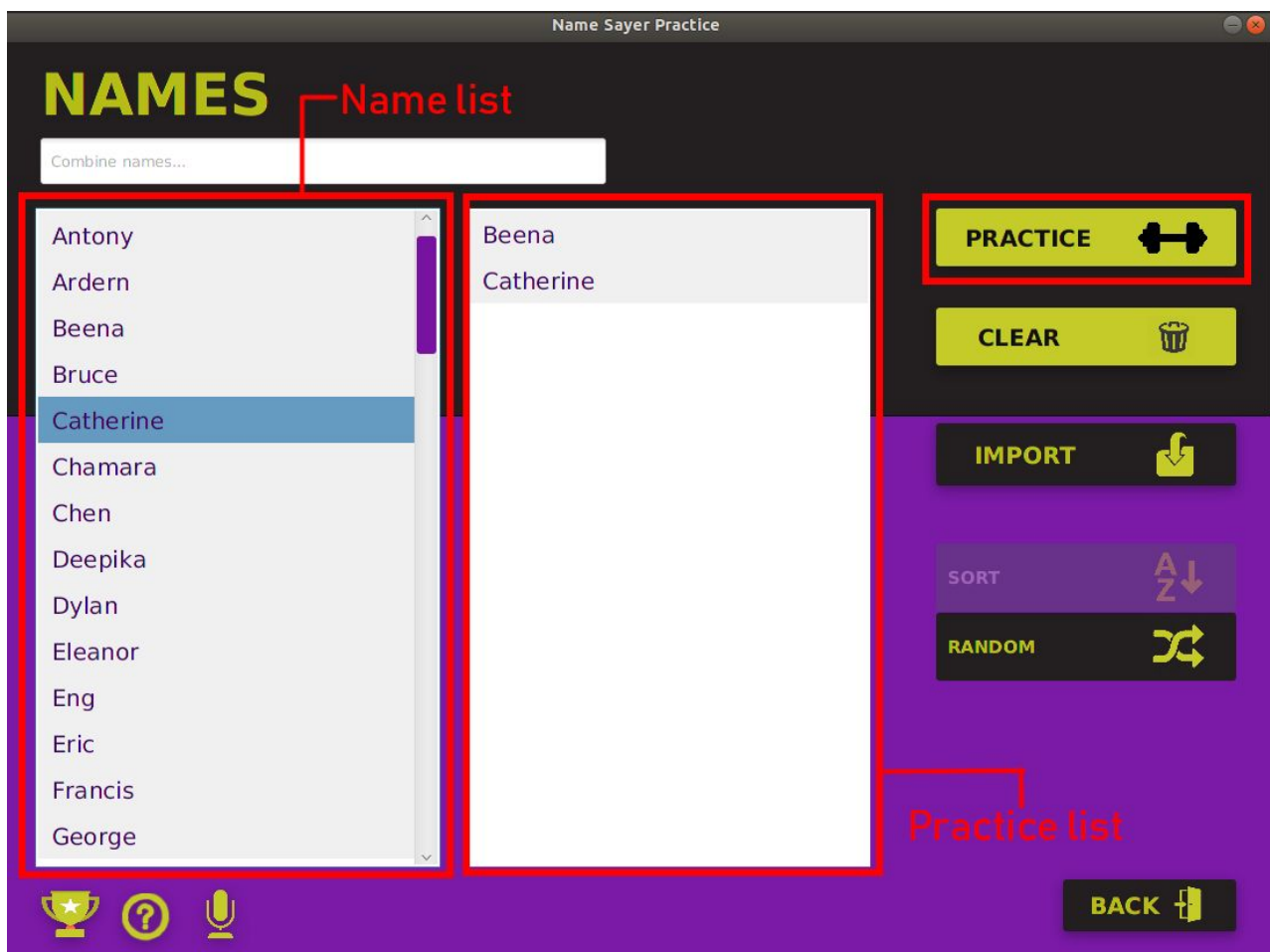
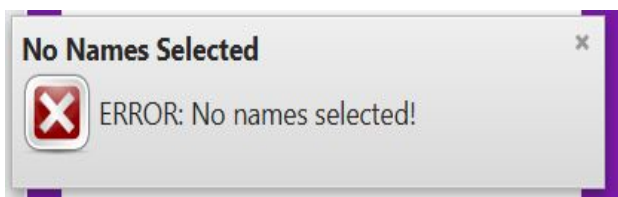


Figure 6: Showing the different lists in the list screen

The following menu is the result of pressing the 'VIEW NAMES' button from the Main Menu. The figure above shows two lists: name list (left) and practice list (right).

