

If the character supports a word balloon for output, determines whether the balloon appears when the character speaks.

Enables each character to display its default font settings in its word balloon.

Displays all character word balloons using the font settings you specify.

Enables you to select the font setting to be displayed in all character word balloons.

Determines whether spoken output for all characters is audibly played.

Determines whether sound effects for all characters are played.

Determines whether the Restart message appears when an application requests to display animated characters and you previously exited Microsoft Agent.

Sets the relative speed for spoken output for all characters.

Determines whether speech recognition input is enabled.

Enables you to set the listening key. Type the key or key combination you want to use to enable speech input.

Determines whether the listening tooltip window appears when you press the listening key.

Enables you to select a speech recognition engine.

If supported by the selected speech recognition engine, provides a procedure to adjust your microphone.

Provides access to the settings of the selected speech engine. The settings included may vary depending on the speech engine.

Restarts Microsoft Agent so that applications can display animated characters.

Cancels the request to restart Microsoft Agent. The requesting application will not be able to display animated characters for you.

Determines whether you will be notified again when an application requests displaying animated characters. You can also change this property in the Microsoft Agent property sheet.

Determines whether a tone is played to indicate when you can speak (requires that your sound system supports MIDI).



