

# Synthetically Speaking— Part II

by David L. Engelhardt

## **A**fter building last month's speech board for your Model I/III, program it with applications for education and the visually handicapped.

Last month I showed you how to build your own speech board for a Model I or III ("Synthetically Speaking—Part I," p. 142). Although once an expensive undertaking, adding synthetic speech capability to your computer is now easy and inexpensive due to the Votrax speech chip.

My previous article covered the construction and testing of the speech board. This month I present four programs that let you use the speech board in educational applications and as an aid for the visually handicapped.

Program Listing 1 is a Basic program that converts text to speech on key entry via Program Listings 2 and

3—the Assembly-language routines that make up the Text-to-Speech program. Program Listing 4 converts, through the Text-to-Speech program, strings of text entered through the keyboard into speech.

The programs run on a 16K RAM or larger computer. However, if you own a 16K machine you'll have to get someone with a bigger system to assemble the controlling program due to its large size.

### Text-to-Speech Program

Listing 2 consists of the Text-to-Speech program and Listing 3 is the Rules Table that controls the conver-

sion of ASCII text to speech. I separate the two programs due to the size of the Rules Table. The commented source listing of the Text-to-Speech program is 17,153 bytes long and the object code 1,680 bytes long. It is complex due to the many steps required to convert ASCII text to simulated speech.

The program takes each character in an English-language string and scans the appropriate rules one at a time. When it finds a matching rule, it inserts the proper phoneme code into an output buffer, which it later sends to the SC-01 chip.

If it doesn't find a matching rule, the program enters an Error routine, and displays the deciphered portion of the input string along with its phoneme equivalents. The program then outputs an error message to the Votrax chip. This routine gives you a chance to see if you need any additional rules in the table.

The Text-to-Speech program consists of many routines controlled by special characters within the rules. Not only does the program examine a specific character in a word, it also examines what precedes and follows the character. A character's location and use dictate which routine the program calls. The Text-to-Speech program checks for inflection codes, nonalphabetic characters, one or more vowels,

Symbol	Definition
<	Causes jump to the Left-Scan routine.
>	Causes jump to the Right-Scan routine.
!	Causes call to a routine that attempts to match any non-alphabetic character in the input string pointed to by the IX register pair. (Blanks, numbers, etc.)
#	Causes call to a routine that attempts to match one or more vowels. (A,E,I,O,U,Y)
:	Causes call to a routine that attempts to match zero or more consonants. There is always a match. (B,C,D,F,G,H,J,K,L,M,N,P,Q,R,S,T,V,W,X,Z)
''	Causes call to a routine that attempts to match one consonant.
.	Causes call to a routine that attempts to match a voiced consonant. (B,D,G,J,L,M,N,R,V,W,Z)
+	Causes call to a routine that attempts to match front vowels. (E,I,Y)
%	Causes call to a routine that attempts to match a suffix at the end of a word. (E,ER,ES,ED,ING,ELY)
&	Causes call to a routine that attempts to match sibilants. (S,C,G,Z,X,J,CH,SH)
\$	Causes call to a routine that attempts to match influencing consonants. (T,S,R,D,L,Z,N,J,TH,CH,SH)

Table 1. Text-to-Speech special symbols.

### The Key Box

**Models I and III**  
**16K RAM Cassette Basic**  
**32K RAM Disk Basic**  
**Assembly Language**  
**(If 16K—object code only)**  
**Hardware project**

```

10 *****
20 LISTING 1
30 *****
40
50 KEY ENTRY PRONOUNCIATION PROGRAM
60 BY
70 DAVID ENGELHARDT
80
90
100
110 DEPENDING UPON THE OPTION SELECTED, THE PROGRAM WILL
120 EITHER PRONOUNCE EACH KEY AS IT IS PRESSED OR NOT
130 PRONOUNCE THE SELECTED KEY.
140 THE PROGRAM WILL PRONOUNCE EACH WORD THAT IS CREATED
150 UPON THE ENTRY OF THE SPACEBAR.
160 WHEN THE -ENTER- KEY IS HIT, THE ENTIRE SENTENCE WILL BE
170 CREATED TO SPEECH.
180
190 *****
200
210 CLS: CLEAR 1000
220 DEF USR0=&HE950:CMD"L","TTSPRG/CMD":CMD"L","TABLE/CMD"
230 ON ERROR GOTO 720
240 AS="DO YOU WANT TO REPEAT E CH KEY" :
250 A=VARPTR(AS)
260 VV=USR0(A) :
      'SPEAK ENTRY CHOICE MESSAGE
270 AS=INKEY$:IPAS$=""GOTO270 'GET CHOICE
280 IPAS$="V" AN$="Y":GOTO 310
290 IPAS$="N" AN$="N":GOTO 310
300 GOTO 270
310 CS="YOU HAVE REACHED THE MAXIMUM NUMBER OF ENTRIES. THIS IS WH
AT YOU HAVE TYPED IN SO FAR" :
320 DS="ENTER PLEASE" :
330 CT=1: 'BACKSPACE COUNTER
340 A=VARPTR(DS):VV=USR0(A) : 'SPEAK ENTER PLEASE MESSAGE
350 AS=INKEY$:IPAS$=""GOTO350
360 IPAS$=CHR$(13) TSS=TS$+SB$:B$=TS$:GOTO 660 : 'ENTER KEY
370 IF AS<>CHR$(32) GOTO 460 : 'SPACEBAR
380 SB$=SB$+AS: 'CREATE WORD STRING
390 TS$=TS$+SB$: 'CREATE TOTAL STRING
400 IFLen(TSS)>255 B$=TS$:GOTO 620
410 A=VARPTR(SB$)
420 VV=USR0(A) : 'SPEAK CREATED WORD
430 SB$=""
440 CT=0: 'CLEAR BACKSPACE COUNTER
450 GOTO530
460 IPAS=CHR$(8) AND CT=1 GOTO350 : 'CHECK FOR BACKSPACE
470 IPAS<CHR$(8) GOTO 510 : 'CHECK FOR MAX BACKSP COUNT
480 CT=CT-2
490 SB$=LEFT$(SB$,CT) : 'RE-CREATE BACKSPACED WORD
500 GOTO530
510 SB$=SB$+AS: 'CREATE WORD STRING
520 IFLen(SB$)>255 B$=SB$:GOTO 620
530 PRINTAS;
540 IPAN$="N"GOTO590 : 'TEST FOR CHOICE QUESTION
550 ZZ$=TS$: 'MUST USE TO RETAIN STRING
560 A=VARPTR(AS)
570 VV=USR0(A) : 'SPEAK THE ENTERED KEY
580 TS$=ZZ$: 'RESTORE SAVED STRING
590 CT=CT+1
600 IFCT<255 GOTO 650 : 'TEST FOR MAX STRING COUNT
610 B$=SB$
620 A=VARPTR(CS)
630 VV=USR0(A) : 'SPEAK MAX STRING COUNT MESS
640 GOTO 660
650 GOTO350
660 PRINT:PRINTB$:
670 A=VARPTR(B$) : 'SPEAK TOTAL CREATED STRING
680 VV=USR0(A)
690 B$="" : 'CLEAR VARIABLES FOR NEXT STRG
700 GOTO310
710
720 B$="ERROR CONDITION...PLEASE REDUE":
730 RESUME 320
740 END

```

Program Listing 1. Basic application program.

consonants, voiced consonants, front vowels, suffixes, sibilants, influencing consonants, and ASCII characters. Table 1 defines the Text-to-Speech program's special symbols.

Listing 3 includes the rules index, rules pertaining to each letter of the alphabet, and number and special character rules. I also incorporated all basic math operators so you can use simple math functions in education programs.

### How It Works

After saving all of the register contents on entry to the Text-to-Speech program, lines 230-360 condition the string input buffer with zeros and the output buffer with Votrax stop codes. This clears out any of the buffers' old string text and sets the stop character (00), which indicates the end of the conversion process. The stop code (3F) clears the output buffer and indicates a finished output condition. Notice that the output buffer is 145 bytes longer than the input buffer. This is because there isn't always a one-to-one relationship of ASCII letters to phoneme codes and, therefore, the phoneme buffer always contains more codes.

Lines 410-430 check for a string to convert, exiting if there is no string. This section then inserts a blank at the first location in the INPBUF buffer for speech conversion alignment purposes. Lines 530-600 convert everything to uppercase, and transfer the string from where it resides in memory to INPBUF.

The next routine, CHTYPE, finds the location in the Rules Table that corresponds to each character in a string. The program then scans and compares for matches. The Rules Table dictates what action the Text-to-Speech program takes. If it can't find a rule location, the program drops down to the Inflection Check routine and tests for the special # symbol. If it doesn't find the symbol, the program branches to the Error routine.

On a rule match, the program jumps to the RULSCN routine. This routine double-checks the HL and IX pointers to ensure that they recognize the same character, but in different locations. The program increments the Rules Table pointer and the routine decides which side of the character to check, if any. If the direction symbols are present, control passes to either the Left or Right Scan routines according to the control symbols < (left) and > (right).

If neither one of the direction symbols is in the rules, this section assumes that an ASCII character exists and checks for a match between the input string and rule character. Match-checking continues until the program accesses any of the special control characters. An equals sign within a rule indicates a match.

At a match the program branches to the TXFR routine that transfers the appropriate phoneme codes to the output buffer (OUTBUF). After this the GNXTCH routine checks for input string code 00. If the program doesn't

locate this code, it jumps back to CHTYPE to scan the next character.

The rest of the program routines make specific tests for conditions that surround the character in check, such as vowels, influential consonants, and so on. Some of the routines that scan the left side sometimes check for two characters instead of one. For example, the SIBCON routine makes a test for influencing consonants. To keep a correct alignment, for example, when making CH and SH checks, I put them into the table in reverse order (HC, HS). Since the scan goes to the left, the first character checked is the H and the program checks the second character if the first matches.

The Output routine sends the phoneme codes to the Votrax chip. After the program converts the input string buffer to phonemes, it branches to this routine. Output handles both the string and error message outputs. The only difference between the two is the location to which the HL register pair points. The routine continues to send out phoneme codes until it reaches the stop character 3F. At the stop code, the program restores all registers and returns to the calling program (Basic Listings 1 or 4 in this case).

The Output routine also checks for the special inflection codes, which the INFLT routine inserts into the output buffer in response to the special symbol, #. You must enter the value of 1, 3, 5, or 7 from the keyboard following the # symbol.

Program Listing 2. Text-to-Speech source code.

```

00010 ;*****
00020 ; LISTING 2
00030 ;*****
00040 ;
00050 ; TEXT-TO-SPEECH PROGRAM
00060 ; BY
00070 ; DAVID ENGELHARDT
00100 ;
00110 ;*****
00120 ;
00130 ;
00140 CHTBLE ORG 0E950H ;ORG'ED FOR 48K SYSTEM
00150 EQU 0F000H ;STRT LOOKUP TABLE
00160 ENDTBL EQU 0F0C0H ;LENGTH OF LOOKUP TBL
00170 ;
00180 ;
00190 ;
00200 ;
00210 ;
00220 ;
00230 ;
00240 ;
00250 ;
00260 ;
00270 ;
00280 CLRBF1 LD (HL),C ;CONDITION INPUT BUFF
00290 LD (DE),A ;CONDITION OUTPUT BUFF
00300 INC HL
00310 INC DE
00320 DJNZ CLRBF1 ;REDUE UNTIL B=0
00330 LD B,145 ;LOAD COUNTER
00340 CLRBF2 LD (DE),A ;CONTINUE TO CONDITION
00350 INC DE
00360 DJNZ CLRBF2 ;DO IT AGAIN
00370 ;
00380 ;
00390 ;
00400 ;
00410 ;
00420 ;
00430 ;
00440 ;
00450 ;
00460 ;
00470 ;
00480 ;
00490 ;
00500 ;
00510 ;
00520 ;
00530 ML1 LD A,(HL) ;GET CHAR FROM STRNG BUFF
00540 SUB 61H ;TEST UPPER/LOWER CASE
00550 JP M,ML2 ;SKIP IF UPPER CASE
00560 LD A,-20H ;LOAD CONVERT VALUE
00570 ADD A,(HL) ;MAKE LOWER CASE UPPER
00580 LD (HL),A ;STORE VALUE BACK
00590 ML2 LDI ;MOVE CHARACTER
00600 JP PE,ML1 ;IS THE MOVE DONE?
00610 INC HL
00620 LD (HL),' ' ;LOAD SPACE TO END
00630 POP IX ;INBUF LOC TO IX
00640 LD IY,OUTBUF ;SET IY TO OUTPUT BUFF
00650 ;
00660 ;*****
00670 ; CHARACTER LOOKUP ROUTINE
00680 ;*****
00690 ;
00700 CHTYPE LD HL,CHTBLE ;GET START OF TABLE
00710 LD A,(ENDTBL) ;GET LENGTH OF TABLE
00720 ADD A,-3 ;OBTAIN CORRECT LENGTH
00730 LD B,0 ;CLR B
00740 LD C,A ;LOAD LOOP CTR
00750 LD A,(IX) ;GET STRG CHA
00760 INC HL ;INC TO NEXT ASCII CH
00770 LOOP INC HL ;INC TWICE PAST WORD
00780 INC HL ; LOCATION OF RULE
00790 CPI ;HL=HL+1 BC=BC-1
00800 JR Z,MATCH ;FOUND MATCH
00810 DEC C ;SET TO TRACK HL
00820 DEC C ;DEC LENGTH CTR
00830 JR NZ,LOOP ;SCAN AGAIN
00840 JP INFLT ;CHECK FOR INFLECT CHAR
00850 ;
00860 MATCH LD E,(HL) ;GET LSB OF CH. RULES
00870 INC HL
00880 LD D,(HL) ;GET MSB OF CH. RULES
00890 LD (SAVEIX),IX ;SAVE IX PTR
00900 EX DE,HL ;PUT STRT OF RULE IN HL
00910 JP RULSCN ;COMPARE RULES
00920 ;
00930 ;*****
00940 ; INFLECTION CHANGE ROUTINE = #
00950 ;*****
00960 ;
00970 INFLT CP '#' ;INFLECTION CODE?
00980 JP NZ,ERROR ;NOT RECOGNIZABLE CHAR
00990 INC IX ;GET INFLECTION PITCH
01000 LD A,(IX) ; TO A REG FOR TEST
01010 CP '1' ;1=NORMAL BASE
01020 JR NZ,THREE ;TEST FOR A 3
01030 LD A,'0' ;LOAD 1 CODE
01040 JR CODE ;GOTO CODE ROUTINE
01050 THREE CP '3' ;IS CODE SET TO A 3?
01060 JR NZ,FIVE ;GO TEST FOR A 5
01070 LD A,'1' ;LOAD 3 CODE
01080 JR CODE ;GOTO CODE ROUTINE
01090 FIVE CP '5' ;IS CODE SET TO A 5?
01100 JR NZ,SEVEN ;GO TEST FOR A 7
01110 LD A,'1' ;LOAD 5 CODE
01120 JR CODE ;GOTO CODE ROUTINE
01130 SEVEN CP '7' ;IS CODE SET TO A 7
01140 JP NZ,ERROR ;ILLEGAL CODE ENTERED