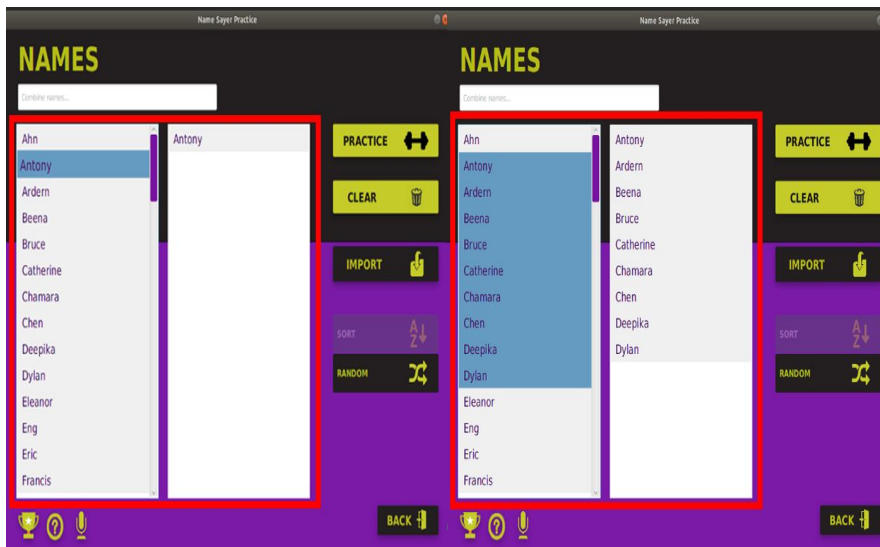
1. The 'PRACTICE' button allows the user to enter the practice screen. However, there must be at least one name in the practice list or else an error message will show.



2. The error message will dissipate after 3 seconds or the user can manually quit out of it.

Figure 7: The error message when no names are selected

Adding Names



1. To add a name the user can click on any name on the name list. Multiple names can be selected by holding SHIFT then click.

The following methods allow the user to add a new that consists of more than one word.

Figure 8 (left): Selecting names through the names list.

2. Another method to add names is to click on the 'IMPORT' button. The file chosen has to have a .txt extension. The names that exist in the database will appear in the practice list.

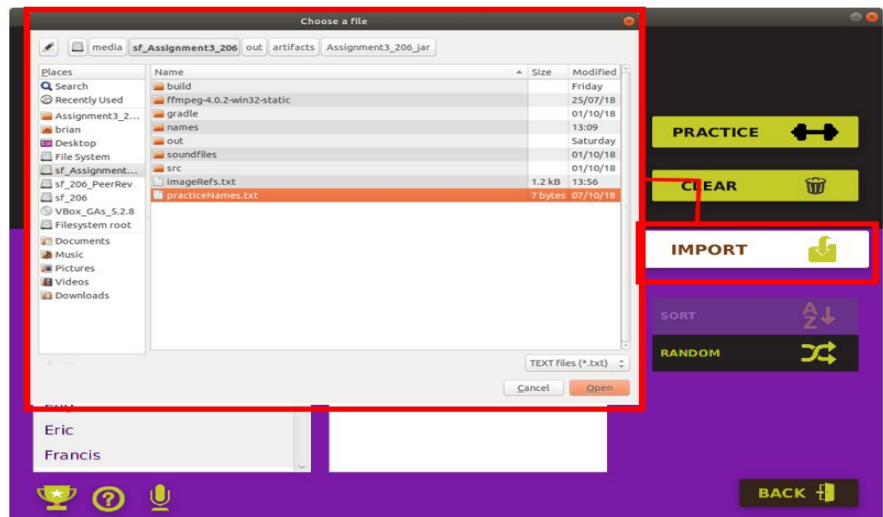
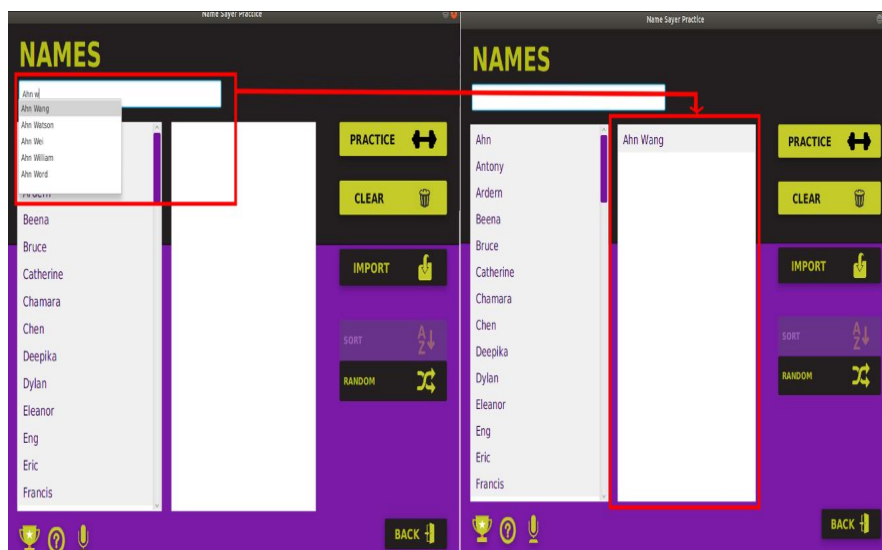


