

IN³ for MS-Windows

Release Notes Version 1.16 for Windows 95

September 8, 1995

These release notes describe the expanded features of the of IN CUBE for Windows 95 and serve to supplement the IN CUBE documentation.

The release notes, in "Write" format, are installed with the sample lexicons as the file "release.wri". An ascii text version is installed as the file, "release.txt". The release notes are also now available within IN CUBE's on-line help system.

Setting Microphone Volume in Windows 95:

Windows 95 includes a mixer application which interacts with your audio board. Here are some tips on using it to set your microphone volume level.

To set the microphone level, select: Start > Programs > Accessories > Multimedia > Volume Control

A Volume Control Mixer application will appear. Note that this mixer window is for setting audio output - not the microphone input level. From this window, select: Options > Properties

In the Properties window select: Other and then Voice Commands from the scroll list.

Next, under "Show the following volume controls", pick: Voice Commands and Microphone. Then hit OK. A Voice Commands microphone volume adjustment window appears.

Use the controls in this window to set your microphone volume to a comfortable level. Use the Windows sound recorder to make and play back test recordings.

Select: Advanced and check the Advanced Controls for Microphone to insure that "AGCfor VoiceIN" is NOT enabled. Note that some SoundBlaster boards may have very low microphone volume with the Automatic Gain Control "AGC" turned off. If this is the case, you may use IN CUBE with the "AGC" on, but recognition performance may be affected.

IN CUBE with Windows 95 Dialer Commands:

The INCUBE95 Demo contains frequently used commands for Windows 95 desktop utilities.

In addition, the demo gives you full voice control of your Windows 95 telephone dialer.

To use the free voice dialer included with the IN CUBE Demo, we suggest that you first enter the desired phone numbers into the Windows 95 Dialer. For each number, think of a voice command which you want to use to activate dialing. Beginning with dialer entry number one, make a written list of the voice commands which you want to use for each number.

As you create voice command templates for IN CUBE, you will be prompted to speak: "DIAL NO 1", "DIAL NO 2", ETC. Instead of saying "dial no 1", refer to your list of numbers and corresponding voice commands and create your voice templates using the voice commands you have selected.

Command Keystrokes:

In entering "keystrokes" into a voice command, control characters are case sensitive. Entering a "{Cntrl}b" results in a "b" with the control key depressed. Uppercase characters are expressed as shifted characters. Entering a "{Cntrl}B" results in a "b" with BOTH the control and shift keys depressed. Some applications will take different actions for these two cases.

There are three options under special keys for entering an "Enter". The "Enter" selection chooses the keypress for the "Enter" key adjacent to the standard keys. The "Num Enter" selection chooses the keypress for the "Enter" key on the numeric key pad. The "Return" selection enters the code for an ascii "Carriage Return". This is equivalent to a "{Cntrl}m". Use the "Return" selection to perform a carriage return in a DOS command shell window and with DOS applications. The "Enter" and "Num Enter" are used with windows applications where appropriate.

Class Identifiers:

Class identifiers are defined when an application registers one or more "window classes". Class identifiers are used by the "class" command in command mode for locating windows to be raised or opened.

To determine the class name of a window click on the "Window Class" button in the "New Command" or "Update Command" dialogue windows. The cursor will then change to cross-hairs. Move the cross-hairs to the title bar or icon of the desired window. Clicking any mouse button will then enter the class name of the window into the keystroke line. See the IN³ on-line help entry on "Window Class Names" for more information.

Audio Device Access Contention:

Most audio device drivers do not permit "sharing" the audio device. Also, due to hardware limitations on most boards, the audio input (record) and audio output (playback) are

mutually exclusive. The standard access arbitration convention to such exclusive devices normally follows an "acquire and hold" methodology. An application acquires (opens) the audio device and holds it while in use. Other applications requesting service from the device get an error on the open indicating that the resource is already allocated.

IN³ now utilizes a "yield on demand" convention for arbitrating access contention for the audio devices. When another application requests service from either the audio input or audio output device, which would fail because of device allocation, IN³ voluntarily surrenders the audio device. This occurs transparent to the other application, requiring no specialized protocol or knowledge on the part of the other application. When the other application is finished with the audio device and returns the resource to the system, IN³ then reacquires the audio device for it's own use once again.

When the audio input is not enabled for IN³ to utilize, the microphone disappears from the lips on the icon. If the system uses the audio board to "beep" or if another application requests the audio device for playing sounds or recording messages, the microphone disappears and recognition is disabled until the audio device becomes available for IN³ once again.

Release Notes - Availability:

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