```

```

01150 LD A,'S' ;LOAD 7 CODE
01160 ;
01170 CODE LD (IY),A ;LOAD CODE TO OUTPUT BUFF
01180 INC IY
01190 JP G1 ;GET NEXT CHARACTER
01200 ;
01210 ;*****
01220 ; PROGRAM VARIABLES
01230 ;*****
01240 ;
01250 INFLEC DEFB 1 ;INFLECT CODE SET TO 1
01260 LRFLAG DEFB 0 ;USED TO CONTROL L/R ROUT
01270 SAVEIX DEFW 00 ;SAVES CURR IX PTR
01280 IXPTR DEFW 00 ;HOLDS CURR IX PTR
01290 ;
01300 ;*****
01310 ; RULE SCAN ROUTINE
01320 ;*****
01330 ;
01340 RULSCN PUSH IX ;MAKE DE PT TO STRT OF IX
01350 POP DE ;HL PTS TO RULE
01360 RULSN1 CP (HL) ;DOUBLE CHECK
01370 JR Z,OK ;RULE FAILURE..CHECK NEXT
01380 JP NEXTRL ;PT TO NEXT RULE CH
01390 OK INC HL ;GET RULE CH
01400 LD A,(HL) ;LEFT SYMBOL
01410 CP '<' ;GOTO LEFT ROUTINE
01420 JP Z,LEFT ;RIGHT SYMBOL
01430 CP '>' ;GOTO RIGHT ROUTINE
01440 JP Z,RIGHT ;EQUAL MEANS MATCH
01450 CP '=' ;TRANS. DATA TO TALK BUFF
01460 JP Z,TXFR
01470 INC IX
01480 LD A,(IX) ;GET NEW STR. CH
01490 JR RULSN1 ;SCAN AGAIN
01500 ;
01510 ;*****
01520 ; LEFT SCAN ROUTINE
01530 ;*****
01540 ;
01550 LEFT INC HL ;SET FOR NEXT CH IN RULE
01560 PUSH HL ;SAVE HL
01570 LD HL,LRFLAG ;GET RIGHT/LEFT FLAG
01580 SET 0,(HL) ;SET FOR LEFT SCAN
01590 POP HL ;RESTORE HL
01600 LD A,(HL) ;GET NEXT CH RULE
01610 CP '!' ;
01620 JP Z,NOALPH ;GOTO BLANK ROUTINE
01630 CP '#' ;
01640 JP Z,VOWEL ;GOTO CHECK VOWELS
01650 CP '.' ;
01660 JP Z,CONSTS ;CHECK 0 OR MORE CONSNTS
01670 CP '+' ;
01680 JP Z,FRNTVL ;CHECK FRONT VOWEL
01690 CP ' ' ;
01700 JP Z,CONSNT ;ROUTINE TO MATCH 1 CONS
01710 CP 'v' ;
01720 JP Z,VCNSNT ;MATCH VOICED CONSONANT
01730 CP '&' ;
01740 JP Z,SIBLNT ;CHECK FOR SIBILANTS
01750 CP '$' ;
01760 JP Z,INPCON ;CHECK INFLUENCING CONSNT
01770 CP '>' ;
01780 JP Z,RIGHT ;PERFORM RIGHT ROUTINE
01790 CP '=' ;
01800 JP Z,TXFR ;TRANSFER DATA TO BUFFER
01810 JP ASCCHK ;CHECK FOR ASCII CHARACT
01820 ;
01830 ;*****
01840 ; RIGHT SCAN ROUTINE
01850 ;*****
01860 ;
01870 RIGHT INC HL ;INC TO NEXT CH RULE
01880 PUSH HL
01890 LD HL,LRFLAG ;GET LEFT/RIGHT FLAG
01900 BIT 4,(HL) ;SET AT <>IX PTR TIME
01910 JR NZ,RPASS ;SAVE ONLY ONCE
01920 LD (IXPTR),IX ;SAVE PTR
01930 SET 4,(HL) ;
01940 RPASS RES 0,(HL) ;RESET FOR RIGHT SCAN
01950 POP HL ;
01960 LD A,(HL) ;GET NEXT RULE CH
01970 CP '!' ;
01980 JP Z,NOALPH ;GOTO BLANK ROUTINE
01990 CP '#' ;
02000 JP Z,VOWEL ;CHECK FOR VOWELS
02010 CP '.' ;
02020 JP Z,CONSTS ;CHK FOR 0 OR MORE CONS
02030 CP '+' ;
02040 JP Z,CONSNT ;CHK FOR 1 CONS MATCH
02050 CP '&' ;
02060 JP Z,FRNTVL ;MATCH FRONT VOWEL
02070 CP ' ' ;
02080 JP Z,VCNSNT ;CHK VOICED CONSONANTS
02090 CP '&' ;
02100 JP Z,SUFFIX ;CHECK SUFFIXES
02110 CP '=' ;
02120 JP Z,TXFR ;PUT DATA TO TALK BUFFER
02130 JP ASCCHK ;CHK FOR ASCII CHARACTER
02140 ;
02150 ;*****
02160 ; NON-ALPHA TEST = 1
02170 ;*****
02180 ;
02190 NOALPH CALL SIDE ;RIGHT OR LEFT SIDE CALL?
02200 JR NZ,LNO ;LEFT RULE
02210 INC IX ;RIGHT RULE..NEXT STR
02220 LD A,(IX) ;GET STR. CH
02230 JR RNO ;GO COMPARE
02240 LNO DEC DE ;SET TO BEFORE IX PTR
02250 LD A,(DE) ;GET CH
02260 RNO SUB 64 ;TEST FOR NON-ALPHA
02270 JP P,NEXTRL ;GET NEXT RULE IF ANY
02280 CALL SIDE ;FIND OUT WHERE TO JUMP

```

Listing 2 continued

The INFLT routine assigns these values special characters inserted into the phoneme output buffer. Since these special inflection characters are greater in value than the largest phoneme code (3F hex), lines 5670-5690 test for values above or below 40 hex. The routine passes values below 40 hex as phoneme codes, and values greater than 40 hex as inflection codes.

At the proper inflection code, the Output routine loads the value into register A and sends it to port 18. This output latches the STB line and changes at the same time the inflection pitch. The pitch remains constant until the program sends a different inflection code to the Votrax chip.

Lines 5880 and 5890 make up the set-up time delay that I described earlier. The smallest value that you can send to the time delay subroutine at 60 hex is six. (Increase this value to 10 for a Model I computer. Anything less results in erratic conditions in the creation of speech.)

Since the Text-to-Speech program and the Rules Table are separate, you must link them somehow. The first two equates in Listing 2 take care of this. The CHTBLE value is the location where the Rules Table starts in memory and the ENDTBL value is the length of the Rules Table's index. The CHTYPE routine uses the CHTBLE value to find out where it should start scanning at the rules index. If you add more rules, change the ENDTBL value accordingly.

### The Rules Index

Refer to the Rules Table (Listing 3). The equates at the beginning make entering the phoneme codes easier. I felt that entering standard phoneme codes was easier than entering the hex or decimal equivalents. You may notice that some of the codes have two-letter designations instead of just one. This is so the assembler can recognize the phoneme codes as equates instead of Assembly commands that would result in assembly errors.

The character index in Listing 3 is called CHTBLE. All of the characters that pertain to the rules are included in this table. If you want to add a new character that has no existing rules, insert it at the end just before the ENDTBL label. Examine the other rules as to how to add new characters and the appropriate rules.

The @ symbol between each rule indicates the end of the rule and the start of another one. If the next value is not an up arrow (or bracket), more rules

# We have CP/M<sup>®</sup> for Radio Shack computers.

### 2,000 new programs for your TRS-80<sup>®</sup> 12.

CP/M is the runaway leader in disk operating systems, but until now owners of Radio Shack computers have been locked out of the thousands of useful programs that operate on CP/M.

Now you can put the power of CP/M into your Radio Shack TRS-80 II, 12, or 16, and be able to use all the popular and useful software—and hardware—that has been previously out of your reach.

### Use any printer.

Instead of being chained to Radio Shack hardware, you'll be able to add a video terminal, any printer (serial or parallel) and several Winchester hard disk drives with storage up to 80 megabytes.

### Yes! Send me free information

#### about CP/M for Radio Shack.

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_

or send us your business card.

Pickles & Trout<sup>®</sup>, P.O. Box 1206, Goleta,  
CA 93116 (805) 685-4641

### Uses only 8.5K of memory.

Since our first version went on the market in 1980, we've condensed and refined it into a compact, easy-to-use system enjoyed by thousands of users.

Besides the standard Digital Research CP/M manual, you'll get the 250-page manual we've developed through our long experience in adapting CP/M to Radio Shack computers. Our manual has lots of examples and an index and glossary.

You'll have your first working disk in ten minutes.

### Only \$200.

The floppy disk version of Pickles & Trout CP/M is \$200. The hard disk versions (for Tandy, Corvus, and Cameo) are \$250, except for the multi-user Cameo, which is \$400.



Listing 2 continued

```

02290 JP Z,RIGHT ;BACK TO RIGHT SCAN ROUT
02300 JP LEFT ;BACK TO LEFT SCAN ROUT
02310 ;
02320 ;*****
02330 ; ROUTINE TO TEST FOR ONE OR MORE VOWELS = #
02340 ;*****
02350 ;
02360 VOWEL PUSH HL ;SAVE TABLE RULE POINTER
02370 LD HL,VMSS ;GET PARAMS
02380 LD A,(VMLEN) ;LENGTH
02390 LD B,A ;LOAD B WITH VMSS LENGTH
02400 CALL SIDE ;CHECK DIRECTION TO SCAN
02410 JR NZ,LVOW ;LEFT SIDE
02420 INC IX ;RIGHT RULE
02430 LD A,(IX) ;GET CH
02440 JR RVOW ;RIGHT DIRECTION
02450 DEC DE ;SET TO BEFORE IX PTR
02460 LD A,(DE) ;GET CHARACTER
02470 CP (HL) ;COMPARE WITH VMSS VALUE
02480 JP Z,VCONT ;MATCH?
02490 INC HL ;INC TO NEXT VMSS VALUE
02500 DJNZ RVOW ;GO BACK AND CHECK
02510 POP HL ;RESTORE RULE POINTER
02520 JP NEXTRL ;NO FOUND - NEXT RULE
02530 VCONT POP HL ;FOUND MATCH
02540 CALL SIDE ;CHECK DIRECTION OF SCAN
02550 JP Z,RIGHT ;GO TO RIGHT SCAN
02560 JP LEFT ;GO TO LEFT SCAN
02570 ;
02580 VMSS DEFM 'AEIOUY' ;VOWELS
02590 VMLEN DEFB $-VMSS ;LENGTH OF VMSS
02600 ;
02610 ;*****
02620 ; ZERO OR MORE CONSONANTS = :
02630 ;*****
02640 ;
02650 CONSTS CALL SIDE ;CHECK SCAN DIRECTION
02660 JR NZ,LCON ;IS IT RIGHT OR LEFT?
02670 INC IX ;RIGHT..INC POINTER
02680 JR RCON ;GO CHECK
02690 LCON DEC DE ;LEFT..DEC POINTER
02700 RCON CALL SIDE ;CHECK SCAN DIRECTION
02710 JP Z,RIGHT ;GO RIGHT
02720 JP LEFT ;GO LEFT
02730 ;
02740 ;*****
02750 ; MATCH ONE CONSONANT = "
02760 ;*****
02770 ;
02780 CONSNT LD A,(CONLEN) ;TBL LENGTH
02790 LD B,A ;B IS LOOP LENGTH
02800 CALL SIDE ;CHECK SCAN DIRECTION
02810 JR NZ,LCONS ;LEFT RULE
02820 INC IX ;GET STR. CH
02830 LD A,(IX) ;GO RIGHT
02840 JR RCONS ;DEC TO LEFT
02850 LCONS DEC DE ;VALUE BEFORE IX PTR
02860 LD A,(DE) ;SAVE RULE PTR
02870 RCONS PUSH HL ;STRT OF CONSONANTS
02880 LD HL,CONMES ;COMPARE
02890 CLOOP CP (HL) ;SKIP IF FOUND MATCH
02900 JR Z,CMATCH ;INC TO NEXT CONS
02910 INC HL ;CHECK NEXT VALUE
02920 DJNZ CLOOP ;RESTORE RULE PTR
02930 POP HL ;CHECK NEXT RULE
02940 JP NEXTRL ;RESTORE RULE PTR
02950 CMATCH POP HL ;CHECK DIRECTION
02960 CALL SIDE ;GO RIGHT
02970 JP Z,RIGHT ;GO LEFT
02980 JP LEFT ;GO LEFT
02990 ;
03000 CONMES DEFM 'BCDFGHJKLMNPQRSTVWXYZ' ;CONSONANTS
03010 CONLEN DEFB $-CONMES ;CONMES LENGTH
03020 ;
03030 ;*****
03040 ; MATCH A VOICED CONSONANT = .
03050 ;*****
03060 ;
03070 VCONSNT LD A,(VCONLE) ;TBL LEN
03080 LD B,A ;SAVE LOOP COUNTER
03090 CALL SIDE ;CHECK DIRECTION
03100 JR NZ,VCLFT ;SKIP TO LEFT CHECK
03110 INC IX ;INC STRING POINTER
03120 LD A,(IX) ;GET VALUE
03130 JR VCRT ;GO TEST COMPARE
03140 VCLFT DEC DE ;DEC LEFT POINTER
03150 LD A,(DE) ;GET CHARA
03160 VCRT PUSH HL ;SAVE RULE POINTER
03170 LD HL,VMSSSL ;GET STRT OF DATA
03180 VLOOP CP (HL) ;MATCH?
03190 JR Z,VMATCH ;SKIP IF MATCH
03200 INC HL ;INC VMSSSL POINTER
03210 DJNZ VLOOP ;GO BACK AND CHECK AGAIN
03220 POP HL ;RESTORE RULE PTR
03230 JP NEXTRL ;NO MATCH...NEXT RULE
03240 VMATCH POP HL ;RESTORE RULE PTR
03250 CALL SIDE ;CHECK DIRECTION
03260 JP Z,RIGHT ;GO TO RIGHT SCAN
03270 JP LEFT ;BACK TO LEFT ROUTINE
03280 ;
03290 VMSSSL DEFM 'BDGJLMNRVWZ' ;VOICED CONSONANTS
03300 VCONLE DEFB $-VMSSSL ;LENGTH OF VMSSSL
03310 ;
03320 ;*****
03330 ; MATCH FRONT VOWEL = +
03340 ;*****
03350 ;
03360 FRNTVL CALL SIDE ;CHECK DIRECTION
03370 JR NZ,FVL ;LEFT RULE
03380 INC IX ;PT TO NEXT CH IN STR
03390 LD A,(IX) ;GET CH
03400 JR FVR ;CHECK RIGHT SIDE
03410 FVL DEC DE ;DEC LEFT POINTER
03420 LD A,(DE) ;GET VALUE TO CHECK
03430 FVR CP 'E' ;CHECK FOR FRONT VOWLS