Figure 9 (right): Importing a list of names through a .txt file



3. The final method to add names is through the search bar. The search bar will autofill names that are in the database. Press the ENTER key to autofill, and once again to put it in the practice list.

Figure 10 (left): Adding names through the search bar.

Unselecting Names

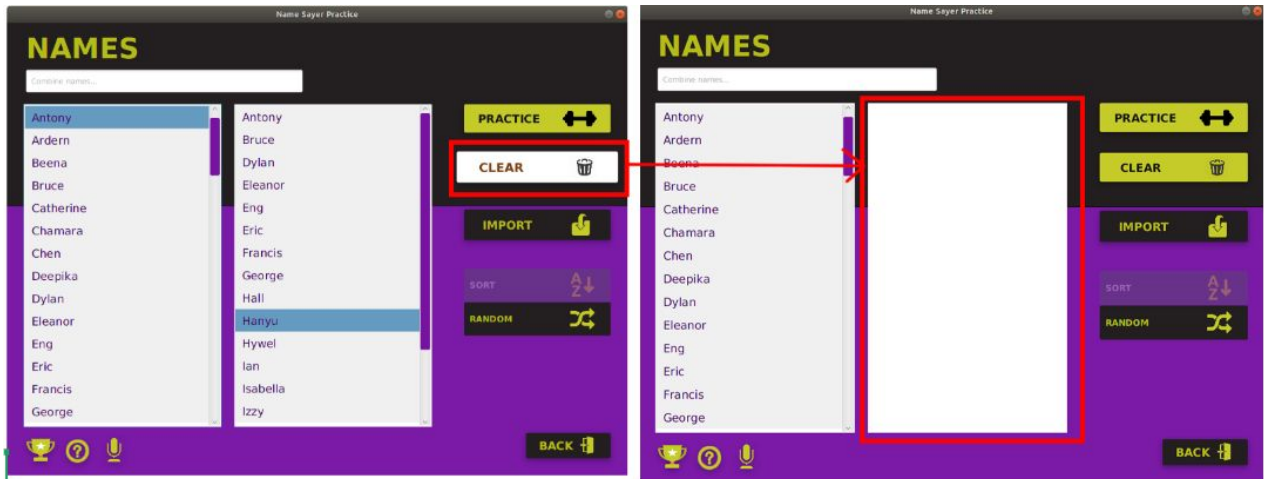


Figure 11: Clearing the practice list with the CLEAR button

There are two ways that the user can remove names from the practice list:

1. The first is to manually click on each of the names in the practice list.
2. The second is to press the 'CLEAR' button. This will remove all entries in the practice list.

Sorting And Randomizing Names

The user is able to sort or shuffle their practice lists.

1. By pressing the 'SORT' button, the practice list will be sorted alphabetically. By pressing the 'RANDOM' button, the practice will randomise. The user can see which option they have picked as the button is disabled and greyed out.
2. The user can only choose one of the options.
3. This will take effect once the user has entered the practice screen. The order of the list will NOT appear on the practice list.

