

Worldlam has a speech synthesizer for the Vic on Ebay

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Author

Message

dave01253

Vic 20 Dabbler

Joined: 08 Mar 2007

Posts: 92

Location: England

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ruud

Vic 20 Devotee



Joined: 04 Aug 2004

Posts: 236

Location: Heerlen, the Netherlands

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Victragic

Frogger '07



Joined: 14 Nov 2006

Posts: 430

Location: Adelaide, Australia

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pitcalco

just pitcalco



Joined: 28 Dec 2005

Posts: 980

Location: Kristinehamn, Sweden

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Posted: Mon Oct 01, 2007 10:40 am Post subject: Worldlam has a speech synthesizer for the Vic on Ebay [quote](#)

http://cgi.ebay.co.uk/Commodore-VIC20-Voice-Synthesizer-by-Protecto_W0QQitemZ130158987647QQihZ003QQcategoryZ74945QQrdZ1QQssPageNameZWd2VQQcmdZViewItem

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Posted: Tue Oct 02, 2007 2:32 am Post subject: Re: Worldlam has a speech synthesizer for the Vic on Ebay [quote](#)

dave01253 wrote:

[http://cgi.ebay.co.uk/...](http://cgi.ebay.co.uk/)

Being an American, why is he selling it via the British Ebay and not Ebay.com ???

Code:



Groetjes, Ruud

URL: Ruud.C64.org

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Posted: Tue Oct 02, 2007 2:53 am Post subject: [quote](#)

He's not, but he's listed it for worldwide shipping so it shows up under all versions of Ebay... dave01253 just happened to access it via ebay.co.uk

Tank defeats UFO by TKO

Posted: Wed Oct 03, 2007 1:10 pm Post subject: [quote](#)

That's right.

In fact as an eBay you can go to any eBay site in the world with the same user name and get in. Pretty nifty! 😊

There are only three kinds of people in the world: those who can count and those who can't.

R A D I O T J Ä N S T I K I R U N A U N D A N B E D E S

Paul Lambert

Kristinehamn, Wermelandia

Kingdom of Sweden

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wiskow
Vic 20 Devotee



Joined: 02 Nov 2006
Posts: 261
Location: Moreno Valley, CA

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Posted: Wed Oct 03, 2007 3:24 pm Post subject:

[quote](#)

Here's the link on the US eBay site:
<http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=130158987647>

Only 15 minutes left!!!

-Andrew

Cottonwood BBS & Borderline BBS
<http://cottonwood.servebbs.com>



MacbthPSW
Vic 20 Afficionado



Joined: 06 Apr 2005
Posts: 476
Location: Thunder Bay, Canada

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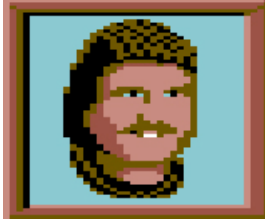
Posted: Wed Oct 03, 2007 3:41 pm Post subject:

[quote](#)

\$28, not too high, eh? I'd probably buy it for that, if shipping wasn't \$22.



wiskow
Vic 20 Devotee



Joined: 02 Nov 2006
Posts: 261
Location: Moreno Valley, CA

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Posted: Wed Oct 03, 2007 4:03 pm Post subject:

[quote](#)

MacbthPSW wrote:

\$28, not too high, eh? I'd probably buy it for that, if shipping wasn't \$22.

He was overcharging for shipping to Canada. U.S. shipping was only \$5.95. Shipping to Canada should only have been around \$10. 😊

I just have to wonder how much he bought the thing for... 😡

-Andrew

Cottonwood BBS & Borderline BBS
<http://cottonwood.servebbs.com>



Jeff-20
Denial Founder



Joined: 31 Dec 1969
Posts: 4197
Location: Chicago

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Posted: Wed Oct 03, 2007 5:09 pm Post subject:

[quote](#)

I just couldn't bring myself to bid against orion and kilrplr. I have to get over that. 😊 I just didn't want the price to go too high if they seemed really determined to get it.

So, does this work with Scott Adams games the same way votrax does? I am still waiting for am mp3 sample of votrax reading a Scott Adams adventure.