```

```

03440 JR Z,FVMTCH
03450 CP 'I'
03460 JR Z,FVMTCH
03470 CP 'Y'
03480 JR Z,FVMTCH
03490 JP NEXTRL
03500 FVMTCH CALL SIDE ;CHECK DIRECTION
03510 JP Z,RIGHT ;GO RIGHT
03520 JP LEFT ;GO LEFT
03530 ;
03540 ;*****
03550 ; TEST FOR SUFFIX'S = #
03560 ;*****
03570 ;
03580 SUFFIX PUSH HL ;RIGHT SIDE SCAN ONLY
03590 INC IX ;INC STRING POINTER
03600 PUSH IX ;SAVE IT
03610 LD A,(SMESSL) ;GET LENGTH
03620 LD B,A ;SET LOOP COUNTER
03630 LD HL,SMESS ;GET PARAM STRT
03640 SLOOP1 LD A,(IX) ;GET CHAR
03650 CP (HL) ;COMPARE VALUE
03660 JR Z,SECCHK ;GO CHK 2ND VALU IF THERE
03670 SLOOP2 DEC B ;DEC LOOP COUNTER
03680 JR Z,ROUTER ;NO MATCH
03690 INC HL ;INC SMESS POINTER
03700 LD A,(HL) ;GET NEXT VALUE
03710 CP ',' ;NEXT SET OF VALUES?
03720 JR NZ,SLOOP2 ;GO TEST AGAIN
03730 POP IX ;RESTORE POINTER LOCATION
03740 PUSH IX ;SAVE IT AGAIN
03750 INC HL ;INC SMESS POINTER
03760 JR SLOOP1 ;GO BACK & CHECK AGAIN
03770 SECCHK INC HL ;CHECK FOR FINAL MATCH
03780 LD A,(HL) ;GET VALUE
03790 CP ',' ;MATCH?
03800 JR Z,FNDMTH ;SKIP IF FOUND MATCH
03810 INC IX ;INC STRINP POINTER
03820 DJNZ SLOOP1 ;CHECK NEXT VALUE
03830 ;
03840 ROUTFR POP IX ;RESTORE INPUT BUFF PTR
03850 POP HL ;RESTORE RULE TABLE PTR
03860 JP NEXTRL ;NEXT RULE
03870 FNDMTH POP BC ;BIT BUCKET..THROW AWAY
03880 POP HL ;RESTORE RULE TABLE PTR
03890 JP RIGHT ;NEXT CHAR
03900 ;
03910 SMESS DEFM 'E,ER,ES,ED,ING,ELY,' ;SUFFIX'S
03920 SMESSL DEFB $-SMESS ;LENGTH OF SMESS
03930 ;
03940 ;*****
03950 ; CHECK SIBILANTS = #
03960 ;*****
03970 ;
03980 SIBLNT PUSH HL ;SAVE RULE PTR
03990 LD HL,SIBMES ;GET STRT OF TABLE
04000 LD A,(SIBLEN) ;GET LENGTH
04010 LD B,A ;SAVE IT
04020 CALL SIBCON ;GO AND COMPARE
04030 POP HL ;RESTORE RULE PTR
04040 JP NZ,NEXTRL ;SKIP IF NO MATCH
04050 JP LEFT ;MATCH..GO LEFT
04060 ;
04070 ;*****
04080 ; INFLUENCING CONS = $
04090 ;*****
04100 ;
04110 INFCON PUSH HL ;SAVE RULE PTR
04120 LD HL,CONSM ;GET TABLE LOCATION
04130 LD A,(CONSLN) ;GET LENGTH OF TABLE
04140 LD B,A ;SET UP LOOP COUNTER
04150 CALL SIBCON ;GO CHECK FOR MATCH
04160 POP HL ;RESTORE RULE POINTER
04170 JP NZ,NEXTRL ;NO MATCH...NEXT RULE
04180 JP LEFT ;MATCH...GO LEFT SCAN
04190 ;
04200 ;*****
04210 ; COMMON ROUTINE FOR SIBILANT & INFLUENCING CONS CHECK
04220 ;*****
04230 ;
04240 SIBCON DEC DE ;DEC LEFT POINTER
04250 PUSH DE ;AND SAVE IT
04260 SIBLOP LD A,(DE) ;GET VALUE
04270 CP (HL) ;MATCH WITH TABLE VALUE?
04280 JR Z,CHKAGN ;SKIP IF NO AND CHK AGAIN
04290 SIB2 DEC B ;DEC LOOP COUNTER
04300 JR Z,SIBERR ;ZERO = NO MATCH
04310 INC HL ;INC TABLE POINTER
04320 LD A,(HL) ;GET VALUE
04330 CP ',' ;READY FOR NEXT VALUE?
04340 JR NZ,SIB2 ;SKIP IF NOT
04350 POP DE ;RESTORE LEFT POINTER
04360 PUSH DE ;SAVE IT AGAIN
04370 INC HL ;INC TABLE POINTER
04380 JR SIBLOP ;CHECK AGAIN
04390 CHKAGN INC HL ;INC TABLE POINTER
04400 LD A,(HL) ;GET VALUE
04410 CP ',' ;
04420 JR Z,FNDIT ;IF HERE = VALUE FOUND
04430 DEC DE ;CHK FOR 2ND CHARACTER
04440 DJNZ SIBLOP ;GO BACK AND CHECK
04450 ;
04460 SIBERR POP DE ;RESTORE LEFT POINTER
04470 SET 7,A ;SET ERROR BIT.
04480 BIT 7,A ;TEST FOR JUMP ON RETURN
04490 RET ;RETURN TO CALLER
04500 FNDIT POP DE ;BIT BUCKET
04510 RES 7,A ;RESET ERROR BIT
04520 BIT 7,A ;TEST FOR JUMP ON RETURN
04530 RET ;RETURN TO CALLER
04540 ;
04550 SIBMES DEFM 'S,C,G,Z,X,J,HC,HS,' ;&..(BACKWARDS)
04560 SIBLEN DEFB $-SIBMES ;LENGTH OF SIBMES
04570 ;
04580 CONSM DEFM 'T,S,R,D,L,Z,N,J,HT,HC,HS,' ;INFL CON

```

Listing 2 continued

Listing 2 continued

```

04590 CONSLN  DEFB  S-CONSM          ;LENGTH OF CONSM
04600 ;
04610 ;*****
04620 ; CHECK FOR RIGHT OR LEFT ASCII CHARACTER
04630 ;*****
04640 ;
04650 ASCCHK  CALL  SIDE          ;CHECK SCAN DIRECTION
04660 JR      NZ,LASC          ;LEFT SIDE
04670 INC      IX              ;INC STRING POINTER
04680 LD      A,(IX)          ;GET CH RIGHT SIDE
04690 JR      CHECK          ;GO CHECK VALUES
04700 LASC    DEC      DE          ;DEC LEFT POINTER
04710 LD      A,(DE)          ;GET CH LEFT SIDE
04720 CHECK  CP      (HL)        ;INPUT AND RULE MATCH?
04730 JP      NZ,NEXTRL      ;NZ = NO MATCH
04740 CALL  SIDE          ;CHECK SCAN DIRECTION
04750 JP      Z,RIGHT        ;GO RIGHT SCAN ROUTINE
04760 JP      LEFT         ;GO LEFT SCAN ROUTINE
04770 ;
04780 ;*****
04790 ; RIGHT OR LEFT TEST TO CHECK SCAN ROUTINE DIRECTION
04800 ;*****
04810 ;
04820 SIDE   LD      A,(LRFLAG)    ;GET CONTROL WORD
04830 BIT    0,A              ;TEST BIT 0
04840 RET                    ;RETURN CALL
04850 ;
04860 ;*****
04870 ; SET PTRS FOR NEXT RULE SCAN
04880 ;*****
04890 ;
04900 NEXTRL NOP            ;JUMP ENTRY POINT
04910 NLOOP  LD      A,(HL)        ;GET CH
04920 CP      '0'            ;FIND RULE SEPERATOR
04930 JR      Z,FNDNXT       ;FOUND NEW RULE
04940 CP      '|'            ;MEANS END OF THESE RULES
04950 JP      Z,ERROR        ;ERROR...FOUND NO MATCH
04960 INC    HL              ;INC RULE POINTER
04970 JR      NLOOP         ;CHECK NEXT
04980 ;
04990 FNDNXT XOR     A          ;CLEAR A REGISTOR
05000 LD      (LRFLAG),A      ;CLR FLAG WORD
05010 LD      IX,(SAVEIX)    ;RESTORE IX FOR NEXT RULE
05020 LD      A,(IX)         ;GET CH
05030 INC    HL              ;SET PTR PAST @ MARKER
05040 JP      RULSCN        ;CHECK NEXT RULE
05050 ;
05060 ;*****
05070 ; TXFR DATA TO TALK BUFFER
05080 ;*****
05090 ;
05100 TXFR   INC    HL          ;SET PTR PAST = SIGN
05110 TLOOP LD      A,(HL)    ;GET VALUE
05120 CP      '0'            ;DONE TXFR?
05130 JR      Z,GNXTCH       ;Z= TEST FOR DONE
05140 LD      (IY),A         ;PUT DATA TO TALK BUFF
05150 INC    IY              ;INC TALK BUFF POINTER
05160 INC    HL              ;PT TO NEXT RULE DATA
05170 JR      TLOOP         ;DO LOOP AGAIN
05180 ;
05190 GNXTCH LD      A,(LRFLAG) ;GET FLAG CONTROL WORD
05200 BIT    4,A              ;IS BIT 4 SET?
05210 JR      Z,G1            ;ZERO = SKIP IX RESTORE
05220 LD      IX,(IXPTR)     ;RESTORE PTR BE4 < OR >
05230 G1    INC    IX        ;INC TO NEXT VALUE
05240 XOR    A              ;CLR A REG
05250 CP      (IX)           ;COMPARE A & IX FOR 00
05260 JR      Z,OUTPUT      ;ZERO = DONE DECODING
05270 LD      (LRFLAG),A    ;CLR FLAG FOR NEXT RULE
05280 JP      CHTYPE       ;GET NEXT STR CH RULE
05290 ;
05300 ;*****
05310 ; ERROR ROUTINE
05320 ;*****
05330 ;
05340 ERROR  LD      A,0DH     ;LOAD CARRIGE CODE
05350 CALL  33H              ;MOVE CURSOR DWN 1 LINE
05360 INC    IX              ;INC INPUT BUFF PTR
05370 LD      (IX),A         ;PUT ETX AT END (0D)
05380 LD      HL,INPBUF     ;GET STRT OF BUFF
05390 CALL  21BH           ;MOVE INP DATA TO SCREEN

05400 ;
05410 LD      HL,OUTBUF      ;GET OUTBUF LOCATION
05420 LD      DE,(4020H)   ;CURSOR POS TO PRINT ERR
05430 LD      BC,255       ;# MAX BYTES THAT CAN MOV
05440 ERLOOP LDI          ;MOVE OUT DATA TO SCREEN
05450 LD      A,3FH         ;STOP CODE
05460 CP      (HL)         ;COMPARE FOR STOP CODE
05470 JR      NZ,ERLOOP    ;MOVE NEXT CHARACTER
05480 LD      A,0DH        ;LOAD CARRIGE CODE
05490 CALL  33H           ;MOVE CURSOR DWN 1 LINE
05500 ERR   LD      HL,ERRMES ;GET ERROR DATA
05510 JP      OUT1        ;OUTPUT ERROR MESSAGE
05520 ;
05530 ERRMES DEFW 0000H     ;ERROR PHONEME CODES
05540 DEFW 2B00H          ; USED TO SAY = ERROR.
05550 DEFW 3E3AH
05560 DEFW 3F3EH
05570 ;
05580 ;*****
05590 ; OUTPUT DATA TO SC-01
05600 ;*****
05610 ;
05620 OUTPUT LD      HL,OUTBUF ;GET STRT OF OUTPUT BUFF
05630 OUT1  LD      A,16     ;
05640 OUT   LD      (236),A   ;TURN ON EXTERNAL BUS
05650 OLOOP LD      A,144   ;SET UP 8255 FOR MODE 0
05660 OUT   LD      (19),A   ; OPTION NUMBER 8
05670 LD      A,(HL)        ; GET PHONEME CODE
05680 CP      40H           ;TEST TOP OF PHONEME CODE
05690 JP      M,NOINFL      ; FOR INFLECTION VALUES
05700 CP      '0'          ; IS 1 INFLECTION?
05710 JR      NZ,I3         ;GO TEST FOR 3 CODE
05720 LD      A,1          ;SET TO 1
05730 CP      SETINF        ;GO STORE VALUE
05740 I3   JR      '1'     ; IS 3 INFLECTION?
05750 LD      NZ,I5         ;GO TEST FOR 5 CODE
05760 LD      A,3          ;SET TO 3
05770 CP      SETINF        ;GO STORE VALUE
05780 I5   CP      'F'     ; IS 5 INFLECTION?
05790 LD      NZ,I7         ;GO TEST FOR 7 CODE
05800 LD      A,5           ;SET TO 5
05810 CP      SETINF        ;GO STORE VALUE
05820 I7   CP      'S'     ; IS 7 INFLECTION?
05830 LD      NZ,OL1       ;SKIP AND IGNORE VALUE
05840 LD      A,7          ;SET TO 7
05850 SETINF LD      (INFLEC),A ;STORE INFLECTION CODE
05860 LD      OLI           ;GO GET NEXT BUFF VALUE
05870 NOINFL OUT  (17),A    ;SEND PHONEME TO 8255
05880 LD      BC,0006H     ;SE' UP TIME DELAY
05890 CALL  60H           ; TO ALLOW SET-UP TIME
05900 LD      A,(INFLEC)   ;GET INFLECTION CODE
05910 OUT  (18),A         ;TELL SC-01 TO DO IT
05920 RESCAN IN  A,(16)   ;READ A/R LINE OF 8255
05930 BIT    0,A          ;IS BIT SET = DONE
05940 JR      Z,RESCAN     ;GO BACK AND SCAN AGAIN
05950 LD      A,(HL)       ;GET PHONEME VALUE AGAIN
05960 CP      3FH         ;IS IT THE STOP CHARACTER?
05970 JR      Z,RETURN     ;ZERO = DONE & EXIT
05980 INC    HL           ;INC TO NEXT PHONEME VALU
05990 JR      OLOOP       ;GO GET NEXT PHONEME CODE
06000 RETURN XOR     A     ;CLEAR A REG
06010 LD      (LRFLAG),A   ;CLEAR CONTROL WORD
06020 POP   IY            ;RESTORE ALL REGISTORS
06030 POP   IX
06040 POP   AF
06050 POP   BC
06060 POP   DE
06070 POP   HL
06080 RET
06090 ;
06100 ;*****
06110 ; TALK BUFFERS
06120 ;*****
06130 ;
06140 INPBUF DEFS 255       ;INPUT STRING BUFFER
06150 DEFB 0              ;SAFETY STOP CHARACTER
06160 OUTBUF DEFS 400     ;OUTPUT BUFFER
06170 DEFB 3FH          ;SAFETY STOP CHARACTER
06180 ;
06190 END                VOTRAX