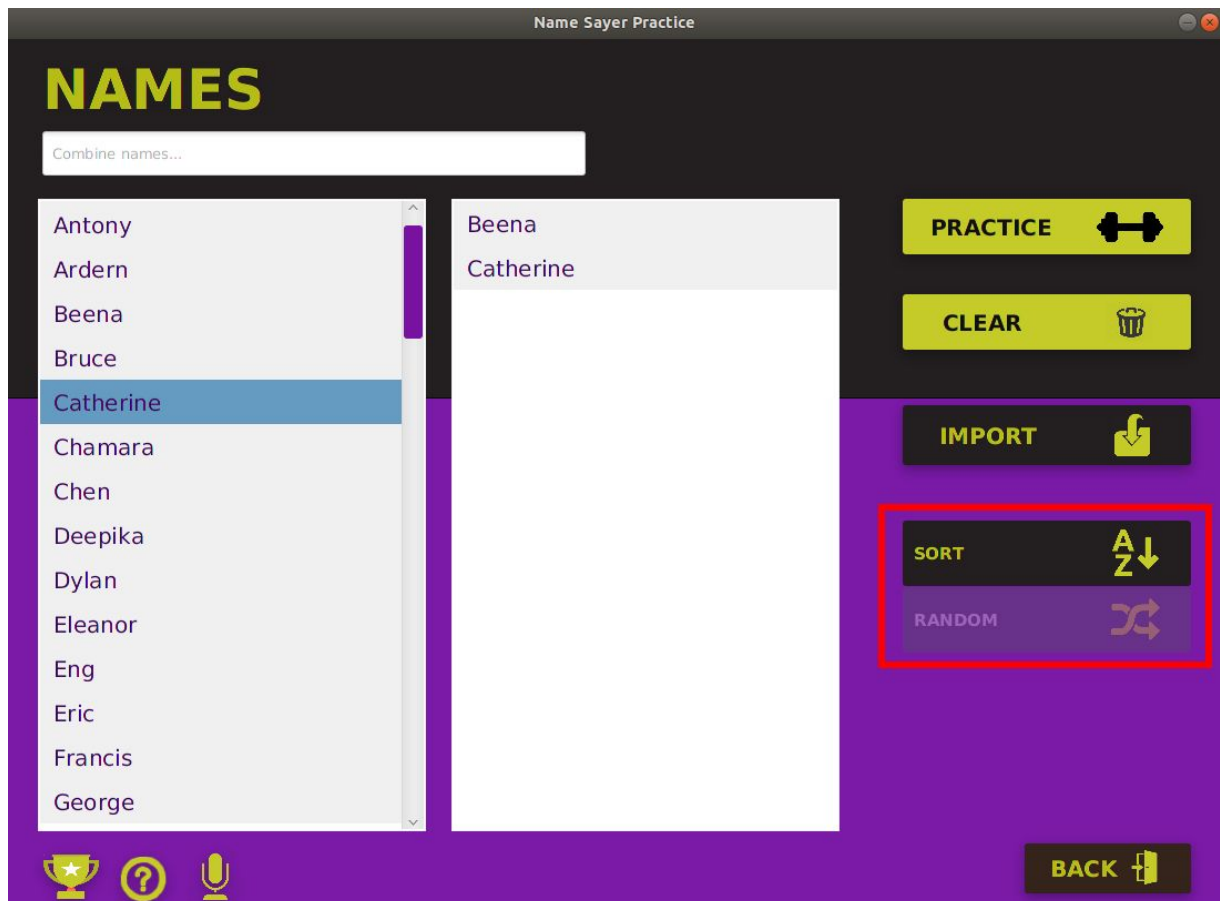


Figure 12: Randomising the list

Listening to Pronunciations

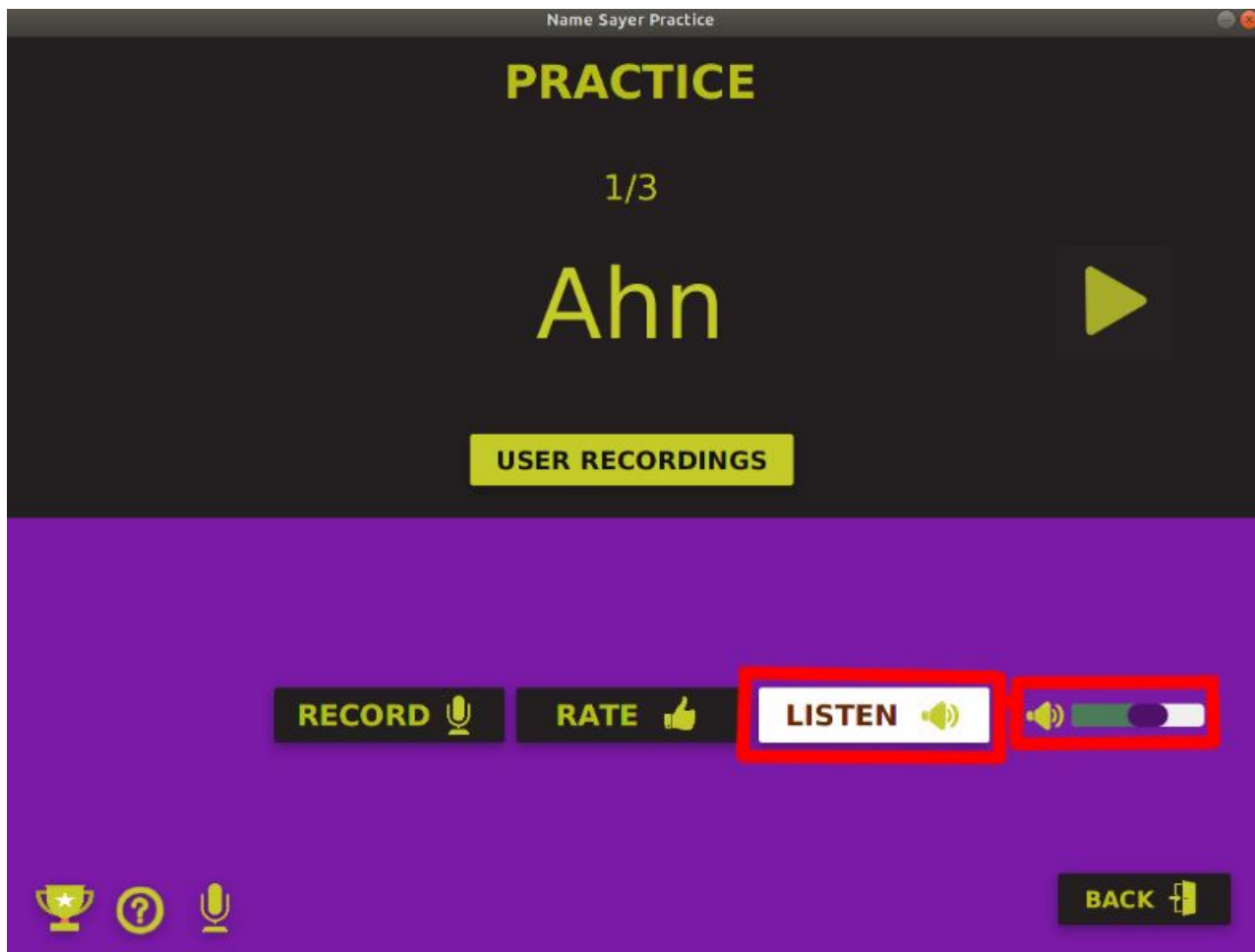


Figure 13: Listening to audio

1. Click on the 'LISTEN' button to begin playing the database recording. The buttons will be disabled to prevent the user from pressing anything unnecessary.
2. Change the volume BEFORE listening by dragging the volume meter.

Recording Attempts

Name Sayer has features that allow the user to practice their pronunciation.



Figure 14 : Recording audio workflow

1. Once a microphone has been set up, press the 'RECORD' button. The user will then have a 5-second timeframe to make a recording.
2. After the time is up, a new prompt will be shown where the user can decide what to do after.
3.
 - a. Pressing 'KEEP' will save the recorded audio. This will go back to screen 1.
 - b. Pressing 'CANCEL' will delete the recorded audio. This will go back to screen 1.
 - c. Pressing 'REPLAY' will play audio and show a screen similar to 2. Hovering over the up arrow will cause a list to appear. This selects which audio the user wants to play when recording. Simply select any of the options and press the 'REPLAY' button.

Switching Between Names



Figure 15: Iterating through names

1. The arrows are buttons to switch between names. There is an indicator at the top which shows what position you are on.

