GETTING STARTED

This mischievous parrot likes to mimic speech. It talks back, sometimes
with outrageous remarks and it even giggles when tickled. The purpose of
this software is to provide you with a demonstration of the power of your
CT1350 card and to give you some hands-on experience in using its voice
capabilities combined with graphics.

You can say anything you want, in any language. You can press any key or
simply leave it alone and see what happens.

IMPORTANT: This program requires an AT (286) computer to run properly.
            A microphone plugged into the CT1350 card is also required.
            If the microphone has a switch, make sure it is turned ON.

To start the program:

1. Change to the \SB directory.

2. Type PARROT and press ENTER.

3. When the screen displays a graph indicating the noise level, press
    ENTER and type a number that is ten counts above the noise level
    displayed (140 to 230). Press ENTER again.

EXAMPLE: If the graph displays 130, type 140 and press ENTER.

4. When the parrot finishes its opening remarks, speak into the
    microphone.

IMPORTANT: Speak directly into the microphone with sufficient volume so
            that the parrot can hear you.

5. Press ESCAPE to leave the program.

VIDEO DISPLAY SELECTION

Normally, the TALKING PARROT software automatically detects which type of
video display you have and selects the correct mode. On the CGA screen,
you will notice that parrot is enlarged. This is because TEXT mode is
used here to draw the parrot.

If you would like to have this big "text" parrot on the EGA or VGA
display, you may use a parameter to force the TALKING PARROT to use this
TEXT mode. EXAMPLE: >PARROT/T

CUSTOMIZING YOUR PARROT

For those who want more fun out of the Talking Parrot, you can customize
it by creating your own pictures and voices. There are four PCX format
pictures used to make up the parrot. You can use any paint or draw
program that saves pictures in the .PCX format pictures used to make up
the parrot. You can use any paint or draw program that saves pictures in
the .PCX format to create your own version of the Talking Parrot.

Give your drawings the same file names as those listed in the table and
copy them to the /SB/PARROT sub-directory.

PARROT.PCX PICTURE FILES		
EGA/VGA	CGA	DESCRIPTION
PARROT.EO	PARROT.CO	Parrot with mouth closed.
PARROT.E1	PARROT.C1	Parrot with mouth opened.
PARROT.E2	PARROT.C2	Parrot with mouth wide open.
PARROT.E3	PARROT.C3	Parrot with eyes and mouth closed.

MAKING PARROT VOICES

The pre-recorded voices for the Talking Parrot are stored in the
PARROTV.VCB file. This file contains all 21 voices. To create your own
voices, use VOXKIT to record the 21 voice and give them the same names
shown in the Talking Parrot Voice Files table. Store these files in the
SB/PARROT sub-directory.

To create the .VCB file:

-From the /SB/PARROT sub-directory, type MAKEPV and press ENTER.

IMPORTANT: Make sure that:

-All files are recorded at 10,000Hz sampling rate.

-The voice data is NOT packed.

-Each voice data in each file does not exceed 64K.

-The sum of the size of the 21 voices must NOT exceed the free memory
 after the Talking Parrot is loaded. To be on the safe side, keep the
 file size less than 250K.

NOTE: The program MAKEPV, used to create the PARROTV.VCB file, checks
       for the existence of the original PARROTV.VCB file and asks for
       your permission to overwrite it.

TALKING PARROT VOICE FILES

The following tables contain the 21 voice files that make up the
PARROTV.VCB.

RANDOM GREETING MESSAGE FILES	
FILE NAME	DESCRIPTION
PVOC-A.VOC	Hello there.

PVOC-B.VOC	Hi! How are you?
PVOC-C.VOC	Good day.
PVOC-D.VOC	Welcome to the show.
PVOC-E.VOC	I'm a talking parrot.
PVOC-F.VOC	Please talk to me.
PVOC-G.VOC	Nice to see you.
PVOC-H.VOC	Please say something.
PVOC-I.VOC	Have a nice day.
PVOC-J.VOC	Goodbye.
The parrot will say files PVOC-A, PVOC-E and PVOC-D at start up. When you quit the parrot says PVOC-J and PVOC-I.	

RANDOM REPLY MESSAGE FILES	
FILE NAME	DESCRIPTION
PVOC-K.VOC	Oh! You sound terrible.
PVOC-l.VOC	Yak! You have bad breath.
PVOC-M.VOC	What are you saying?
PVOC-N.VOC	What are you saying? (angrily)
PVOC-O.VOC	Don't talk nonsense.
The parrot will randomly refuse to play back the recorded voice and will send out one of these messages instead.	

REACTION MESSAGE TO KEYBOARD FILES	
FILE NAME	DESCRIPTION
PVOC-P.VOC	Ouch!
PVOC-Q.VOC	Ooo..h.
PVOC-R.VOC	Don't touch me.
PVOC-S.VOC	Go away.
PVOC-T.VOC	Hee..hee..hee.

PVOC-U.VOC	Herr..herr..herr.

When the keyboard is pressed, the Parrot will randomly
send out one of these messages.

(SMC-05/03/94)