```

follow. The up arrow signals the end of a specific group of rules to the TTSPRG program.

Many of these rules were developed by the Naval Research Laboratory (NRL). You can find this report in "Automatic Translation of English Text to Phonetics by Means of Letter to Sound Rules" by Honey Sue Elovitz et al., United States Naval Research Laboratory Report Number 7948, 1976.

I had to modify a few of these rules to fit this application. It appears that the new Votrax system has more phonemes for better pronunciation purposes than the old Votrax system did

when the NRL originally designed the rules. I rewrote some rules to enhance pronunciation.

I also added many rules to increase the capability of creating speech. The Rules Table now comprises 416 rules. I will add more in the future. To help you, the beginning of each rule has either a commented number or semicolon to the right of it. I number the rules in increments of five.

As previously mentioned, the Rules Table guides the Text-to-Speech program in its decoding routines by using special symbols to control the program's operations. If all the symbols and codes match, and the TTSPRG

program finds an equals sign, the rule is complete and the program inserts the following code into the output buffer until it reaches the @ symbol. The program returns to CHTYPE and decodes the next input string character if there is one.

Keep in mind that my Rules Table isn't 100 percent accurate, nor do any exist that are. You'll find words that the Votrax can't pronounce exactly, but they'll be close and recognizable. For instance, one example pertains to the long and short *i* sounds. Currently, these rules make the board pronounce the word "like" properly, but it pronounces "life" with a short *i* sound.

Program Listing 3. Rules Table source code.  
The phoneme codes begin in line 85. The  
length of the index is given in line 211. The  
rule table starts in line 213.

```

00001 ;*****
00002 ; LISTING 3
00003 ;*****
00004 ;
00005 ; RULE TABLE PROGRAM
00006 ; BY
00007 ; DAVID ENGELHARDT
00010 ;
00011 ;*****
00012 ;
00013 ;          ORG          0F000H
00014 ;
00015 EH3      EQU      0
00016 EH2      EQU      1
00017 EH1      EQU      2
00018 PA0      EQU      3
00019 DT        EQU      4
00020 A2        EQU      5
00021 A1        EQU      6
00022 ZH        EQU      7
00023 AH2      EQU      8
00024 I3        EQU      9
00025 I2        EQU     10
00026 I1        EQU     11
00027 MM        EQU     12
00028 N         EQU     13
00029 BB        EQU     14
00030 V         EQU     15
00031 CH        EQU     16
00032 SH        EQU     17
00033 ZZ        EQU     18
00034 AW1       EQU     19
00035 NG        EQU     20
00036 AH1       EQU     21
00037 OOL       EQU     22
00038 OO        EQU     23
00039 LL        EQU     24
00040 K          EQU     25
00041 J          EQU     26
00042 HH        EQU     27
00043 G          EQU     28
00044 F          EQU     29
00045 DD        EQU     30
00046 S          EQU     31
00047 AA        EQU     32
00048 AY        EQU     33
00049 Y1        EQU     34
00050 UH3       EQU     35
00051 AH        EQU     36
00052 PP        EQU     37
00053 O         EQU     38
00054 II        EQU     39
00055 U         EQU     40
00056 Y         EQU     41
00057 T         EQU     42
00058 RR        EQU     43
00059 EE        EQU     44
00060 W         EQU     45
00061 AE        EQU     46
00062 AE1       EQU     47
00063 AW2       EQU     48
00064 UH2       EQU     49
00065 UH1       EQU     50
00066 UH        EQU     51
00067 O2        EQU     52
00068 O1        EQU     53
00069 IU        EQU     54
00070 U1        EQU     55
00071 THV       EQU     56
00072 TH        EQU     57
00073 ER        EQU     58
00074 EH        EQU     59
00075 E1        EQU     60
00076 AW        EQU     61
00077 PA1       EQU     62
00078 STOP      EQU     63
00079 ;
00080 ;*****
00081 ; CHARACTER LOOKUP TABLE
00082 ;*****
00083 ;
00084 CHTBLE     DEFS      3
00085          DEFB      'A'
00086          DEFB      AR
00087          DEFB      'B'
00088          DEFB      BR
00089          DEFB      'C'
00090          DEFB      CR
00091          DEFB      'D'
00092          DEFB      DR
00093          DEFB      'E'
00094          DEFB      ERULES
00095          DEFB      'F'
00096          DEFB      FR
00097          DEFB      'G'
00098          DEFB      GR
00099          DEFB      'H'
00100          DEFB      HR
00101          DEFB      'I'
00102          DEFB      IR
00103          DEFB      'J'
00104          DEFB      JR
00105          DEFB      'K'
00106          DEFB      KR

```

```

00107          DEFB      'L'
00108          DEFB      LR
00109          DEFB      'M'
00110          DEFB      MR
00111          DEFB      'N'
00112          DEFB      NR
00113          DEFB      'O'
00114          DEFB      OR
00115          DEFB      'P'
00116          DEFB      PR
00117          DEFB      'Q'
00118          DEFB      QR
00119          DEFB      'R'
00120          DEFB      RRULES
00121          DEFB      'S'
00122          DEFB      SR
00123          DEFB      'T'
00124          DEFB      TR
00125          DEFB      'U'
00126          DEFB      UR
00127          DEFB      'V'
00128          DEFB      VR
00129          DEFB      'W'
00130          DEFB      WR
00131          DEFB      'X'
00132          DEFB      XR
00133          DEFB      'Y'
00134          DEFB      YR
00135          DEFB      'Z'
00136          DEFB      ZR
00137          DEFB
00138          DEFB      BLANK
00139          DEFB      ' '
00140          DEFB      PERIOD
00141          DEFB      39
00142          DEFB      APOST
00143          DEFB      ' '
00144          DEFB      COMMA
00145          DEFB      ' '
00146          DEFB      QUEST
00147          DEFB      ' '
00148          DEFB      ZERO
00149          DEFB      '1'
00150          DEFB      R1
00151          DEFB      '2'
00152          DEFB      R2
00153          DEFB      '3'
00154          DEFB      R3
00155          DEFB      '4'
00156          DEFB      R4
00157          DEFB      '5'
00158          DEFB      R5
00159          DEFB      '6'
00160          DEFB      R6
00161          DEFB      '7'
00162          DEFB      R7
00163          DEFB      '8'
00164          DEFB      R8
00165          DEFB      '9'
00166          DEFB      R9
00167          DEFB      '-'
00168          DEFB      MINUS
00169          DEFB      '+'
00170          DEFB      PLUS
00171          DEFB      '='
00172          DEFB      EQUALS
00173          DEFB      '*'
00174          DEFB      MULT
00175          DEFB      '/'
00176          DEFB      DIVIDE
00177          DEFB      8
00178          DEFB      LARROW
00179          DEFB      9
00180          DEFB      RARROW
00181          DEFB      91
00182          DEFB      UARROW
00183          DEFB      10
00184          DEFB      DARROW
00185          DEFB      31
00186          DEFB      CLEAR
00187          DEFB      '<'
00188          DEFB      LTHAN
00189          DEFB      '>'
00190          DEFB      GTHAN
00191          DEFB      ':'
00192          DEFB      COLON
00193          DEFB      ';'
00194          DEFB      SEMICO
00195          DEFB      '!'
00196          DEFB      EXCLA
00197          DEFB      '"'
00198          DEFB      QUOTE
00199          DEFB      '$'
00200          DEFB      DOLLAR
00201          DEFB      '%'
00202          DEFB      PERCNT
00203          DEFB      '&'
00204          DEFB      ANDD
00205          DEFB      '('
00206          DEFB      LBRACK
00207          DEFB      ')'
00208          DEFB      RBRACK
00209          DEFB      '@'
00210          DEFB      ATSYM
00211          DEFB      ENDTBL
00212 ;
00213 ;*****
00214 ; RULE TABLES
00215 ;*****
00216 ;
00217 AR          DEFB      'A<I>!=!' ;1
00218          DEFB      AL
00219          DEFB      AY
00220          DEFB      Y
00221          DEFB      '@'

```

Sometimes the board pronounces y as in "why," as opposed to the correct ies ending.

You can add rules to correct this; however, adding rules is tricky and you should take great care. Remember that what holds true for one expression may not hold true for another. Feel free to change some of the spelling in words to obtain accurate results in speech creation. For example, you can get the same pronunciation by spelling TODAY as 2DAY.

### Hello Again

Now use all of this theory to convert the word HELLO as you did in last month's article. A Basic program calls the Text-to-Speech program via a USR function call. The USR command passes a free parameter obtained from the VARPTR(B\$) command that points to the string's memory location.

On entry, the Text-to-Speech program conditions both the input and output buffers as I described earlier. It then fills the first location in INPBUF with a blank and converts any lowercase letters to uppercase. The program then transfers the entire string to the input buffer. INPBUF now has the word HELLO in it.

Register pair pointers are dedicated for use in controlling the Text-to-Speech program. The HL pair points to the conversion rules. The IX register pair points to the input buffer and the IY register pair points to the output buffer. The program uses register pair DE for left side scan manipulations and keeps the BC pair as extras.

On entry to the CHTYPE routine, HL points to the Rules Table's index and IX points to the first input string character in INPBUF, a blank rule located on line 138 in CHTBLE (Listing 3). CHTYPE then loads the HL register pair with the next two values that point to the blank rule's memory location. The program then makes a jump to the RULSCN routine at line 1340 in Listing 2. Refer to the located blank rule, number 375 in Listing 3.

RULSCN first double-checks to ensure that the value IX points to is the same as the rule's HL value. Since both values are blanks, the HL pointer increments to the next value in the rule, the equals sign. RULSCN scans the new HL value for a left or right direction pointer and then an equals sign. An equals sign indicates a rule match and the routine jumps to TXFR.

TXFR increments the HL pointer to the value past the equals sign, 03 (PA0). It transfers the value of 03 to

Listing 3 continued

FOR TRS-80 MODELS 1, 3 & 4  
IBM PC, XT, AND COMPAQ

## The MMSFORTH System. Compare.

- The speed, compactness and extensibility of the MMSFORTH total software environment, optimized for the popular IBM PC and TRS-80 Models 1, 3 and 4.
- An integrated system of sophisticated application programs: word processing, database management, communications, general ledger and more, all with powerful capabilities, surprising speed and ease of use.
- With source code, for custom modifications by you or MMS.
- The famous MMS support, including detailed manuals and examples, telephone tips, additional programs and inexpensive program updates, User Groups worldwide, the MMSFORTH Newsletter, Forth-related books, workshops and professional consulting.