[High Scores](#), [Links](#), and [Jeff's Basic Games](#) page.



orion70
Vic 20 Guru



Joined: 02 Feb 2006
Posts: 1569
Location: Italy

Posted: Thu Oct 04, 2007 1:14 am Post subject:

[quote](#)

Jeff-20 wrote:

So, does this work with Scott Adams games the same way votrax does? I am still waiting for am mp3 sample of votrax reading a Scott Adams adventure.

I'll tell you as soon as the cart arrives. If it works with SA adventures, I will try to record the sound with a PC microphone.

You know, I WAS determined to buy it (thanks for your kindness), but not for an exorbitant cost. My maximum bid was \$ 30.00 (which is not too bad with strong euro - about 22 euros). I was just lucky. 😊

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ral-clan
plays wooden flutes



Joined: 26 Jan 2006
Posts: 2952
Location: Ontario, Canada

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PaulQ
undead vic



Joined: 14 Jan 2007
Posts: 1943
Location: Oshawa, Ontario

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gklinger
Vic 20 Elite



Joined: 02 Oct 2006
Posts: 2051
Location: Toronto, CANADA

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carlsson
Class of '6502



Joined: 09 Mar 2004
Posts: 5522
Location: Västerås, Sweden

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orion70
Vic 20 Guru



Joined: 02 Feb 2006
Posts: 1569
Location: Italy

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Posted: Thu Oct 04, 2007 3:57 am Post subject:

[quote](#)

I bid on it too early on, but wasn't really serious about fighting for it.

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Posted: Thu Oct 04, 2007 6:40 am Post subject:

[quote](#)

I had complained about his shipping charges before. IIRC, he wanted something like \$100 to ship a Commodore 128D from the U.S. to Canada. I think that Golan pissed him off, and he knows that Golan lives in Canada... 😊

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Posted: Thu Oct 04, 2007 7:20 am Post subject:

[quote](#)



In the end it will be as if nothing ever happened.

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Posted: Fri Oct 05, 2007 3:11 am Post subject:

[quote](#)

I wonder if Golan lives on a hill, and calls his property Golan Heights? 😊

Anders Carlsson



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Posted: Wed Oct 17, 2007 11:10 am Post subject:

[quote](#)

The Protecto cartridge arrived today. I tested it for just 20 minutes, and then I realized that... I just don't have any idea about how it works. 😊

Facts:

- The cart seems to be in good condition. It has an handwritten note on the label: poke 38912,3.
- I connected it to the audio input of my TV set.
- When I turn the VIC on, it buzzes loudly (sometimes with a different tone each time I turn it off and on).
- When I poke 38912,3 or >3 it stops buzzing.
- When I poke 38912,1 or ,2 it buzzes with different frequencies.
- If I use the cart together with a Scott Adams Adventure (in a multi-cart slot), it buzzes the same way, but it doesn't work with the adventure text (typing "v" to activate the "voice" gives no result).
- It doesn't seem to add new speech-specific commands, such as "say" or "talk" or "speech" or "word" and so on.

Any suggestion before I write directly to wordlam (who I'm not sure will be helpful)? 🤔

I'd like to hear it working some day. Thank you guys. 😊

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KilrPilr
Vic 20 Afficionado

Posted: Wed Oct 17, 2007 4:26 pm Post subject:

[quote](#)

Joined: 24 Mar 2004
Posts: 327

I have the same cartridge and mine came with software on cassette. Im sure I got it working for a bit when I first got it. I believe I bought it from Andrew Wiskow. I didnt get instructions for it unfortunately. Ill see about getting the software onto disk or something. Its a tape right now.

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Author

Message

wiskow
Vic 20 Devotee

Posted: Wed Oct 17, 2007 4:48 pm Post subject:

[quote](#)



KilrPilr wrote:

I have the same cartridge and mine came with software on cassette. Im sure I got it working for a bit when I first got it. I believe I bought it from Andrew Wiskow. I didnt get instructions for it unfortunately. Ill see about getting the software onto disk or something. Its a tape right now.

KilrPilr,

Joined: 02 Nov 2006
Posts: 261
Location: Moreno Valley, CA

Although you probably have purchased 1 or 2 things from me in the past, I'm certain that this was not one of them. I've never seen one of these "up close". 😊

-Andrew

Cottonwood BBS & Borderline BBS
<http://cottonwood.servebbs.com>

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KilrPilr
Vic 20 Afficionado

Posted: Wed Oct 17, 2007 5:17 pm Post subject:

[quote](#)

Joined: 24 Mar 2004
Posts: 327

Hmm I would have swore it was you that I bought it from. Ah well sorry about that.

