

Enables a character to display its individual font settings in its word balloon.

Displays character word balloons using the font settings you specify.

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

If a character supports spoken audio output, determines whether audible spoken output for the character is played.

If a character supports sound effects, determines whether sound effects for the character are audibly played.

Sets the relative speed for spoken output for all characters.

Determines whether speech input is enabled for characters.

This option only applies to characters that support speech input and when you have a compatible speech recognition engine installed.

Enables you to set the Listening key.

Type the key or key combination you want to use to begin speech input with characters.

This option only applies to characters that support speech input and when you have a compatible speech recognition engine installed.



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

Determines whether a tone is played to indicate when you can speak.

This option only applies to characters that support speech input and when your computer supports MIDI sound output.

Determines how long a character will listen after you press the Listening key.

This option only applies to characters that support speech input and when you have a compatible speech recognition engine installed.

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

[View another character.](#)

[View another character.](#)

Displays the Voice Commands Window so that you can view the currently available voice commands.

This option only applies to characters that support speech input and when you have a compatible speech recognition engine installed.

Closes the Voice Commands Window.

This option only applies to characters that support speech input and when you have a compatible speech recognition engine installed.



Displays this character.

Hides this character.

Determines how long a character will listen after you press the Listening key.

This option only applies to characters that support speech input and when you have a compatible speech recognition engine installed.

The name of this character.

The description of this character.

Displays information about this character file.



