

Okamy Synth W

(Devkit documentation W1 ver.)

[Tools](#)

1.- Dictionary Generation:

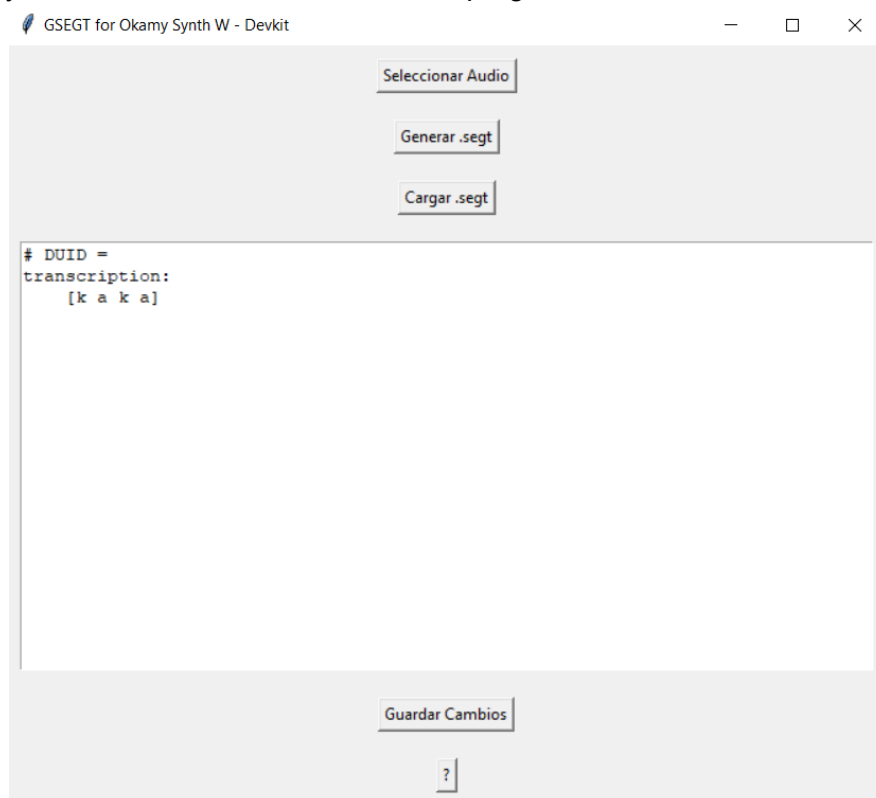
Once you already have the tools, you will have to create a folder called “voicebank” and another “Devkit”. Inside “Devkit” you will put the 5 tools provided in the .rar. You will execute the “Dictionary_Generator.exe” and select the options to your liking, you can edit the dictionary but the DUID should not be changed.

2.- Generation of the voice bank model:

When you have the dictionary ready, you will run “SingerMaker.exe” and you will fill all the options, first of all will generate the “WOOD”, the destination folder has to be within the “voicebank” folder and the voice bank will be generated. It has a singer.inf that you can edit manually.

3.- Generate Transcripts:

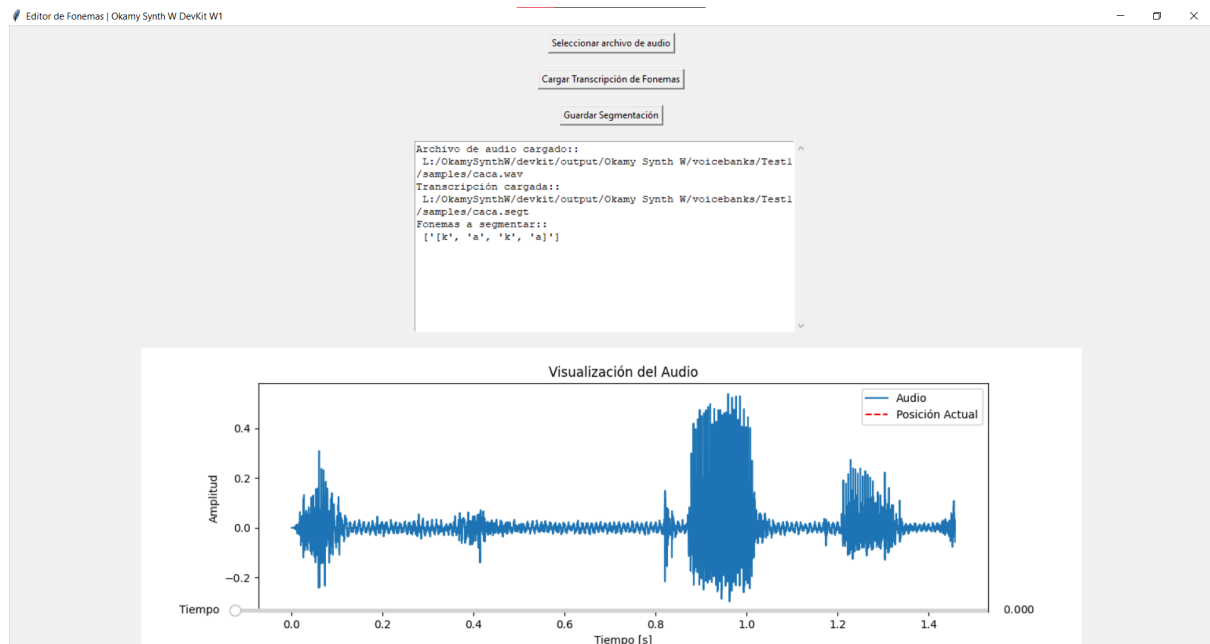
Inside the voice bank folder, open a folder called “samples” inside there you will put all the phonemes (the multipitch is still in development, sorry guys I'm a newbie) and with the tool “GSGT_Generator.exe” will generate the .to cover(the transcription files) for each audio, then you will have to load them from the program.



It will look like this, the “# DUID =” you have to put the DUID of the dictionary and in the [] the transcription will enter, the phonemes have to be in the dictionary.

4.- Segment phonemes:

After transcription, we will run “DevKit_UI.py” and load the audio along with its .seqt:



At the moment I have not managed to put the labels but you have to click where the phoneme begins and where it ends, it can be expanded but it is still being improvised. It is segmented in order, if you have for example [k a k a] first the “k” is segmented and then the “a” and so on progressively.

After segmenting you will have to click “Save segmentation” and the data will be saved in the .seg.