

NAME

speak.m – voice synthesizer vocabulary

SYNOPSIS

```
struct {  
    int n;  
    struct {  
        int key;  
        int phon;  
    } entry[vocab.n];  
    int m;  
    char strings[vocab.m];  
} vocab
```

DESCRIPTION

This type of file is created and used only by *speak*. The keys are the words, word fragments and letters of the vocabulary.

The *i*th key is stored as a null-terminated string at *&vocab.strings[entry[i].key]*. Its phonetic string is similarly stored at *&vocab.strings[entry[i].phon]*. The keys are ordered lexicographically. The contents of certain parts of *vocab* are invariant: *vocab.entry[0].key = vocab.entry[0].phon = vocab.strings[0] = 0*.

Each key is maintained exactly as entered into *speak*, so that fragments are recognized by an initial '%' and letters by an initial '*'.

Each phoneme of a phonetic string is maintained in *vs* code. A '%' in a phonetic string is represented as octal 001, and all following characters are kept literally.

SEE ALSO

speak (VI), vs (VII)

BUGS

The coding 001 for '%' precludes the use of phoneme 3-1, which is no particular loss on the model 5 Vortrax, but will pinch on the model 6. 0200 would be a safe choice.