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orion70
Vic 20 Guru



Joined: 02 Feb 2006
Posts: 1569
Location: Italy

Posted: Wed Oct 17, 2007 11:04 pm Post subject:

[quote](#)

KilrPilr wrote:

I have the same cartridge and mine came with software on cassette. Im sure I got it working for a bit when I first got it. I believe I bought it from Andrew Wiskow. I didnt get instructions for it unfortunately. Ill see about getting the software onto disk or something. Its a tape right now.

I suspected it was something like having the cart plus some software for it. If you manage to put it online, you will have my eternal gratitude. 😊

Too bad it won't work with SA's adventures. On the other hand, their manual stated clearly that only the Votrax Sound Module (via RS232) would work with the "v" command. 😞

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carlsson
Class of '6502



Joined: 09 Mar 2004
Posts: 5522
Location: Västerås, Sweden

Posted: Thu Oct 18, 2007 12:17 am Post subject:

[quote](#)

A bit related, I picked up a Covox Voice Master the other week, but I yet haven't had an opportunity to test it. I suppose I need some dedicated driver software, but there at least seems to exist some C64 software to try.

Anders Carlsson



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vic user
VicGyver



Joined: 25 Mar 2004
Posts: 1403
Location: Ottawa, Canada

Posted: Thu Oct 18, 2007 1:15 am Post subject:

[quote](#)

i think i have all the software and manuals for that.

i can always copy stuff for you

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Jeff-20
Denial Founder



Joined: 31 Dec 1969
Posts: 4197
Location: Chicago

Posted: Thu Oct 18, 2007 8:31 am Post subject:

[quote](#)

Just in case you wanted to know what it sounds like: <http://www.youtube.com/watch?v=V6J7bx8Z9aA>

High Scores, Links, and Jeff's Basic Games page.

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KilrPilr
Vic 20 Afficionado

Joined: 24 Mar 2004
Posts: 327

Posted: Sun Oct 21, 2007 11:01 am Post subject:

[quote](#)

I cant seem to find the cassette anywhere. I cant even find the cart. Maybe it was just a dream 😊 Na they are here somewhere. When i finally locate them, ill try to make a dump of the tape. An mp3 should work if i cant figure out any other way to do it.

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orion70
Vic 20 Guru

Posted: Sun Oct 21, 2007 10:41 pm Post subject:

[quote](#)



Joined: 02 Feb 2006
 Posts: 1569
 Location: Italy

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Key-Quest
 Vic 20 Drifter

Joined: 22 May 2007
 Posts: 34
 Location: Alberta, Canada

Thanks KilrPilr, if you can find the software I (or others) can try and convert the mp3 (better if wav?) into a usable tap/t64/prg file. Please, keep me updated.



Posted: Sun Nov 04, 2007 2:55 pm Post subject:



orion70 wrote:

The Protecto cartridge arrived today. I tested it for just 20 minutes, and then I realized that... I just don't have any idea about how it works. 😞

Facts:

- The cart seems to be in good condition. It has an handwritten note on the label: poke 38912,3.
- I connected it to the audio input of my TV set.
- When I turn the VIC on, it buzzes loudly (sometimes with a different tone each time I turn it off and on).
- When I poke 38912,3 or >3 it stops buzzing.
- When I poke 38912,1 or ,2 it buzzes with different frequencies.
- If I use the cart together with a Scott Adams Adventure (in a multi-cart slot), it buzzes the same way, but it doesn't work with the adventure text (typing "v" to activate the "voice" gives no result).
- It doesn't seem to add new speech-specific commands, such as "say" or "talk" or "speech" or "word" and so on.

Any suggestion before I write directly to wordlam (who I'm not sure will be helpful)? ?

I'd like to hear it working some day. Thank you guys. 😊

You just got the cartridge itself in that auction, right? I believe it has to be connected to a special RF modulator (looks like a normal Vic-20 one except has an extra wire (with an RCA plug on the end) that connects to the port that is in that cartridge.

Anybody have a speech synthesizer for the Vic that actually works? I'm still working on mine...but hopefully very soon I will.