Rating System

The user can rate the database recordings based on their preference. This is done to allow the user to avoid poor audio recordings from the database.

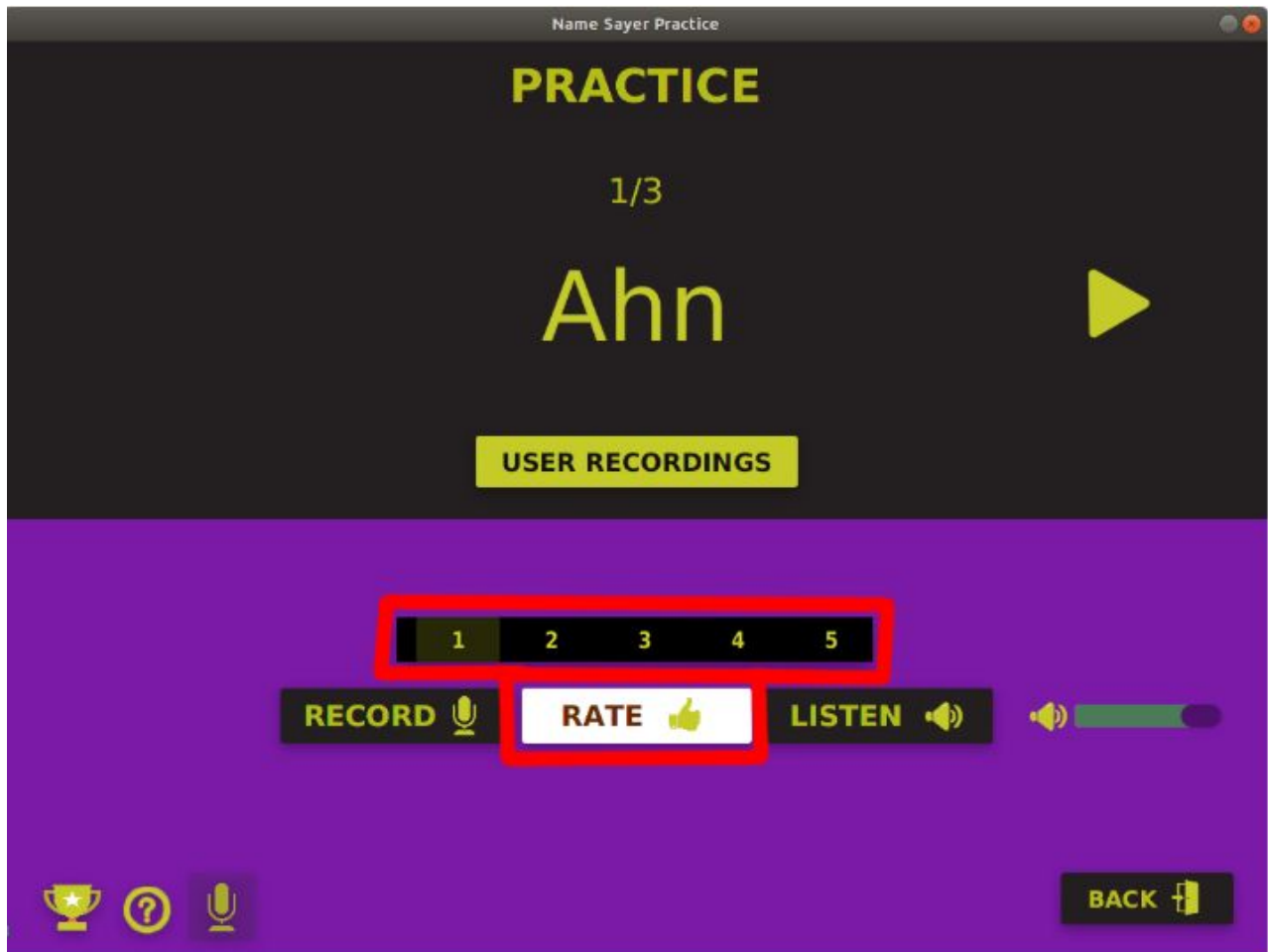


Figure 16: Rating a database recording

1. To rate a recording, hover your mouse over the 'RATE' button. Once you do so a popup full of buttons will show up.
2. Click on any of the buttons to rate the name.
3. If you do not want to rate once you have hovered over, hover over any other button to cancel or click outside of the button bar.

