# To Play a Phrase...

# To Start Playing Phrase a

Click any one of the eight buttons that correspond with a phrase you would like to teach your bird. If you decide to try a different phrase you can simply click a different phrase. If you would like the program to give you silence then press stop.

#### **Speed**

The speed that the phrase is repeated is set by changing the <u>Length of Pause</u>.

#### Stop

You do not need to press stop to change phrases. It is there only to give you silence.

# **Length of Pause**

#### **Length of Pause**

This feature sets the speed that the phrase is repeated. It starts with one second and has a possible value of zero to ten seconds. Just click the arrows or the scroll bar itself.

Note: This is time delayed and will take one or two loops to be set correctly.

# **Main Menu Options**

## **Phrase Options**

#### **Record a new Phrase**

Record a new phrase over an existing phrase or create a completely new phrase.

#### **Import a Phrase**

Opens a phrase that you may have made in a different program or downloaded from an on-line service or BBS.

#### **Exit**

Quit this program.

## **Program**

## **Program play times**

Set up any or all of your available eight phrases for a 24 hour period. Create up to 100 cycles.

## **Start with Program Play.**

This setting is either checked or not checked. By checking this setting the program will start in Automatic-Program-Play. This feature is usefull if you wish to have the Microsoft(TM) System Agent Start this program while you are away.

## Help

#### Contents

Display the contents of this help file

## Find help on...

Allows you to search the help file by a specific key word.

## Help on using help

Windows Help to familiarize you with the Windows help system.

## **Training Tips**

Tips to help you successfully Train Your Bird to Talk!

## **Product Support**

How to get more help or information about this program.

#### **About**

Information on how to reach Progressive Software Design.

# **Record Menu Options**

#### **File**

## Save recording

Saves a recording if it has been created or altered. It is grayed out if you have not created or edited a phrase.

#### **Sound levels**

#### **Edit Sound levels**

This command starts the Windows 95 Volume Control Program. Use this program to set your **microphone** level. You can also select and adjust the Volume, Record monitor, and wave out to control feed back.

**Note:** On my system, if the SELECT option is checked, the microphone is NOT in Record mode. This may be the case for you too.

## Help

#### Contents

Displays the contents of this help file.

## Find help on...

Allows you to search the help file by a specific key word.

## **Record a new Phrase**

**You Must** have a **microphone** plugged in, to record a phrase.

Click here to record a new phrase. Because there are only eight spaces available you must choose which space you want to use for your new recording.

Click one of the red bars underlining the phrase you want to replace.

**Note:** The old recording is not permanently lost, you can retrieve it by choosing the <u>Import a Phrase Option</u>.

When the record window appears simply start typing your new phrase, or if you want to re-record a phrase just press **record** - say the phrase - then press **stop**. You can test your phrase by pressing **play**, if you like it click **File** then choose **Save recording** 

If you don't like it click record and try again.

**Tip:** If you don't hear any sound after you record a phrase go to the **Sound levels** menu option and then choose **Edit sound levels** to switch your microphone to record mode.

# **Import** a phrase

You must select a phrase to replace by clicking one of the red bars underlining the phrases. Then choose the .wav file you would like to import. .

# **Exit**

Click here when your bird (or you) have had enough.

# **Program play times**

There are three main controls that work together to set your program. Set these controls first.

## 1. Amount of time to play a phrase

Length of time to continuously loop a phrase

#### 2. Amount of time to have Silence

Length of time to wait before starting a new phrase

# **3. Repeat the cycle** *x* **times.** (where *x* is the current number of cycles)

Number of times to play a phrase and then wait etc.

## Choose a phrase to add to the play list...

by pointing and clicking on a phrase, then pressing the **Add** button.

## Cycle play list...

contains the phrases you have added. You can remove a phrase or multiple phrases by pointing and clicking or pointing and dragging to select a phrase or to select phrases. Then press the **Delete** button.

## When you have the desired program settings...

press the **Play** button. Once the phrases are playing you can set the <u>Length of Pause option</u>.

## Stop...

Press this button to stop current play and to re-program your selections.

## **Quick Tips...**

can be turned on or off by checking the Quick tips box.

#### To Return to the Main Menu...

also know as Manual mode. Press the **Cancel** button.

# **Instructions to register**

If your Program is not registered you will have a Registration menu option...

#### **Registration Information**

Read the instructions that apply to you.