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rmelick
 Vic 20 Amateur



Joined: 26 Mar 2005
 Posts: 47
 Location: San Francisco, California, USA

Posted: Sun Dec 05, 2010 8:10 pm Post subject: Research on Protecto's Voice Synthesizer for VIC-20



Was the manual ever found for Protecto's Voice Synthesizer and converted to electronic format?

So the Protecto Enterprises VIC-20 Voice Synthesizer is a 1983 Personal Peripheral Products (PPP) Speakeasy?

Does the software on <http://zimmers.net/anonftp/pub/cbm/vic20/utilities/unexpanded/> work with this unit? (Phoneme Editor.t.prg / Phoneme Speak.t.prg)?

The Protecto / Speakeasy hardware at \$9800, right?

Phoneme Editor.t.prg

Code:

```
0 SYS6588:CLR:PRINT" {CLR} {DOWN} {DOWN} {DOWN} {DOWN} {DOWN} {DOWN} {RIGHT} {RIGHT} {RIGHT}
{RVS ON}COPYRIGHT 1983":PRINT" {DOWN} {DOWN} {DOWN} {DOWN} {RIGHT}PERSONAL PERIPHERAL
1 PRINT" {DOWN} {RIGHT} {RIGHT} {RIGHT} {RIGHT} {RIGHT} {RIGHT} {RIGHT} {RIGHT} {RIGHT} {RIGHT}
{DOWN} {DOWN} {RIGHT}PHONEME EDITOR/T V1.0":FORI=0TO9999:NEXTI
2 S=38912:T=38642:SYS6622
3 POKE 36869,255
4 PRINT" {CLR}
5 SYS6633
6 R=0:C=0
7 Z1=7680:POKET+B,7:POKE38898,1:POKET-1,1
8 Z=7680+22*R+C
9 POKEZ1+30720,6
10 Z1=Z
11 GETA$:POKEZ+30720,1:FORI=0TO9:NEXTI:IFA$<>" THEN13
12 GOSUB96:POKEZ+30720,6:GOSUB96:GOTO11
13 IFA$=" {RIGHT}"ANDC=7THENC=0:GOTO8
14 IFA$=" {RIGHT}"THENC=C+1:GOTO8
```

```

15 IFA$="{LEFT}"ANDC=0THENC=7:GOTO8
16 IFA$="{LEFT}"THENC=C-1:GOTO8
17 IFA$="{DOWN}"ANDR=7THENR=0:GOTO8
18 IFA$="{DOWN}"THENR=R+1:GOTO8
19 IFA$="{UP}"ANDR=0THENR=7:GOTO8
20 IFA$="{UP}"THEN R=R-1:GOTO8
21 POKEZ+30720,6
22 IFA$="Q"THENPRINT{CLR}{RVS ON}QUIT{RVS OFF}:POKE36869,240:CLOSE3:CLOSE2:END
23 IFA$="R"THEN31
24 IFA$="W"THEN43
25 IFA$="C"THEN86
26 IFA$="{F1}"THEN50
27 IFA$="{F3}"THEN52
28 IFA$="{F5}"THEN54
29 IFA$="{F7}"THEN58
30 GOTO8
31 PRINT{CLR}";POKE36869,240:PRINT{RVS ON}READ DATA FILE{RVS OFF}{DOWN}
32 IFE<>0THENPRINT"FILE END,READ NEW FILE":INPUTA$:IFA$="N"THEN3
33 IFE<>0ANDA$<>"N"THEND=0:E=0
34 IFD=0THENINPUT"FILE NAME";F$