Viewing User Attempts

In NameSayer, all your pronunciation attempts are stored to be reviewed later. You can access the previous attempts for a name from the practice screen for that name.

Selecting Previous Attempts

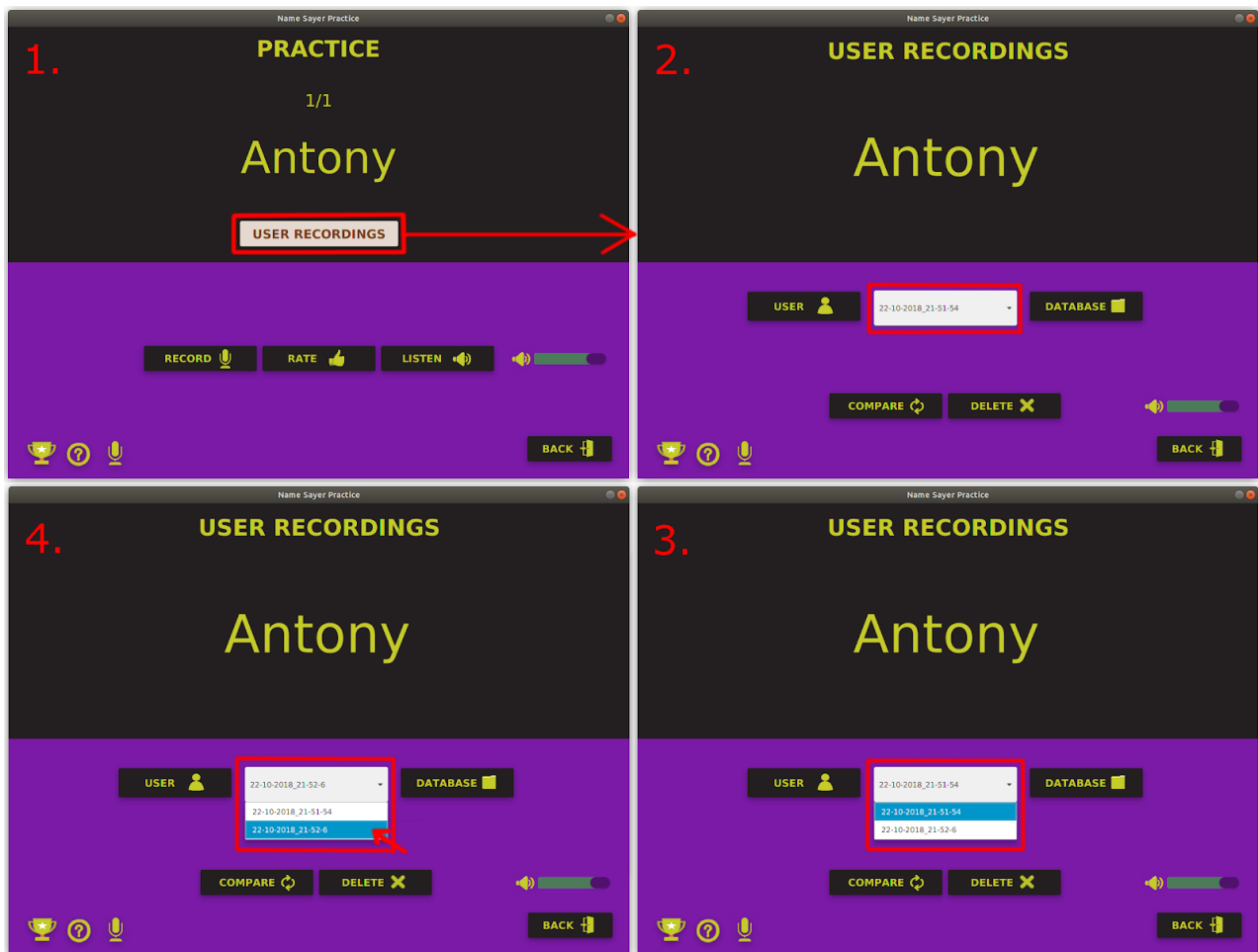


Figure 17: Viewing and selecting previous pronunciation attempts.

1. View the name you want to see your previous attempts for in the Practice Screen. (See [Adding Names](#) and [Switching Between Names](#)).
2. Click on the drop-down in the centre.
3. It will show you a list of dates and times corresponding to when you practised the name.
4. Click on the name you wish to review.

