EB GUIDE Speech Extension tutorial

Configuring speech output with a specified rate of speaking

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1. Tutorial: Configuring speech output with a specified rate of speaking

SSML prompts give you the opportunity to configure speech output with a specified rate of speaking. The following instructions guide you through the process of adding and configuring an SSML prompt so that the message is spoken slowly.

Approximate duration: 10 minutes.

Adding an SSML prompt to a talk

Prerequisite:

- The content area displays the talk state.
- The navigation area displays the **All** tab.

Step 1
In the navigation area, expand the talk state and double-click the talk.

The content area displays a talk.

Step 2
Drag an SSML prompt from the **Toolbox** into the upper section of the content area.

A dialog opens.

Step 3
Add a link to a datapool item or abort the dialog with **Discard**. The link to a datapool item can also be added subsequently.

Step 4
In the navigation area, click the SSML prompt.

Step 5
Press the **F2** key and rename the SSML prompt to `Slow output`.

You added an SSML prompt and renamed it. The **Properties** panel displays the properties of the SSML prompt.

Linking an SSML prompt to a datapool item

Prerequisite:

- You completed the previous instruction.

Step 1
In the navigation area, click the SSML prompt.

Step 2
Go to the **Properties** panel.

Step 3
Next to the `prompt` property, click **Create link...**.

A dialog opens.

Step 4
To add a datapool item, enter `SSML DP` in the combo box.

Step 5
Click **Add datapool item**.

Step 6
Select the `SSML DP` datapool item.

Step 7
Click **Accept**.

The dialog closes. Next to the `prompt` property, the ■ button is displayed. It indicates that the `prompt` property is linked to the `SSML DP` datapool item. The `SSML DP` datapool item is displayed in the navigation area.

Configuring the datapool item of type `SSML prompt`

Prerequisite:

▪ You completed the previous instruction.

Step 1
In the navigation area, click the `Slow output` SSML prompt.

Step 2
Go to the **Properties** panel.

Step 3
Next to the `prompt` property, click **Edit**.

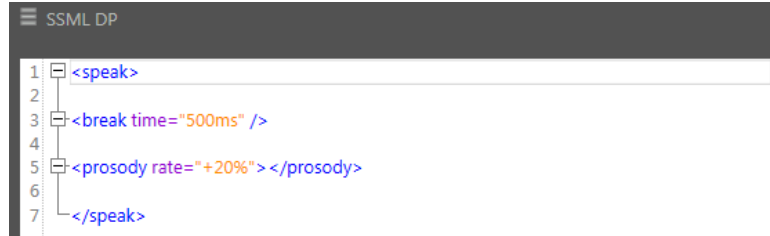A script editor opens.

Step 4
Click **Enlarge**.

Step 5
Drag the following model elements from the **Toolbox** into the content area:

▶   `Speak`

    as parent model element

▶   `Break`

► Prosody

Make sure that the content area looks as follows.

Figure 1. SSML DP datapool item with model elements

Step 6

Enter text in the content area, so that it looks as follows.

Figure 2. Configured SSML DP datapool item

You configured the SSML DP datapool item, which is linked to the prompt property of the SSML prompt.

When playback of the SSML prompt starts, the playback is paused for one second after hello. The text this is a slow text is spoken 20 per cent more slowly than a regular playback.