# mmsFORTH

**A World of Difference!**

- Personal licensing for TRS-80: \$129.95 for MMSFORTH, or "3+4TH" User System with FORTHWRITE, DATAHANDLER and FORTHCOM for \$399.95.
- Personal licensing for IBM PC: \$249.95 for MMSFORTH, or enhanced "3+4TH" User System with FORTHWRITE, DATAHANDLER-PLUS and FORTHCOM for \$549.95.
- Corporate Site License Extensions from \$1,000.

If you recognize the difference and want to profit from it, ask us or your dealer about the world of MMSFORTH.

MILLER MICROCOMPUTER SERVICES  
61 Lake Shore Road, Natick, MA 01760  
(617) 653-6136

✓ 137

Listing 3 continued

00222	DEFM	'A<I>H='	;	00336	DEFB	LL	
00223	DEFB	UH2		00337	DEFB	ZZ	
00224	DEFB	'@'		00338	DEFB	'@'	
00225	DEFM	'A>I='	;	00339	DEFM	'ALK='	;30
00226	DEFB	UH2		00340	DEFB	AW	
00227	DEFB	'@'		00341	DEFB	K	
00228	DEFM	'ARE>I='	;	00342	DEFB	'@'	
00229	DEFB	AH		00343	DEFM	'AL>'='	;
00230	DEFB	ER		00344	DEFB	AWI	
00231	DEFB	RR		00345	DEFB	UH3	
00232	DEFB	'@'		00346	DEFB	LL	
00233	DEFM	'AR<I>O='	;5	00347	DEFB	'@'	
00234	DEFB	UH2		00348	DEFM	'ABLE<I>I='	;
00235	DEFB	RR		00349	DEFB	Al	
00236	DEFB	'@'		00350	DEFB	Y	
00237	DEFM	'AR>#='	;	00351	DEFB	BB	
00238	DEFB	EH2		00352	DEFB	UH3	
00239	DEFB	RR		00353	DEFB	LL	
00240	DEFB	'@'		00354	DEFB	'@'	
00241	DEFM	'AS<"I>#='	;	00355	DEFM	'ABLE<:I='	;
00242	DEFB	AEL		00356	DEFB	Al	
00243	DEFB	EH3		00357	DEFB	Y	
00244	DEFB	S		00358	DEFB	BB	
00245	DEFB	'@'		00359	DEFB	UH3	
00246	DEFM	'A>WA='	;	00360	DEFB	LL	
00247	DEFB	UH2		00361	DEFB	'@'	
00248	DEFB	'@'		00362	DEFM	'ABLE='	;
00249	DEFM	'AW='	;	00363	DEFB	UH2	
00250	DEFB	AW		00364	DEFB	BB	
00251	DEFB	'@'		00365	DEFB	UH2	
00252	DEFM	'ANY<:I='	;10	00366	DEFB	LL	
00253	DEFB	EH2		00367	DEFB	'@'	
00254	DEFB	EH2		00368	DEFM	'ANG>+='	;35
00255	DEFB	N		00369	DEFB	Al	
00256	DEFB	Y		00370	DEFB	AY	
00257	DEFB	'@'		00371	DEFB	Y	
00258	DEFM	'AGAIN='	;	00372	DEFB	N	
00259	DEFB	UH1		00373	DEFB	DD	
00260	DEFB	G		00374	DEFB	J	
00261	DEFB	A2		00375	DEFB	'@'	
00262	DEFB	EH1		00376	DEFM	'A='	;
00263	DEFB	N		00377	DEFB	AEL	
00264	DEFB	'@'		00378	DEFB	'@'	
00265	DEFM	'ALLY<:#='	;	00379	DEFB	'['	
00266	DEFB	UH2		00380	DEFB	'@'	
00267	DEFB	LL		00381	DEFM	'B<I>I='	;
00268	DEFB	EE		00382	DEFB	BB	
00269	DEFB	'@'		00383	DEFB	EL	
00270	DEFM	'AL<I>#='	;	00384	DEFB	Y	
00271	DEFB	UH1		00385	DEFB	'@'	
00272	DEFB	LL		00386	DEFM	'BE<I>#='	;
00273	DEFB	'@'		00387	DEFB	BB	
00274	DEFM	'A>#+'	;	00388	DEFB	Y	
00275	DEFB	AA		00389	DEFB	'@'	
00276	DEFB	AY		00390	DEFM	'BEING='	;
00277	DEFB	'@'		00391	DEFB	BB	
00278	DEFM	'AG<:#>E='	;15	00392	DEFB	El	
00279	DEFB	I1		00393	DEFB	I2	
00280	DEFB	DD		00394	DEFB	NG	
00281	DEFB	J		00395	DEFB	'@'	
00282	DEFB	'@'		00396	DEFM	'BOTH<I>I='	;40
00283	DEFM	'A>"+#='	;	00397	DEFB	BB	
00284	DEFB	AE		00398	DEFB	O2	
00285	DEFB	'@'		00399	DEFB	O2	
00286	DEFM	'A<:I>"+I='	;	00400	DEFB	TH	
00287	DEFB	AA		00401	DEFB	'@'	
00288	DEFB	AY		00402	DEFM	'BUS<I>#='	;
00289	DEFB	'@'		00403	DEFB	BB	
00290	DEFM	'A>"#='	;	00404	DEFB	I3	
00291	DEFB	AA		00405	DEFB	I3	
00292	DEFB	AY		00406	DEFB	ZZ	
00293	DEFB	'@'		00407	DEFB	'@'	
00294	DEFM	'ARR<I='	;	00408	DEFM	'BUIL='	;
00295	DEFB	UH1		00409	DEFB	BB	
00296	DEFB	RR		00410	DEFB	I2	
00297	DEFB	'@'		00411	DEFB	I2	
00298	DEFM	'ARR='	;20	00412	DEFB	LL	
00299	DEFB	AEL		00413	DEFB	'@'	
00300	DEFB	EH3		00414	DEFM	'B='	;
00301	DEFB	'@'		00415	DEFB	BB	
00302	DEFM	'AR<:I>I='	;	00416	DEFB	'@'	
00303	DEFB	AH1		00417	DEFB	'['	
00304	DEFB	UH2		00418	DEFB	'@'	
00305	DEFB	ER		00419	DEFM	'C<I>I='	;
00306	DEFB	'@'		00420	DEFB	S	
00307	DEFM	'AR>I='	;	00421	DEFB	El	
00308	DEFB	ER		00422	DEFB	Y	
00309	DEFB	'@'		00423	DEFB	'@'	
00310	DEFM	'AR='	;	00424	DEFM	'CH<I>'='	;45
00311	DEFB	AH1		00425	DEFB	K	
00312	DEFB	RR		00426	DEFB	'@'	
00313	DEFB	'@'		00427	DEFM	'CH<E"='	;
00314	DEFM	'AIR='	;	00428	DEFB	K	
00315	DEFB	EH2		00429	DEFB	'@'	
00316	DEFB	EH2		00430	DEFM	'CH='	;
00317	DEFB	RR		00431	DEFB	T	
00318	DEFB	'@'		00432	DEFB	CH	
00319	DEFM	'AI='	;25	00433	DEFB	'@'	
00320	DEFB	AA		00434	DEFM	'CI<S1>#='	;
00321	DEFB	AY		00435	DEFB	S	
00322	DEFB	'@'		00436	DEFB	AH1	
00323	DEFM	'AY='	;	00437	DEFB	I3	
00324	DEFB	AA		00438	DEFB	'@'	
00325	DEFB	AY		00439	DEFM	'CI>A='	;
00326	DEFB	'@'		00440	DEFB	SH	
00327	DEFM	'AU='	;	00441	DEFB	'@'	
00328	DEFB	AW		00442	DEFM	'CI>O='	;50
00329	DEFB	'@'		00443	DEFB	SH	
00330	DEFM	'AL<:#>I='	;	00444	DEFB	'@'	
00331	DEFB	UH		00445	DEFM	'CI>EN='	;
00332	DEFB	LL		00446	DEFB	SH	
00333	DEFB	'@'		00447	DEFB	'@'	
00334	DEFM	'ALS<:#>I='	;	00448	DEFM	'C>+S1='	;
00335	DEFB	UH		00449	DEFB	S	
				00450	DEFB	II	

Listing 3 continued

OUTBUF, to which the IY pair points, and increments HL again. TXFR tests for the @ symbol, which signifies the end. This symbol makes the program increment the IX pointer (INPBUF) and jump back to the CHTYPE routine to check the next character in the word (HELLO).

The next character rules the program locates are the H rules. The TTSPRG locates the beginning of the H rules at line 786 in the Rules Table. With the HL pointing at rule 132, it double-checks via TTSPRG and HL then increments to the letter A in HAV. The program then increments the IX pointer and the routine tests for a match. Since the A in HAV and the E in HELLO don't match, control passes to the NEXTRL routine.

The NEXTRL routine increments the HL pointer in a loop searching for the @ symbol. If it finds the up-arrow (or left bracket) symbol, it jumps to the Error routine since no rule exists for this character. If the routine finds the @ symbol, it restores the IX pair and points it to the H character. Next, it increments HL to the next rule's first character and goes back to RULSCN to test this rule. This operation continues until rule 136 matches.

Notice that this rule only has the right scan symbol (>), so control goes to the Right Scan routine. This routine increments the HL register and checks the symbol after the > symbol. The next value is a number symbol, so the routine jumps to the Vowel routine. You may notice that the special symbol for a vowel (#) is the same as that for the inflection symbol. This doesn't present a problem because the program tests vowels and inflections at different points.

The Vowel routine saves the IX pointer and increments it to test the next character after the H for a vowel. It matches because the E after H in HELLO is a vowel. The match passes control back to the Right Scan routine, which checks the next character after the # symbol. The Right Scan routine finds the equals sign, indicating another match. The equated phoneme code value HH transfers to the output buffer and the routine jumps back to CHTYPE to check the next character (the E in HELLO).

Now the program scans the E rules to find rule 198 (ELL = EH1,UH3,LL, UH3). RULSCN doesn't find any special characters so it checks the ASCII values. This routine bumps the IX string pointer and compares the L in the rule with the L in the string. Since a

# NEW PRICES ... LOWER THAN EVER !

## LNW-80 Model II

128K, 5 1/8" DISK CONTR. RGB COLOR, HI-RES GRAPHICS, RS 232, PAR PRINTER PORT, 80x24 DISPLAY, 1 YEAR WARRANTY.

### NEW PRICE

**\$1350.00**

### WITHOUT SOFTWARE

#### LNW SYSTEM EXPANSION II

UPGRADE YOUR MOD I OR PMC 80/81 WITH DISK CONTROLLER · RS 232 PARALLEL PRINTER PORT · 32K 200 NS MEMORY · GOLD CONNECTORS · TRANSFORM · CASE · CABLE

**\$339**

#### EXPANSION INTERFACES

MICRO DESIGN MDX-2	<b>\$449</b>
MICRO DESIGN MDX-3	<b>\$289</b>
LNW DOUBLER w. DOS+ 3.4	<b>\$189</b>
DOUBLE DENSITY MULTIPLIER	<b>\$95</b>
HOLMES VID 80	<b>\$320</b>

#### PRINTERS

##### C-ITOH

	PAR	SER
GORILLA	<b>\$195</b>	<b>\$195</b>
PROWRITER 8510 10"	<b>\$359</b>	<b>\$520</b>
PROWRITER 1550 15"	<b>\$579</b>	<b>\$710</b>
F1040 CPS DAISEY WHEEL SER OR PAR	<b>\$1,145</b>	
F1055 CPS DAISEY WHEEL SER OR PAR	<b>\$1,475</b>	
F10 TRACTOR FEED	<b>\$195</b>	

##### SILVER REED (Dalsey Wheel)

EXP 500 14 CPS 10" Carriage	<b>\$430</b>
EXP 550 17 CPS 15" Carriage	<b>\$639</b>

##### OKIDATA

80 80CPS	<b>\$315</b>
82A 120CPS	<b>\$365</b>
92P 160CPS	<b>\$475</b>

##### EPSON

RX80	<b>\$370</b>
FX80	<b>\$520</b>
MX80 III	<b>\$359</b>
MX100	<b>\$599</b>

SMITH CORONA TPI	<b>\$450</b>
------------------	--------------

TOSHIBA	<b>\$1559</b>
---------	---------------

#### MODEMS

SIGNAL MAN MKI RS237	<b>\$85</b>
SIGNAL MAN MKXII 1200 BAUD	<b>\$269</b>
J-CAT	<b>\$104</b>
SMART CAT 212	<b>\$399</b>
HAYES 1200 BAUD	<b>\$498</b>

#### COMPUTERS

IBM 64K 2 DISK	<b>\$2,595</b>
SANYO MBC555 (IBM COMPATABLE)	<b>\$895</b>
SYSCOM II (APPLE COMPATABLE)	<b>\$565</b>
PMC81 (TRS-80 COMPATABLE)	<b>\$475</b>
TRS-80 MODLE 4 2DISK 64K.....	<b>\$1,699</b>
TIMEX-SINCLAIR 1000	<b>\$55</b>

#### CRT MONITORS

GORILLA-AMBER OR GREEN	<b>\$94</b>
TAXAN GREEN	<b>\$125</b>
TAXAN AMBER	<b>\$139</b>
AMDEK 300G GREEN	<b>\$139</b>
AMDEK 300A AMBER	<b>\$149</b>
AMDEK 310A (IBM)	<b>\$179</b>

#### COLOR MONITORS

TAXAN RBGI Medium Res	<b>\$299</b>
TAXAN RBG II High Res.	<b>\$460</b>
TAXAN RBG III Super High Res.	<b>\$535</b>
AMDEK COLOR I	<b>\$325</b>
AMDEK COLOR III	<b>\$</b>