Now, look at the next page to see what you can do on this screen.

Listening to and Deleting an Old Recording

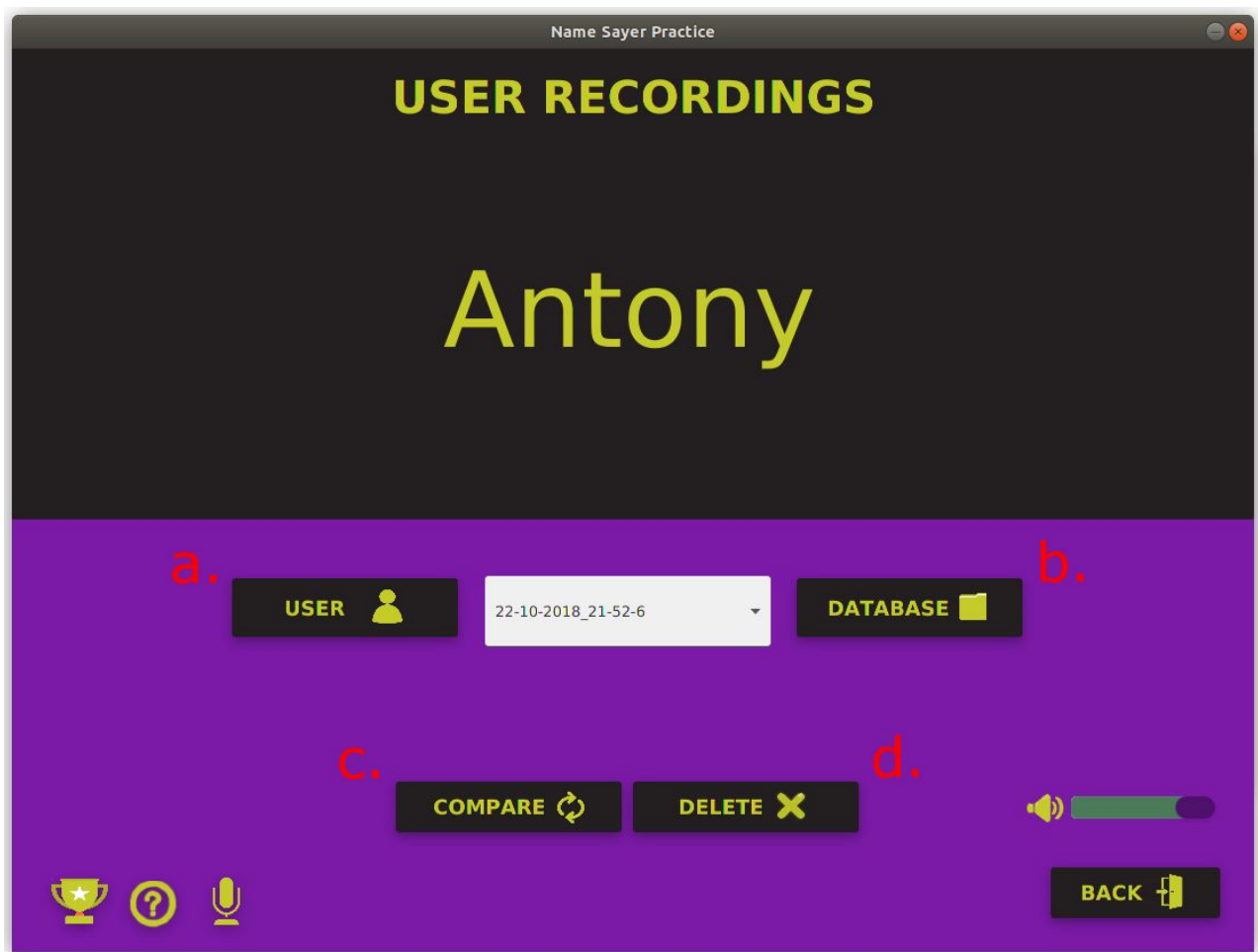


Figure 18: Different activities on the User Recordings screen

- A. You can listen to the selected recording with the User button
- B. You can listen to the highest-rated database version of the name with the Database button.
- C. You can listen to the database version closely followed by the selected user recording with the Compare button.
- D. You can delete the selected user recording with the Delete button.