35 INPUT{DOWN}TAPE READY";A$:IFA$="N"THEN3
36 IFD=0THENCLOSE3:OPEN3,1,0,F$:D=1
37 I=6912
38 GET#3,A$:PH=0:IFA$<>" "THENPH=ASC(A$):IFPH=255THENPH=0
39 POKEI+B,PH:IFB<255ANDST=0THENB=B+1:GOTO38
40 IFB<255THENFORI=B+1TO255:POKEI+6912,63:NEXTI
41 IFB<255ORST>0THENE=1
42 GOTO3
43 PRINT{CLR}";POKE36869,240:PRINT{RVS ON}WRITE DATA FILE{RVS OFF}{DOWN}
44 IFW=0THENINPUT"FILE NAME";F$
45 INPUT{DOWN}TAPE READY";A$:IFA$="N"THEN3
46 IFW=0THENCLOSE2:OPEN2,1,1,F$:W=1
47 FORI=6912TO6912+B:IFPEEK(I)=0THENPRINT#2,CHR$(255);:GOTO49
48 PRINT#2,CHR$(PEEK(I));
49 NEXTI:W=0:CLOSE2:GOTO3
50 POKES,PEEK(6848+8*R+C)+64*PT
51 FORI=0TO300:NEXTI:POKES,63:GOTO8
52 PT=PT+1:IFPT=4THENPT=0
53 GOTO8
54 POKE7922+B,8*R+C:IFB>0THENPOKE38641+B,6
55 PH=PEEK(6848+8*R+C):POKE6912+B,PH+64*PT:IFPH=63THENPOKE6912+B,63
56 POKET+B,6:B=B+1:IFB=256THENB=0
57 POKET+B,7:POKE38898,1:GOTO8
58 POKEZ+30720,7
59 GETA$:POKET+B,1:IFA$=" "THENPOKET+B,6:GOTO59
60 IFA$="{RIGHT}"THEN75
61 IFA$="{LEFT}"THEN77
62 IFA$="{UP}"THEN80
63 IFA$="{DOWN}"THEN83
64 IFA$="{LEFT}"THEN77
65 POKET+B,7:POKES,63
66 IFA$=" "THEN71
67 IFA$="D"THENPOKE251,B:SYS6696:GOTO58
68 IFA$="I"THENPOKE251,B:SYS6749:GOTO72
69 IFA$="S"THEN90
70 GOTO8
71 FORI=0TOB:GOSUB97:NEXTI:POKES,63:GOTO58
72 POKE7922+B,8*R+C:POKE6912+B,PEEK(6848+8*R+C)+64*PT
73 IFR=7ANDC=7THENPOKE6912+B,63
74 GOTO58
75 POKET+B,6:B=B+1:IFB=256THENB=0
76 POKET+B,7:GOSUB95:GOTO58
77 IFB<256THENPOKE38642+B,6
78 B=B-1:IFB=-1THENB=255
79 POKET+B,7:GOSUB95:GOTO58
80 POKET+B,6:B=B-22
81 IFB<0THENB=B+264:IFB>255THENB=B-22
82 POKET+B,7:GOSUB95:GOTO58
83 POKET+B,6:B=B+22
84 IFB>255THENB=B-264:IFB<0THENB=B+22
85 POKET+B,7:GOSUB95:GOTO58
86 PRINT{CLR}";POKE36869,240:PRINT{RVS ON}CLEAR BUFFER{RVS OFF}{DOWN}
87 PRINT"ARE YOU SURE":INPUTA$
88 IFA$="Y"THENB=0:GOTO2
89 GOTO3
90 I=B
91 GOSUB97:IF(PEEK(6912+I)AND63)=63THEN94
92 I=I+1:IFI>255THENPOKES,63:I=255:GOTO94
93 GOTO91
94 POKET+I,6:GOTO58
95 POKES,PEEK(6912+B):RETURN
96 FORI=0TO65:NEXTI:RETURN
97 POKES,PEEK(6912+I):POKET+I,7:IFI>0THENPOKET-1+I,6
98 IFPEEK(S)<128THEN98
99 RETURN