#### DISK DRIVES

##### TANDON

	Bare	Compl
TM100-1 40 TR S/S	<b>\$159</b>	<b>\$199</b>
TM100-2 40 TR D/S	<b>\$225</b>	<b>\$269</b>
TM101-4 80 TR D/S	<b>\$330</b>	<b>\$375</b>
TM848 8" SLIM LINE S/S	<b>\$395</b>	<b>\$525</b>
TM848 8" SLIM LINE D/S	<b>\$475</b>	<b>\$625</b>

##### TEAC (Slimline)

FD55A 40TR S/S	<b>\$199</b>	<b>\$240</b>
FD55B 40TR D/S	<b>\$220</b>	<b>\$270</b>
FD55F 80TR D/S	<b>\$310</b>	<b>\$365</b>

APPLE COMPATIBLE DRIVE (Shugart)	<b>\$199</b>
DRIVE CONTROLLER CARD	<b>\$75</b>

#### SOFTWARE

LAZYWRITER	<b>\$159</b>
ELECTRIC WEBSTER	<b>\$119</b>
DOS PLUS 3.4	<b>\$89</b>
DOS PLUS 3.5	<b>\$99</b>
MULTI DOS	<b>\$89</b>
SUPER UTILITY 3.2	<b>\$65</b>
OMNITERM	<b>\$78</b>
NEWSCRIFT	<b>\$114</b>

**24 HOUR TOLL FREE ORDERS  
VISA/MASTER CHARGE ONLY:  
(800) 633-2252 EXT 720**

ALL QUESTIONS:(313) 538-1112

MICHIGAN RESIDENTS ADD 4% SALES TAX-POSTAGE CALL FOR CHARGES-PRICES ARE DISCOUNTED FOR CASH AND MONEY ORDER (NON CERTIFIED CHECKS ALLOW 2 WEEKS TO CLEAR) MASTER CARD AND VISA ADD 3% NO C.O.D. NO NET TERMS

**VESPA COMPUTER OUTLET**  
16727 Patton Detroit MI 48219

00451	DEFB	ZZ	00566	DEFM	'EV>ER='	;80
00452	DEFB	'@'	00567	DEFB	EH	
00453	DEFM	'C>+='	00568	DEFB	V	
00454	DEFB	S	00569	DEFB	'@'	
00455	DEFB	'@'	00570	DEFM	'EX='	
00456	DEFM	'CK='	00571	DEFB	EH1	
00457	DEFB	K	00572	DEFB	EH2	
00458	DEFB	'@'	00573	DEFB	K	
00459	DEFM	'COM>%= '	00574	DEFB	PA0	
00460	DEFB	K	00575	DEFB	S	
00461	DEFB	UH	00576	DEFB	'@'	
00462	DEFB	MM	00577	DEFM	'E<V='	
00463	DEFB	'@'	00578	DEFB	'@'	
00464	DEFM	'CON<I='	00579	DEFM	'E>"%= '	
00465	DEFB	K	00580	DEFB	EE	
00466	DEFB	UH1	00581	DEFB	'@'	
00467	DEFB	N	00582	DEFM	'ERI>#='	
00468	DEFB	'@'	00583	DEFB	I1	
00469	DEFM	'C='	00584	DEFB	RR	
00470	DEFB	K	00585	DEFB	Y	
00471	DEFB	'@'	00586	DEFB	'@'	
00472	DEFB	'I'	00587	DEFM	'ERI='	;85
00473			00588	DEFB	EH1	
00474	DR	DEFM	00589	DEFB	RR	
00475	DEFB	DD	00590	DEFB	I3	
00476	DEFB	E1	00591	DEFB	'@'	
00477	DEFB	Y	00592	DEFM	'ERY>I='	
00478	DEFB	'@'	00593	DEFB	EH1	
00479	DEFM	'DED<:#>I='	00594	DEFB	RR	
00480	DEFB	DD	00595	DEFB	Y	
00481	DEFB	I2	00596	DEFB	'@'	
00482	DEFB	DD	00597	DEFM	'ER<:#>#='	
00483	DEFB	'@'	00598	DEFB	ER	
00484	DEFM	'DG='	00599	DEFB	'@'	
00485	DEFB	DD	00600	DEFM	'ER>#='	
00486	DEFB	J	00601	DEFB	EH1	
00487	DEFB	'@'	00602	DEFB	RR	
00488	DEFM	'D<E.>I='	00603	DEFB	'@'	
00489	DEFB	DD	00604	DEFM	'ER='	
00490	DEFB	'@'	00605	DEFB	ER	
00491	DEFM	'D<E:#>I='	00606	DEFB	'@'	
00492	DEFB	T	00607	DEFM	'EVEN<I='	;90
00493	DEFB	'@'	00608	DEFB	EE	
00494	DEFM	'DE<I>"#= '	00609	DEFB	V	
00495	DEFB	DD	00610	DEFB	EH	
00496	DEFB	Y	00611	DEFB	N	
00497	DEFB	'@'	00612	DEFB	'@'	
00498	DEFM	'DIS<I='	00613	DEFM	'E<:#>W='	
00499	DEFB	DD	00614	DEFB	'@'	
00500	DEFB	I1	00615	DEFM	'E>I='	
00501	DEFB	S	00616	DEFB	'@'	
00502	DEFB	'@'	00617	DEFM	'EW<S='	
00503	DEFM	'DO<I>I='	00618	DEFB	IU	
00504	DEFB	DD	00619	DEFB	'@'	
00505	DEFB	IU	00620	DEFB	'EW=Y'	
00506	DEFB	U1	00621	DEFM	Y	
00507	DEFB	U1	00622	DEFB	I	
00508	DEFB	'@'	00623	DEFB	U	
00509	DEFM	'DOES<I='	00624	DEFB	'@'	
00510	DEFB	DD	00625	DEFM	'E>O='	;95
00511	DEFB	UH2	00626	DEFB	EE	
00512	DEFB	UH1	00627	DEFB	'@'	
00513	DEFB	ZZ	00628	DEFM	'ES<:#>I='	
00514	DEFB	'@'	00629	DEFB	I2	
00515	DEFM	'DOING<I='	00630	DEFB	ZZ	
00516	DEFB	DD	00631	DEFB	'@'	
00517	DEFB	IU	00632	DEFM	'E<:#>S1='	
00518	DEFB	U1	00633	DEFB	'@'	
00519	DEFB	I2	00634	DEFM	'ELL='	
00520	DEFB	NG	00635	DEFB	EH1	
00521	DEFB	'@'	00636	DEFB	UH3	
00522	DEFM	'DOW<I='	00637	DEFB	LL	
00523	DEFB	DD	00638	DEFB	UH3	
00524	DEFB	AH1	00639	DEFB	'@'	
00525	DEFB	UH3	00640	DEFM	'ELY<:#>I='	
00526	DEFB	U1	00641	DEFB	LL	
00527	DEFB	'@'	00642	DEFB	EE	
00528	DEFM	'DU>A='	00643	DEFB	'@'	
00529	DEFB	DD	00644	DEFM	'EMENT<:#='	;100
00530	DEFB	J	00645	DEFB	MM	
00531	DEFB	IU	00646	DEFB	EH3	
00532	DEFB	U	00647	DEFB	N	
00533	DEFB	'@'	00648	DEFB	T	
00534	DEFM	'D='	00649	DEFB	'@'	
00535	DEFB	DD	00650	DEFB	'@'	
00536	DEFB	'@'	00651	DEFM	'EN<I='	
00537	DEFB	'I'	00652	DEFB	EH1	
00538			00653	DEFB	N	
00539	ERULES	DEFM	00654	DEFB	'@'	
00540	DEFB	E1	00655	DEFM	'EFUL='	
00541	DEFB	Y	00656	DEFB	F	
00542	DEFB	'@'	00657	DEFB	OO1	
00543	DEFM	'E<I>Q='	00658	DEFB	LL	
00544	DEFB	EE	00659	DEFB	'@'	
00545	DEFB	'@'	00660	DEFM	'EE='	
00546	DEFM	'E<I>#='	00661	DEFB	EE	
00547	DEFB	EE	00662	DEFB	'@'	
00548	DEFB	'@'	00663	DEFM	'EARN='	
00549	DEFM	'E<:#>I='	00664	DEFB	ER	
00550	DEFB	'@'	00665	DEFB	RR	
00551	DEFM	'E<:"I>I='	00666	DEFB	N	
00552	DEFB	'@'	00667	DEFB	'@'	
00553	DEFM	'E<:I>I='	00668	DEFM	'EAR<I>'= '	;105
00554	DEFB	E1	00669	DEFB	ER	
00555	DEFB	'@'	00670	DEFB	RR	
00556	DEFM	'ED<#>I='	00671	DEFB	'@'	
00557	DEFB	I2	00672	DEFM	'EAD='	
00558	DEFB	DD	00673	DEFB	EH1	
00559	DEFB	'@'	00674	DEFB	EH3	
00560	DEFM	'E<:#>D1='	00675	DEFB	DD	
00561	DEFB	'@'	00676	DEFB	'@'	
00562	DEFM	'ED<:#>I='	00677	DEFM	'EA<:#>I='	
00563	DEFB	I2	00678	DEFB	EE	
00564	DEFB	DD	00679	DEFB	UH2	
00565	DEFB	'@'	00680	DEFB	'@'	

match occurs, this routine bumps the IX and HL pointers to test the next two ASCII values.

ASCII testing continues until the routine comes across the equals sign to signify another rule match. If the program encounters a sign other than the equals sign, control branches to the appropriate routine. Control passes again to the TXFR section where it sends the equated values of EH1, UH3, LL, and UH3 to the OUTBUF buffer. Control jumps back to CHTYPE with the IX pointer at the O in HELLO.

CHTYPE now scans the O rules and eventually finds the rule O>!=O1,U1 (line 1290 in Listing 3). It transfers these values to OUTBUF, which now contains the values PA0, HH, EH1, UH3, LL, UH3, O1, U1, and the stop code 3F. Control goes to the Output routine which sends the phonemes out to the Votrax chip. After completing the transfer, the routine restores all registers and jumps back to the calling program.

This short conversion should give you a general idea of what goes on in the TTSPRG. I didn't cover all conversion routines due to time and space limitations. I suggest you use a piece of paper to help keep track of all the pointers as you go through the various routines.

### Applications Software

Now that you know how the Text-to-Speech program operates, you need to control it through a Basic program. Here I show you how to use Basic to send the Text-to-Speech program the strings you want to convert to speech. Listing 1 is the first Basic text conversion program.

You can apply Listing 1 for handicapped and educational uses. It gives sound feedback by pronouncing the letter of any key (except #) you press via the INKEY command. Single-key entries may be slow, but it takes time to pronounce each pressed key.

As it pronounces each key, the program builds a word string and speaks the word at the press of the space bar. Hitting the enter key makes the program vocalize all words created in a single string and tells you when to start typing with a spoken "Enter Please" message.

I installed the option of pronouncing or not pronouncing each key as you type it. The program verbally asks you this question on execution. It still vocalizes words individually when you hit the space bar.

The secret to this program is in its

```

00681 DEFM 'EA>SU=' ;
00682 DEFB BH
00683 DEFB '@'
00684 DEFM 'EA=' ;
00685 DEFB EE
00686 DEFB '@'
00687 DEFM 'EIGH=' ;110
00688 DEFB A2
00689 DEFB A2
00690 DEFB Y
00691 DEFB '@'
00692 DEFM 'EI=' ;
00693 DEFB EE
00694 DEFB '@'
00695 DEFM 'EYE<I=' ;
00696 DEFB AH1
00697 DEFB EH3
00698 DEFB I3
00699 DEFB Y
00700 DEFB '@'
00701 DEFM 'EY=' ;
00702 DEFB EE
00703 DEFB '@'
00704 DEFM 'EU=' ;
00705 DEFB Y
00706 DEFB IU
00707 DEFB U1
00708 DEFB '@'
00709 DEFM 'E=' ;115
00710 DEFB EH1
00711 DEFB '@'
00712 DEFB '['
00713 ;
00714 FR DEFM 'F<I>I=' ;
00715 DEFB EH1
00716 DEFB EH2
00717 DEFB F
00718 DEFB '@'
00719 DEFM 'FUL=' ;
00720 DEFB F
00721 DEFB UH3
00722 DEFB LL
00723 DEFB '@'
00724 DEFM 'FY<I>I=' ;
00725 DEFB F
00726 DEFB AH1
00727 DEFB EH3
00728 DEFB Y
00729 DEFB '@'
00730 DEFM 'F=' ;
00731 DEFB F
00732 DEFB '@'
00733 DEFB '['
00734 ;
00735 GR DEFM 'G<I>I=' ;120
00736 DEFB DD
00737 DEFB J
00738 DEFB E1
00739 DEFB Y
00740 DEFB '@'
00741 DEFM 'GIV=' ;
00742 DEFB G
00743 DEFB I1
00744 DEFB I3
00745 DEFB V
00746 DEFB '@'
00747 DEFM 'G<I>I=' ;
00748 DEFB G
00749 DEFB '@'
00750 DEFM 'GE>T=' ;
00751 DEFB G
00752 DEFB EH1
00753 DEFB EH3
00754 DEFB '@'
00755 DEFM 'GGES<US=' ;
00756 DEFB G
00757 DEFB DD
00758 DEFB J
00759 DEFB EH
00760 DEFB S
00761 DEFB '@'
00762 DEFM 'GG=' ;125
00763 DEFB G
00764 DEFB '@'
00765 DEFM 'G<#B=' ;

00766 DEFB G
00767 DEFB '@'
00768 DEFB 'G>+=' ;
00769 DEFB DD
00770 DEFB J
00771 DEFB '@'
00772 DEFB 'GREAT=' ;
00773 DEFB G
00774 DEFB RR
00775 DEFB A1
00776 DEFB Y
00777 DEFB '@'
00778 DEFB 'GH<#=' ;
00779 DEFB '@'
00780 DEFB 'G=' ;130
00781 DEFB G
00782 DEFB G
00783 DEFB '@'
00784 DEFB '['
00785 ;
00786 HR DEFM 'H<I>I=' ;
00787 DEFB A1
00788 DEFB AY
00789 DEFB Y
00790 DEFB T
00791 DEFB CH
00792 DEFB '@'
00793 DEFM 'HAV<I=' ;
00794 DEFB HH
00795 DEFB AE1
00796 DEFB EH3
00797 DEFB V
00798 DEFB '@'
00799 DEFM 'HERE<I=' ;
00800 DEFB HH
00801 DEFB AY
00802 DEFB I3
00803 DEFB RR
00804 DEFB '@'
00805 DEFM 'HOUR<I=' ;
00806 DEFB AH1
00807 DEFB UH3
00808 DEFB W
00809 DEFB ER
00810 DEFB '@'
00811 DEFM 'HOW=' ;135
00812 DEFB HH
00813 DEFB AH1
00814 DEFB O2
00815 DEFB U1
00816 DEFB '@'
00817 DEFM 'H>#=' ;
00818 DEFB HH
00819 DEFB '@'
00820 DEFM 'H=' ;
00821 DEFB '@'
00822 DEFB '['
00823 ;
00824 IR DEFM 'I<I>I=' ;
00825 DEFB AH1
00826 DEFB EH3
00827 DEFB I3
00828 DEFB Y
00829 DEFB '@'
00830 DEFM 'IN<I=' ;
00831 DEFB I1
00832 DEFB N
00833 DEFB '@'
00834 DEFM 'I<I>I=' ;140
00835 DEFB AH1
00836 DEFB EH3
00837 DEFB I3
00838 DEFB Y
00839 DEFB '@'
00840 DEFM 'IN>D=' ;
00841 DEFB I1
00842 DEFB I3
00843 DEFB N
00844 DEFB '@'
00845 DEFM 'IDE=' ;
00846 DEFB AH1
00847 DEFB EH3
00848 DEFB Y
00849 DEFB DD
00850 DEFB '@'
00851 DEFM 'IER=' ;

