SPOKEN NUMBERS TRAINING SOFTWARE

Spoken Numbers is a discipline in all memory competitions. The aim is to commit to memory and recall as many Spoken Numbers as possible, which are read out at a pace of 1 digit per second.

REQUIREMENTS
Java Runtime Environment (JRE) 1.6 or later

FEATURES
- Playback of up to 990 numbers in intervals between 500 and 3000 milliseconds.
- Generate numbers into excel-files for easy printing.
- Evaluates and highlights wrong/correct answers.
- Can store your results in a textfile.
- *new* Generate sheets with binary numbers – and practice spoken binaries!
- *new* Optional countdown before the playback starts.

RUNNING THE PROGRAM

This java application can run on any OS that supports the Java Runtime Environment (1.6 or later). Generally, you just have to double-click the *SpokenNumbers.jar*-file and you should be ready to go. If that fails, go ahead and look below for further instructions based on your OS.

WINDOWS
Double-click on the 'run.bat'-file. If you want to create a desktop connection you can create your own shortcut by right-clicking on the batch file.

UNIX & MAC OS X
Open the terminal and locate the spoken numbers software. If you don't know how to do that, look on the next page for some basic commands. Note that the batch-file does NOT work on Unix and Mac OS X. When you have located the program, write the following:

java -jar "Spoken Numbers.jar"

OR

start javaw -jar "Spoken Numbers.jar"

BASIC COMMANDS

$ cd ..
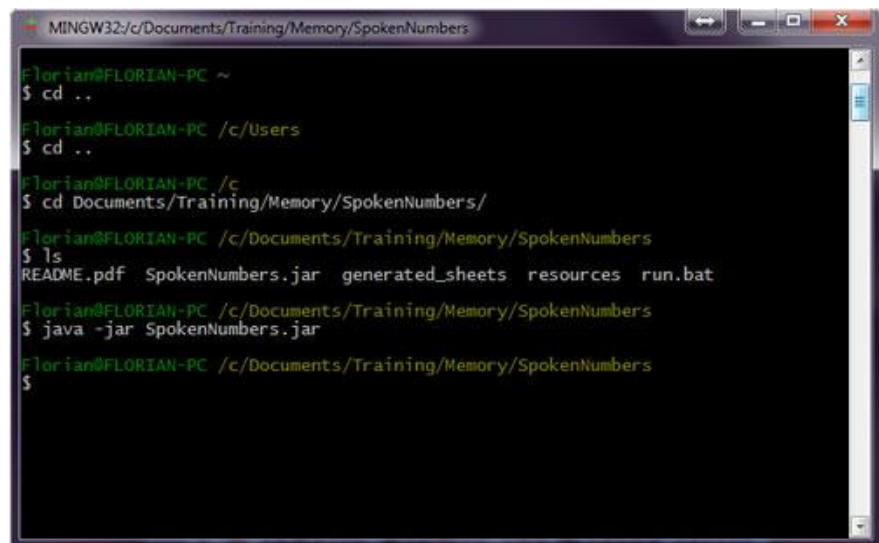Changes to parent directory

$ cd foobar
Changes to subdirectory called *foobar*

$ ls
Lists all files/directories of the current location

$ java –jar file.jar
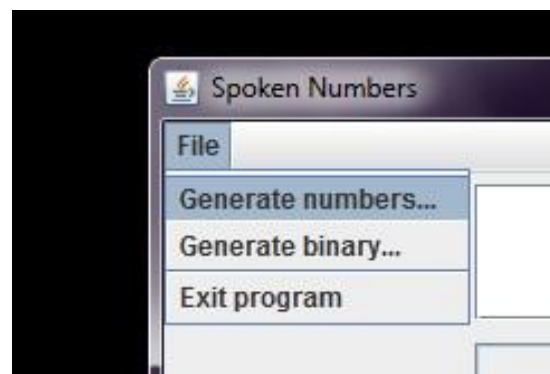Runs the jar-file called '*file.jar*'

Terminal: *Example of how to run the program*

Generating numbers

The generating numbers feature can be found in the menu, and accepts up to 990 numbers. The generated sheet is then found in a folder called *generated_sheets* in the programs root directory. You can also generate binary numbers.

Sound files

The program is currently using the official [english] sounds, but you are free to use your own. You can do this by replacing the sound-files in the *resources*-folder. Please note that the sounds file-names must remain the same, ie '*0.wav*', '*1.wav*', '*2.wav*' etc.

Users who want to practice spoken numbers with a pace fast than 700 ms are *recommended* to use other sound files, as the current ones are too long for a clean playback. They may sound truncated, but they still work. Personally, I would recommend a set of [english] sounds which are provided under the LGPL by Voxeo. I have modified these files and shortened them, so that they are appropriate for all supported intervals of the application. The modified version of the sounds can be downloaded under the following link:
http://www.datafilehost.com/download-72cba09a.html

PROBLEMS

Make sure you have a working version of the Java runtime environment (*at least Java JRE 1.6*) installed on your computer. You may also want to check that your *PATH system variable* is set properly (for more information, see http://www.java.com/en/download/help/path.xml). If you still experience problems, please contact me and I will try to help.

CONTACT

If you have any questions, bug reports or other wishes, feel free to contact me. I check my emails frequently, so I should be able to provide an answer within 24 hours. You find my email just below.

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