```

Phoneme Speak.t.prg

Code:

```

10 PRINT{CLR}{DOWN}{DOWN}{DOWN}{DOWN}{DOWN}{DOWN}{RIGHT}{RIGHT}{RIGHT}{RVS
ON}COPYRIGHT 1983:PRINT{DOWN}{DOWN}{DOWN}{DOWN}{RIGHT}PERSONAL PERIPHERAL"

```

```

20 PRINT" {DOWN}{DOWN}{RIGHT}{RIGHT}{RIGHT}{RIGHT}{RIGHT}{RIGHT}
{RIGHT}PRODUCTS":PRINT" {DOWN}{DOWN}{RIGHT}PHONEME SPEAK/T V1.0":FORI=0TO9999:NEXTI
30 PRINT" {CLR}{DOWN}{DOWN}{RIGHT}{RIGHT}{RIGHT}{RVS ON}PHONEME SPEAKER"
40 INPUT" {DOWN}MAX PHONEMES";MP
50 IFMP=0THENMP=1024
60 DIMPH%(MP)
70 INPUT" {DOWN}FILE NAME";F$
80 PRINT" {DOWN}LIST PHONEME";
90 INPUTL$
100 INPUT" {DOWN}TAPE READY";A$
110 IFAS="N"THENAS="":GOTO100
120 OPEN3,1,0,F$
130 I=1:PRINT" {DOWN}{RVS ON}READING PHONEME #{DOWN}{DOWN}"
140 GET#3,A$
150 PRINT" {UP}";I
160 PH%(I)=0:IFAS<>" "THENPH%(I)=ASC(A$)
170 IFPH%(I)=255THENPH%(I)=0
180 IFST<>0THEN210
190 I=I+1:IFI>MPTHEN210
200 GOTO140
210 CLOSE1
220 PRINT" {DOWN}{RVS ON}SPEAKING"
230 FORJ=1TOI
240 IFLS$="Y"THENPRINTPH%(J)
250 POKE38912,PH%(J)
260 IFPEEK(38912)<128THEN260
270 NEXTJ
280 POKE28912,63
290 INPUT" {DOWN}AGAIN";A$:IFAS<>"N"THEN220
300 END

```

Last edited by rmelick on Sun Dec 05, 2010 11:04 pm; edited 2 times in total

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rmelick

Vic 20 Amateur



Joined: 26 Mar 2005

Posts: 47

Location: San Francisco, California, USA

Posted: Sun Dec 05, 2010 10:51 pm Post subject:





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when you plug in our

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*** \$79⁰⁰**

VOICE SYNTHESIZER

You can program an unlimited number of words and sentences and even adjust volume and pitch.

You can make:

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- Real sound action games

This voice synthesizer is VOTRAX based and has features equivalent to other models costing over \$370.00. To make programming even easier, our unique voice editor will help you create words and sentences with easy to read, easy to use symbols. The data from the voice editor can then be easily transferred to your own programs to make customized talkies.

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Phone 312/382-5244 to order

Quote:

Compute Gazette October 1983, p.140

NEWS&PRODUCTS

VIC's Voice

Speakeasy is a voice synthesizer designed to allow voice to be added to adventure and cartridge games on the VIC-20. It comes in a cartridge that plugs into the VIC's expansion port. The synthesizer, produced by Personal Peripheral Products, can be programmed from BASIC or machine language by POKE-ing to only one address. The package includes an editor that allows the user to append, insert, and delete phonemes in strings to create phrases and sentences. The 256 phoneme buffer can be stored on tape or disk. The Speakeasy cartridge, including the editor tape, sells for \$79.

Personal Peripheral Products
P.O. Box3423 Fox Valley Mall
Aurora, IL 60505



Joined: 26 Mar 2005
 Posts: 47
 Location: San Francisco,
 California, USA

PERSONAL PERIPHERAL PRODUCTS presents: SPEAKEASY

VIC-20 SPEECH COM-64 SPEECH

HOLIDAY SPECIALS:
 Cartridge, Instructions & Dictionary Cassette \$59.00
 Editor and Extension Speaker \$12.95
 Commodore 64 Adapter

NEW! EXCITING! Smoothtalker™ for Speakeasy
 Direct English to Speech Software (Reg 8K in Block 5 on VIC) adds new basic command "SPEAK". Use it like a print statement in any Basic program!! User definible dictionary handles exception words.
 Reg. \$29.95 \$19.95

SUPER SPECIAL:
 Speakeasy Complete — 8K RAM — 3 Slot Expansion Board
 Reg. \$138.85 \$109.00

INCREDIBLE PRICES ON MEMORY EXPANSIONS:

	Assembled	KR
8K RAM/VIC-20 Block Switched	\$29.95	\$24.95
16K RAM/VIC-20	44.95	\$39.95
3 SLOT/VIC-20 Switched/Fused/Reset	24.95	19.95
4 SLOT COM-64 Switched/Fused/Reset	44.95	34.95

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 COM 64 & VIC 20 IS A TRADEMARK OF COMMODORE

Logo matches the Protecto unit. Looks like there may be some additional software out there for BLK5 that adds command(s) to BASIC:
 Smoothtalker

Also mentioned:
 Gametalker
 Terminaltalker

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