```

Listing 3 continued

string manipulations. You enter each key via the INKEY command. The program combines entries into a single word string that the program puts into a single string of up to 255 bytes. TS\$ is the complete string while SB\$ is the word string with A\$ as the single-key entries.

Since the maximum string length is 255 bytes, any entry greater than this makes the program branch to an error routine. This error routine speaks a message indicating it has reached maximum count, and proceeds to speak the string created prior to the error. There is also a small error routine that keeps the program from stopping execution for any kind of error. This error is also spoken to alert you to a problem. After any error, the program prompts you with another "Enter Please" message to start string entries again.

If you want to create or change any of the messages, you must either change an existing message or define a new one in your program. For example, to hear a string message spoken, use A=VARPTR(A\$) to find out where the string is located in memory. The next instruction is VV=USR(A) for tape or VV=USR0(A) for disk. This command passes the string's location in memory to the TTSPRG program for conversion to speech.

You could also adapt it to speak a screen full of ASCII text by using single-dimension arrays.

In addition to handicapped applications, Listing 1 also helps children learn the alphabet and letter pronunciations. It teaches them how to create and pronounce words. The program also vocalizes all numbers.

The board also vocalizes math operators, facilitating teaching young children math problems with voice tutoring. I am working on a routine to break a number down and pronounce the individual units. Take the number 120 for example. To date, the Text-to-Speech program pronounces this number as one, two, zero instead of one hundred twenty. I decided not to include this routine and associated rules due to the size of the program.

The only character not pronounced is the # symbol as I use this to change the inflection codes. If you want to change the inflection codes within or at the beginning of a sentence, enter the # symbol followed by a 1, 3, 5, or 7. A combination of these codes gives interesting results in a spoken sentence.

Listing 4 is a short subroutine that you can use in a bigger program to

```

10 *****
20 LISTING 4
30 *****
40
50 STRING ENTRY PRONUNCIATION PROGRAM
60 BY
70 DAVID ENGELHARDT
80
90
100
110 THIS PROGRAM MAY BE USED TO EXPERIMENT IN THE CREATION
120 OF WORDS OR LARGE STRINGS.
130 THIS PROGRAM MAY ALSO BE USED AS A SUBROUTINE IN A LARGER
140 PROGRAM.
150 *****
160
170
180 CLS: CLEAR 1000
190 DEF USR0=&HE950:CMD"L", "TTSPRG/CMD":CMD"L", "TABLE/CMD"
200 LINE INPUT A$
210 A=VARPTR(A$)
220 VV=USR0(A)
230 GOTO 200
240 END

```

Program Listing 4. Basic Text-to-Speech routine.

enter strings via the Input or Line Input command. If you don't have a disk system, use the Input command in place of the Line Input command. The only difference between the two is that the Input command doesn't allow insertion of commas in a string. This program also uses the inflection codes.

This program can prompt the user for an answer to a question or any other information and store it as a unique string. You can then send this unique string to the TTSPRG program when desired, such as in educational responses, games, and so on. I use this program to create words and sentences for experimental purposes.

### System Adaptations

In regard to the USR command, if you run these programs on a 16K or cassette-based system, you need to change all of the VV=USR(A) commands to VV=USR(A) in the Basic programs. The USR pointers have to be set so change line 220 in Listing 1 or line 190 in Listing 4 to read POKE 16526,240: POKE16527,105. This links USR calls to a machine-language program at the Text-to-Speech program in our case. Set memory size to

27115 and load in the speech programs with the System command.

Remember, to assemble the Text-to-Speech program and Rules Table for a 16K system, you must have someone with a bigger system do it for you unless you obtain the object code from another source. If someone does it for you, change the ORG statement in Listing 2 to 69F0 hex and the ORG statement in Listing 3 to 70A0 hex.

If you are going to assemble these programs on a 32K system, you may have to do some linking in regard to the Rules Table. The Text-to-Speech program is no problem as its source, including comments, is only 17,153 bytes long with room to spare. The Text-to-Speech program should be ORGed at A0F0 hex and the Rules Table at B0A0 hex for a 32K system.

If you have to split the Rules Table, be sure to incorporate all of the phoneme equates on the second source. This allows easy and straightforward entries of phoneme codes to the rules as opposed to the hex or decimal equivalent. To link the Rules Table sources together, patch into or equate at the beginning of the first source where the start of each rule is located in the sec-

System	Revisions
48K	TTSPRG = E950, TABLE = F000, CHTBLE = F000, ENDTBL = F0C0, MEM SIZE = 59720
32K	TTSPRG = A9F0, TABLE = B0A0, CHTBLE = B0A0, ENDTBL = B160, MEM SIZE = 43500
16K	TTSPRG = 69F0, TABLE = 70A0, CHTBLE = 70A0, ENDTBL = 7160, MEM SIZE = 27115

Table 2. System changes.

ond source. This should present no problems if you are careful.

Listings 2 and 3 as shown are for a 48K system. The ORGed values, memory size, and the two equated values at the beginning of the Text-to-Speech program are all you need to change to run it on a smaller system. Table 2 lists all value changes needed for each system.

Remember to change the DEF USR=&HXXXX statements in the Basic programs, if you use the 32K system instead of a 48K system. ■

Write to David Engelhardt at 10221 W. 101st Place, Broomfield, CO 80020.

Listing 3 continued

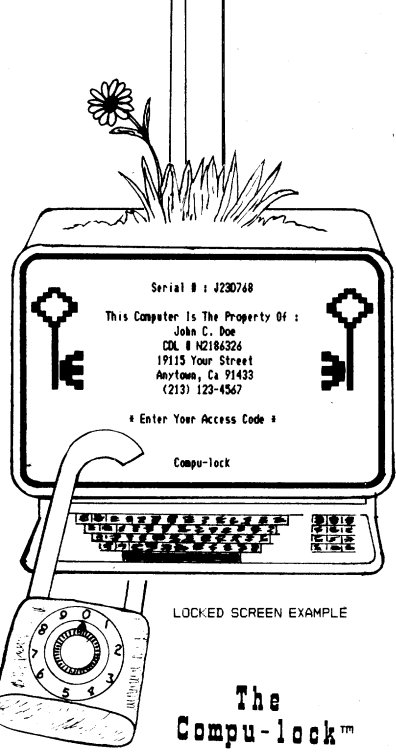
00852	DEFB	E1	00905	DEFB	'@'	00961	DEFB	'@'
00853	DEFB	I3	00906	DEFB	'IGN>'=	00962	DEFB	'I<: "#>" +=
00854	DEFB	ER	00907	DEFB	AH1	00963	DEFB	II
00855	DEFB	'@'	00908	DEFB	EH3	00964	DEFB	'@'
00856	DEFB	'IED<R: #>!' =	00909	DEFB	Y	00965	DEFB	'I<: !>%' =
00857	DEFB	EE	00910	DEFB	N	00966	DEFB	AH
00858	DEFB	DD	00911	DEFB	'@'	00967	DEFB	E1
00859	DEFB	'@'	00912	DEFB	'IGN>%' =	00968	DEFB	'@'
00860	DEFB	'IED>!' =	00913	DEFB	AH1	00969	DEFB	'I>"+!#=' =
00861	DEFB	AH	00914	DEFB	EH3	00970	DEFB	AH1
00862	DEFB	E1	00915	DEFB	Y	00971	DEFB	EH3
00863	DEFB	DD	00916	DEFB	N	00972	DEFB	'@'
00864	DEFB	'@'	00917	DEFB	'@'	00973	DEFB	'I>"+!#=' =
00865	DEFB	'IEN=' =	00918	DEFB	'ING>!' =	00974	DEFB	II
00866	DEFB	EE	00919	DEFB	I2	00975	DEFB	'@'
00867	DEFB	EH	00920	DEFB	NG	00976	DEFB	'I>"+!' =
00868	DEFB	N	00921	DEFB	'@'	00977	DEFB	AH2
00869	DEFB	'@'	00922	DEFB	'IZ>%' =	00978	DEFB	I2
00870	DEFB	'IE>T=' =	00923	DEFB	AH1	00979	DEFB	'@'
00871	DEFB	AH1	00924	DEFB	Y	00980	DEFB	'I>%' =
00872	DEFB	EH3	00925	DEFB	ZZ	00981	DEFB	EE
00873	DEFB	AY	00926	DEFB	'@'	00982	DEFB	'@'
00874	DEFB	I2	00927	DEFB	'IS>%' =	00983	DEFB	'I=' =
00875	DEFB	'@'	00928	DEFB	AH1	00984	DEFB	II
00876	DEFB	'IQUE=' =	00929	DEFB	Y	00985	DEFB	'@'
00877	DEFB	EE	00930	DEFB	ZZ	00986	DEFB	'['
00878	DEFB	K	00931	DEFB	'@'	00987	JR	'J<!>!' =
00879	DEFB	'@'	00932	DEFB	'IE>!' =	00988	DEFB	DD
00880	DEFB	'IR>#=' =	00933	DEFB	AH1	00989	DEFB	J
00881	DEFB	AH1	00934	DEFB	EH3	00990	DEFB	EH3
00882	DEFB	EH3	00935	DEFB	Y	00991	DEFB	AL
00883	DEFB	AY	00936	DEFB	'@'	00992	DEFB	AY
00884	DEFB	RR	00937	DEFB	'I<L>E=' =	00993	DEFB	Y
00885	DEFB	'@'	00938	DEFB	EE	00994	DEFB	'@'
00886	DEFB	'IR=' =	00939	DEFB	'@'	00995	DEFB	'J=' =
00887	DEFB	ER	00940	DEFB	'IE<.>' =	00996	DEFB	DD
00888	DEFB	'@'	00941	DEFB	AH1	00997	DEFB	J
00889	DEFB	'IGH=' =	00942	DEFB	EH3	00998	DEFB	'@'
00890	DEFB	AH1	00943	DEFB	Y	00999	DEFB	'['
00891	DEFB	EH3	00944	DEFB	'@'	10000	DEFB	'['
00892	DEFB	Y	00945	DEFB	'I<L>F=' =	01001	JR	'K<!>!' =
00893	DEFB	'@'	00946	DEFB	II	01002	DEFB	K
00894	DEFB	'ILD=' =	00947	DEFB	'@'	01003	DEFB	EH3
00895	DEFB	I2	00948	DEFB	'IE=' =	01004	DEFB	AL
00896	DEFB	I2	00949	DEFB	EE	01005	DEFB	AY
00897	DEFB	LL	00950	DEFB	'@'	01006	DEFB	Y
00898	DEFB	DD	00951	DEFB	'I>D%' =	01007	DEFB	'@'
00899	DEFB	'@'	00952	DEFB	II	01008	DEFB	'K<!>N=' =
00900	DEFB	'IGN>!' =	00953	DEFB	I3	01009	DEFB	'@'
00901	DEFB	AH1	00954	DEFB	'@'	01010	DEFB	'K=' =
00902	DEFB	EH3	00955	DEFB	'I>T%' =	01011	DEFB	K
00903	DEFB	Y	00956	DEFB	AH	01012	DEFB	'@'
00904	DEFB	N	00957	DEFB	E1	01013	DEFB	'@'
			00958	DEFB	'@'	01014	DEFB	'['
			00959	DEFB	'I<">"+!' =			
			00960	DEFB	II			