After you have read the instructions press the <u>registration form</u> button to see the **registration form**.

When you register this program you will receive a **registration number**, enter it in the registration box and press the button labeled "Enter registration number". That's all there is to it.

## The Registration Form

The registration form consists of:

One space for your **name**Three spaces for your **street address** 

One space for your **E-mail Address**One space for your **telephone Number** 

Your choice of registration number delivery. **E-mail or U.S.** 

**Postal Service** 

Your place of residence. (In or out or the continental U.S.) Your choice of disk options. No disks, or 3½" disks

Type the information requested in the space provided. Move between sections using the *Tab- key* or by clicking on the area you want with your mouse.

Then press Print!

*Note:* If you change your mind simply press the appropriate cancel button.

#### Important!!!

All the information on the form is needed, including your Program's License Number. Your license number is on the registration form. If you don't have a printer; you can legibly hand print all the information listed above and include the License Number Exactly as you see it.

Send Your Check or Money order in the amount of:

Nineteen dollars and ninety five cents (\$19.95) if you selected No disks .

Twenty two dollars and ninety five cents (\$22.95) if you would like disks sent within the continental U.S.

Twenty four dollars and ninety five cents (\$24.95) if you would like disks sent outside of the continental U.S.

to:

Progressive Software Design P.O. Box 462516 Escondido, CA 92046-2516

Please make checks payable to **Progressive Software Design** 

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#### **Disclaimer of Warranty**

This software is provided "AS IS" and does not have a warranty.

Note: In the preceding text "software" refers to the program "Train Your Bird to Talk! 3.0"

# Tips on Training Your Bird to Talk!

## Things to remember:

A tame bird is going to be easier to train.

Keep learning sessions short, to maintain your birds attention.

Use the program phrases feature to set play time to about 20 minutes and silence to 30 minutes. This should keep your bird's attention while the phrases are playing.

Short words or phrases will be easier for your bird to learn.
Using **your** voice will aid the speed at which your bird learns.
Limit your self to training only one or two phrases per day.
Train only one bird at a time . (they love to imitate each other)

## Have a plan:

# Start small and build on what your bird has already learned.

For example, if you want to teach your bird to say "Hello, How are you?" you should start teaching your bird to say "Hello," then "How are you?" then "Hello, How are you?" etc.

## **Start Training Your bird to talk NOW!**

Younger birds learn quicker than older birds. Although older birds can learn easily also.

#### Remember the two R's:

## Repetition

That's where this program comes in.

#### **Re-enforcement**

Don't forget to remind your bird just how smart he or she is by occasionally playing the phrases that it has already learned. (This helps them remember the phrase(s) too.)

## **Be Patient!**

It can take a while to teach birds to talk. But, with persistence your bird will be talking before you know it. (Especially if you use this program.)

# **Trouble Shooting**

If you have a Windows 3.1 or Windows 95 Compatible Sound card with a **microphone** plugged in, you should not have any problems. If you do have problems please consult your sound card documentation. To give you somewhere to start trouble shooting; here are some suggestions for problems that I have run into.

#### No Sound when playing a phrase

Make sure your sound card is installed correctly Check to see if your speaker volume is up

#### No Sound after make a new recording

Check to see if your <u>microphone volume</u> is up while recording. Make sure your microphone is plugged in. Make sure your microphone is in record mode.

#### Some Phrases play and others do not.

The phrase(s) you are trying to play may be damaged or may have been deleted.

# **Product Support**

If you have comments or suggestions or are having problems with some other aspect of this program you can send E-mail to us at:

## mikeholtz@aol.com

I will return your mail as quickly as possible.

The most recent version of this program will be available at:

## http://members.aol.com/prosd/

If you have any comments or suggestions feel free to send them to us as well.

# **Cycle - Definition**

Applying to Program play; One **cycle** will play the first phrase you selected, for the time you selected. Then the program will be silent for the amount of time you selected. Then the program will play the second phrase you selected. That will complete one cycle.

*Note:* If you only select one phrase it is played as the first and second phrase.

## **Microphone Information**

A microphone is used to pass your voice to the computer. Without a microphone you might think you have a deaf computer.

You must have a microphone plugged into your computer's sound card to record.

Please consult your sound card documentation or check the back of your computer for a little round hole about this size **O** that is labeled **MIC.** 

If you don't have a microphone you can purchase one at an electronics store for under \$10.