

SSCLOCK GUIDE

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Chapter 1

SSCLOCK GUIDE

1.1 SSClock - By Gareth Murfin

```
+-----+
|  SSClock v1.3 By Gareth Murfin  |
| -----|
|      > Sampled Speaking Clock < |
+-----+
```

- What is it?
- Whats new?
- Using your own voice
- Credits
- Bugs!
- Contact the author
- My Amiga CPU survey!

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1.2 SSClock - Introduction

```
SSClock : Sampled Speaking Clock v1.3          (15.3.98)
```

```
-----
By Gareth Murfin.
```

* Now Includes Canadian, English, Amiga & Isle of Wight Voices! *

This is a small program which speaks the time to you in actual sampled speech!
It sits in your WBstartup drawer and everytime you boot up you will hear the
time spoken out to you in my voice. It can also be ran by double clicking the

icon in Workbench and can use your voice too if you own a sampler. This package comes with Canadian, Amiga and Isle of Wight replacement sample sets.

I decided to make this because I have this 'speaking' alarm clock on my desk which speaks the time to you once you press the button. I always thought it was a brilliant idea and I always thought it would be good if it had the option of using your own voice. Obviously this was never going to happen so I sat down and made SSClock (Sampled Speaking Clock). The actual program was coded in about 1 hour, but then messing around with the code to get it to sound right took a little bit longer :). So here we have it, a speaking clock capable of using anyone's voice and its on our favourite computer too!

The clock may sound 'Geordie' to some people in UK, thats because I come from Newcastle, make your own non geordie version if this irritates you ;))

It was coded in Blitz Basic and has the following nice features :-

- o Uses hardly any memory
- o Speaks real speech to you
- o Can handle am & pm
- o Doesn't use the 24 hour clock!
- o Brings up no windows
- o Needs no configuration
- o has the option of using your own voice!
- o Will benefit from extra ram and CPU's but still runs on a Stock A500!
- o Runs from Bootup, Wb and Cli!
- o Makes bootup so much more fun ;-))
- o Numerous voices to pick from
- o Numerous Languages to pick from *SOON*

1.3 SSClock - What's new?

Whats new to this version?

- Isle of Wight voices
- Amiga Voices
- Slightly optimised for speed
- Bug fixes, (halts activity much less)
- Much smaller and more efficient exe (well 1k smaller :-p)
- Alpha Software \$POO response incorporated

1.4 SSClock - Using your own voice

Using your own voice in SSClock

I deliberately left the sound files seperate from SSClock for 2 reasons :-

1. The exe would be huge and s-l-o-w
2. People can make their own sounds to work with SSClock

In the 'SSCSounds' directory you will see a number of .iff sound samples. The names of the samples are exactly what they sound like, so 1.iff is my voice saying 'one' and oclock.iff is my voice saying 'O clock'. This should make it easy for you to sample your own sounds for use in SSClock.

* NOTE: * All samples are welcomed! I want people from all over England to sample their voices for use in SSClock. I even want foreigners to do it so we can make versions of SSClock for different countries! Once you've done the samples send them to me to be included in the next version of SSClock and your name will be credited under 'with the voice talents of'. You will also become a registered user of SSClock which of course will encourage me to make further versions!

Send your samples to gazy@globalnet.co.uk

Here is a guide on how to make SSClock use your own voice :-

~~~~~

1. Make a backup of the SSCSounds directory by copying it to somewhere safe on your HD and renaming the directory to SSCSounds.bak
2. Make sure in your WBStartup directory you have the SSClock file & SSCSounds directory. Make sure there IS NOT an icon for the SSCSounds directory otherwise when your Amiga boots it will go crazy :)
3. Get a sound sampler and good package. Then sample in the following sounds and save them in the SSCSounds directory as the file names below :-

```
0.iff      your voice saying 'oh'          (as in 6:05pm)
1.iff      your voice saying 'one'
2.iff      your voice saying 'two'
3.iff      your voice saying 'three'
4.iff      your voice saying 'four'
5.iff      your voice saying 'five'
6.iff      your voice saying 'six'
7.iff      your voice saying 'seven'
8.iff      your voice saying 'eight'
9.iff      your voice saying 'nine'
10.iff     your voice saying 'ten'
11.iff     your voice saying 'eleven'
12.iff     your voice saying 'twelve'
13.iff     your voice saying 'thirteen'
14.iff     your voice saying 'fourteen'
15.iff     your voice saying 'fifteen'
16.iff     your voice saying 'sixteen'
17.iff     your voice saying 'seventeen'
18.iff     your voice saying 'eightteen'
19.iff     your voice saying 'nineteen'
20.iff     your voice saying 'twenty'
30.iff     your voice saying 'thirty'
40.iff     your voice saying 'forty'
50.iff     your voice saying 'fifty'
am.iff     your voice saying 'am'          (as in 6:05am)
pm.iff     your voice saying 'pm'         (as in 6:05pm)
oclock.iff your voice saying 'O clock'    (as in 6:00)
```

4. Test your sounds by running SSClock and if they are good LHA them and eMail

them to me for inclusion in the next version of SSClock, you will also be listed in the credits under 'with the voice talents of'

Send complete sample sets for SSClock to : gazy@globalnet.co.uk

#### Installing a New Voice into SSClock Manually

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What?? you dont like my voice?? :)).. Ok heres what you do :-

1. Rename the current SSCSounds directory to SSCSounds.UK
2. Rename your choice to SSCSounds eg,

SSCSounds.US ==> SSCSounds

## 1.5 SSClock - Bugs!

### Bugs

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If SSClock is loaded repeatedly over and over again it may crash your Amiga! This is because unless you give it time to end it will try and reuse variables which are already being used by the program. Solution, dont run it repeatedly ;). It should be ok if you leave a 10 second gap between running the exe again.

Because of this bug SSClock may not work from your startup sequence, and in some rare cases your WbStartup Directory. This is because if your Amiga is struggling ie, loading lots of stuff, SSClock may 'stutter'. If this happens then eMail me because I have already written a script to delay SSClock for 10 seconds. This means it wont interupt with other speaking boot programs like AmiGreet and it will also ensure there is less disk activity when it is trying to speak.

I may include this script in the next version of SSClock if there is sufficient interest.

Coded & tested on 1200Tg 060/50/50 + 32 FastrAM / 2 ChipRAM / 2 GFX Card RAM  
+ HD/CD/CD-R/ZIP/1084s/33.6k

## 1.6 SSClock - Credits

### Credits

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Main Concept and coding - Gareth Murfin

With the voice talents of - Gareth Murfin  
- Allan Versaevel  
- Steve Clack & Anya Cardell  
- Amiga 'Say'

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- Your name could be here!

## 1.7 SSClock - Contact the author

Also Check Out  
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Check out my URL for ALOT more Amiga Software from Alpha Software.

Gaz - gazy@globalnet.co.uk  
 - GalaxyNet #AmIRC (SpryNet.Us.GalaxyNet.Org)  
 - <http://www.users.globalnet.co.uk/~gazy/>

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## 1.8 SSClock - CPU survey!

CPU Survey - By Gareth Murfin  
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I did this simple survey to try and find out the diversity of CPU's being used in todays modern, net Amiga's. The sample of people used is quite a specific one. It is people who use Amiga's, on the net and decided to get my program and respond ↔ to it. I'm supriised I got so many replies to be honest, so it shows the Amiga is ↔ still going strong. These results were collected using results from a program I made ↔ called tCPU, which is a CPU benchmark tester.

A table to show the amount of Amiga users who own each CPU  
 -----

| CPU      | Amount of tCPU replies |
|----------|------------------------|
| 020      |                        |
| 030      |                        |
| 040      |                        |
| 060      |                        |
| PPC 604e |                        |

This chart shows the amount of people who sent me the results of their tCPU test and what CPU they own. It is interesting to see that the most common CPU here is the 060, a fast chip which is normally considered rare among Amiga users by games publishers and people who own different platforms. The second most common CPU is the 030, a trusty and average speed CPU which is still pretty good with a nice fast OS, I'd have thought the 030 would be the most common! Then the

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3rd most common CPU is the 040, a chip which until now I regarded as rare! Yep it seems there are alot of 040's out there. And finally, the most shocking fact is that according to these results PPC Amiga's are more common than 020 Amiga's! Obviously these results aren't very accurate, but it shows that there are alot more power users out there than you would think! So eMail those big games companies and developers and tell them that the Amiga's commonest CPU these days is the 060, and that it does have enough raw grunt to run Quake 2 and Resident Evil. Eidos/Domark recently said that the Amiga was an 020 machine, if that's the case, its more a PPC machine than an 020 machine! I can't imagine what ratio of GFX card users there are out there but if it's as shocking as these CPU ← results

I imagine there are quite a few!

Of course these results could be influenced by the fact that people with good CPU ← 's tend to want to show off about it and download all the benchmark programs :)