Listing 3 continued on p. 148

01015 ;			01129	DEFB	AH1	01245	DEFB	'OUP='		
01016 LR	DEFB	'L<I>I='	01130	DEFB	UH3	01246	DEFB	IU		
01017	DEFB	EH1	01131	DEFB	N	01247	DEFB	U		
01018	DEFB	EH3	01132	DEFB	'@'	01248	DEFB	PP		
01019	DEFB	UH3	01133	DEFB	'N='	01249	DEFB	'@'		
01020	DEFB	LL	01134	DEFB	N	01250	DEFB	'OU='		
01021	DEFB	'@'	01135	DEFB	'@'	01251	DEFB	AH		
01022	DEFB	'LO>C#='	01136	DEFB	'{'	01252	DEFB	01		
01023	DEFB	LL	01137 ;	OR	01137 ;	01253	DEFB	'@'		
01024	DEFB	UH3	01138	DEFB	'O<I>I='	01254	DEFB	'OY='	230	
01025	DEFB	01	01139	DEFB	O2	01255	DEFB	01		
01026	DEFB	U1	01140	DEFB	01	01256	DEFB	E1		
01027	DEFB	'@'	01141	DEFB	U1	01257	DEFB	'@'		
01028	DEFB	'LO>#='	01142	DEFB	'@'	01258	DEFB	'OING='		
01029	DEFB	LL	01143	DEFB	'OF>I='	01259	DEFB	01		
01030	DEFB	O	01144	DEFB	UH2	01260	DEFB	U1		
01031	DEFB	O	01145	DEFB	V	01261	DEFB	II		
01032	DEFB	'@'	01146	DEFB	'@'	01262	DEFB	NG		
01033	DEFB	'LE>I='	01147	DEFB	'OROUGH='	01263	DEFB	'@'		
01034	DEFB	UH3	01148	DEFB	ER	01264	DEFB	'OI='		
01035	DEFB	LL	01149	DEFB	IU	01265	DEFB	01		
01036	DEFB	'@'	01150	DEFB	U1	01266	DEFB	UH3		
01037	DEFB	'L<L='	01151	DEFB	'@'	01267	DEFB	I3		
01038	DEFB	'@'	01152	DEFB	'OR<#>I='	01268	DEFB	AY		
01039	DEFB	'L<:#>#='	01153	DEFB	ER	01269	DEFB	'@'		
01040	DEFB	UH2	01154	DEFB	'@'	01270	DEFB	'OOR='		
01041	DEFB	LL	01155	DEFB	'ORS<:#>I='	01271	DEFB	O		
01042	DEFB	'@'	01156	DEFB	ER	01272	DEFB	RR		
01043	DEFB	'LEAD='	01157	DEFB	ZZ	01273	DEFB	'@'		
01044	DEFB	LL	01158	DEFB	'@'	01274	DEFB	'OOK='		
01045	DEFB	E1	01159	DEFB	'OR='	01275	DEFB	OO		
01046	DEFB	Y	01160	DEFB	O2	01276	DEFB	'@'		
01047	DEFB	DD	01161	DEFB	O2	01277	DEFB	K		
01048	DEFB	'@'	01162	DEFB	RR	01278	DEFB	'OOD='	235	
01049	DEFB	'LESS>I='	01163	DEFB	'@'	01279	DEFB	OO		
01050	DEFB	LL	01164	DEFB	'ONE<I='	01280	DEFB	DD		
01051	DEFB	EH2	01165	DEFB	W	01281	DEFB	'@'		
01052	DEFB	S	01166	DEFB	UH1	01282	DEFB	'OO='		
01053	DEFB	'@'	01167	DEFB	UH2	01283	DEFB	IU		
01054	DEFB	'LY>I='	01168	DEFB	N	01284	DEFB	U		
01055	DEFB	LL	01169	DEFB	'@'	01285	DEFB	'@'		
01056	DEFB	Y	01170	DEFB	'OW<LL='	01286	DEFB	'O>E='		
01057	DEFB	'@'	01171	DEFB	AH1	01287	DEFB	01		
01058	DEFB	'L='	01172	DEFB	UH3	01288	DEFB	U1		
01059	DEFB	LL	01173	DEFB	U1	01289	DEFB	'@'		
01060	DEFB	'@'	01174	DEFB	'@'	01290	DEFB	'O>I='		
01061	DEFB	'{'	01175	DEFB	'OW='	01291	DEFB	01		
01062 ;			01176	DEFB	01	01292	DEFB	U1		
01063 MR	DEFB	'M<I>I='	01177	DEFB	U1	01293	DEFB	'@'		
01064	DEFB	EH1	01178	DEFB	'@'	01294	DEFB	'OA='		
01065	DEFB	EH2	01179	DEFB	'OVER<I='	01295	DEFB	01		
01066	DEFB	MM	01180	DEFB	01	01296	DEFB	U1		
01067	DEFB	'@'	01181	DEFB	O2	01297	DEFB	'@'		
01068	DEFB	'MOV='	01182	DEFB	V	01298	DEFB	'ONLY<I='	240	
01069	DEFB	MM	01183	DEFB	ER	01299	DEFB	01		
01070	DEFB	U1	01184	DEFB	'@'	01300	DEFB	U1		
01071	DEFB	U1	01185	DEFB	'OV='	01301	DEFB	LL		
01072	DEFB	V	01186	DEFB	UH1	01302	DEFB	N		
01073	DEFB	'@'	01187	DEFB	V	01303	DEFB	EE		
01074	DEFB	'MENT>I='	01188	DEFB	'O>#='	01304	DEFB	'@'		
01075	DEFB	MM	01189	DEFB	'O>#='	01305	DEFB	'ONCE<I='		
01076	DEFB	EH3	01190	DEFB	01	01306	DEFB	W		
01077	DEFB	N	01191	DEFB	U1	01307	DEFB	UH		
01078	DEFB	T	01192	DEFB	'@'	01308	DEFB	'@'		
01079	DEFB	'@'	01193	DEFB	'O>EN='	01309	DEFB	S		
01080	DEFB	'M='	01194	DEFB	01	01310	DEFB	'@'		
01081	DEFB	MM	01195	DEFB	U1	01311	DEFB	'ON'		
01082	DEFB	'@'	01196	DEFB	'@'	01312	DEFB	'39'		
01083	DEFB	'{'	01197	DEFB	'O>I#='	01313	DEFB	'T='		
01084 ;			01198	DEFB	01	01314	DEFB	U1		
01085 NR	DEFB	'N<I>I='	01199	DEFB	U1	01315	DEFB	'@'		
01086	DEFB	EH1	01200	DEFB	'@'	01316	DEFB	N		
01087	DEFB	EH2	01201	DEFB	'OL>D='	01317	DEFB	T		
01088	DEFB	N	01202	DEFB	O2	01318	DEFB	'@'		
01089	DEFB	'@'	01203	DEFB	O2	01319	DEFB	'OCC>N='		
01090	DEFB	'NG<E>+='	01204	DEFB	LL	01320	DEFB	AH		
01091	DEFB	N	01205	DEFB	LL	01321	DEFB	'@'		
01092	DEFB	DD	01206	DEFB	'@'	01322	DEFB	'O>NG='		
01093	DEFB	J	01207	DEFB	'ON<I='	01323	DEFB	AW		
01094	DEFB	'@'	01208	DEFB	UH3	01324	DEFB	'@'		
01095	DEFB	'NG>R='	01209	DEFB	N	01325	DEFB	'O<:#>N='	245	
01096	DEFB	NG	01210	DEFB	'@'	01326	DEFB	UH		
01097	DEFB	G	01211	DEFB	'OUGHT='	01327	DEFB	'@'		
01098	DEFB	'@'	01212	DEFB	AH1	01328	DEFB	'ON<I='		
01099	DEFB	'NG>#='	01213	DEFB	UH3	01329	DEFB	UH2		
01100	DEFB	NG	01214	DEFB	T	01330	DEFB	N		
01101	DEFB	G	01215	DEFB	'@'	01331	DEFB	'@'		
01102	DEFB	'@'	01216	DEFB	'OUGH='	01332	DEFB	'ON<:#>I='		
01103	DEFB	'NGL>#='	01217	DEFB	UH	01333	DEFB	UH2		
01104	DEFB	NG	01218	DEFB	F	01334	DEFB	N		
01105	DEFB	G	01219	DEFB	'@'	01335	DEFB	'@'		
01106	DEFB	UH2	01220	DEFB	'OU<I='	01336	DEFB	'ON<#>#='		
01107	DEFB	LL	01221	DEFB	AH	01337	DEFB	UH2		
01108	DEFB	'@'	01222	DEFB	01	01338	DEFB	N		
01109	DEFB	'NG='	01223	DEFB	'@'	01339	DEFB	'@'		
01110	DEFB	NG	01224	DEFB	'OU<H>S#='	01340	DEFB	'O>STI='		
01111	DEFB	'@'	01225	DEFB	AH	01341	DEFB	01		
01112	DEFB	'NK='	01226	DEFB	01	01342	DEFB	U1		
01113	DEFB	NG	01227	DEFB	'@'	01343	DEFB	'@'		
01114	DEFB	K	01228	DEFB	'OUS='	01344	DEFB	'OF>#='	250	
01115	DEFB	'@'	01229	DEFB	UH2	01345	DEFB	AW		
01116	DEFB	'NOW<I>I='	01230	DEFB	S	01346	DEFB	F		
01117	DEFB	N	01231	DEFB	'@'	01347	DEFB	'@'		
01118	DEFB	AH1	01232	DEFB	'OUR='	01348	DEFB	'OTHER='		
01119	DEFB	UH3	01233	DEFB	O	01349	DEFB	UH		
01120	DEFB	U1	01234	DEFB	RR	01350	DEFB	THV		
01121	DEFB	'@'	01235	DEFB	'@'	01351	DEFB	ER		
01122	DEFB	'NESS>I='	01236	DEFB	'OULD='	01352	DEFB	'@'		
01123	DEFB	N	01237	DEFB	IU	01353	DEFB	'OSS>I='		
01124	DEFB	EH3	01238	DEFB	IU	01354	DEFB	AW		
01125	DEFB	S	01239	DEFB	O01	01355	DEFB	S		
01126	DEFB	'@'	01240	DEFB	DD	01356	DEFB	'@'		
01127	DEFB	'NON<I='	01241	DEFB	'@'	01357	DEFB	'OM<:#>#='		
01128	DEFB	N	01242	DEFB	'OU<#>L='	01358	DEFB	UH		
			01243	DEFB	UH					
			01244	DEFB	'@'					

01359	DEFB	MM	01472	DEFB	'@'	01587	DEFB	MM
01360	DEFB	'@'	01473	DEFB	'SSU<#>#='	01588	DEFB	'@'
01361	DEFB	'O='	01474	DEFB	SH	01589	DEFB	'THESE>I=' ;305
01362	DEFB	AH	01475	DEFB	IU	01590	DEFB	THV
01363	DEFB	'@'	01476	DEFB	U	01591	DEFB	EE
01364	DEFB	'['	01477	DEFB	'@'	01592	DEFB	ZZ
01365	;		01478	DEFB	'SED<#>I='	01593	DEFB	'@'
01366	PR	DEFB	01479	DEFB	ZZ	01594	DEFB	'THEN<I=' ;
01367	DEFB	'P<I>I=' ;255	01480	DEFB	DD	01595	DEFB	THV
01368	DEFB	PP	01481	DEFB	'@'	01596	DEFB	EH
01369	DEFB	EI	01482	DEFB	'S<#>#=' ;	01597	DEFB	N
01370	DEFB	Y	01483	DEFB	ZZ	01598	DEFB	'@'
01371	DEFB	'@'	01484	DEFB	'@'	01599	DEFB	'THROUGH=' ;
01372	DEFB	'PH=' ;	01485	DEFB	'SAID=' ;280	01600	DEFB	TH
01373	DEFB	F	01486	DEFB	S	01601	DEFB	RR
01374	DEFB	'@'	01487	DEFB	EH	01602	DEFB	IU
01375	DEFB	'PEOP=' ;	01488	DEFB	DD	01603	DEFB	U
01376	DEFB	PP	01489	DEFB	'@'	01604	DEFB	'@'
01377	DEFB	EE	01490	DEFB	'SION<"=' ;	01605	DEFB	'THOSE=' ;
01378	DEFB	PP	01491	DEFB	SH	01606	DEFB	THV
01379	DEFB	'@'	01492	DEFB	UH2	01607	DEFB	OI
01380	DEFB	'POW=' ;	01493	DEFB	N	01608	DEFB	U1
01381	DEFB	PP	01494	DEFB	'@'	01609	DEFB	ZZ
01382	DEFB	PP	01495	DEFB	'S>S=' ;	01610	DEFB	'@'
01383	DEFB	AH	01496	DEFB	'@'	01611	DEFB	'THOUGH>I=' ;
01384	DEFB	OI	01497	DEFB	'S<.>I=' ;	01612	DEFB	THV
01385	DEFB	'@'	01498	DEFB	ZZ	01613	DEFB	OI
01386	DEFB	'PUT>I=' ;	01499	DEFB	'@'	01614	DEFB	U1
01387	DEFB	PP	01500	DEFB	'S<E.;#>I=' ;	01615	DEFB	'@'
01388	DEFB	OO	01501	DEFB	ZZ	01616	DEFB	'THUS<I=' ;310
01389	DEFB	T	01502	DEFB	'@'	01617	DEFB	THV
01390	DEFB	'@'	01503	DEFB	'S<###;"#>I=' ;285	01618	DEFB	U1
01391	DEFB	'P=' ;260	01504	DEFB	ZZ	01619	DEFB	S
01392	DEFB	PP	01505	DEFB	'@'	01620	DEFB	'@'
01393	DEFB	'@'	01506	DEFB	'S<#;"#>I=' ;	01621	DEFB	'TH=' ;
01394	QR	DEFB	01507	DEFB	S	01622	DEFB	TH
01395	DEFB	'Q<I>I=' ;	01508	DEFB	'@'	01623	DEFB	'@'
01396	DEFB	K	01509	DEFB	'S<U>I=' ;	01624	DEFB	'TED<#>I=' ;
01397	DEFB	YI	01510	DEFB	S	01625	DEFB	T
01398	DEFB	IU	01511	DEFB	'@'	01626	DEFB	I
01399	DEFB	U1	01512	DEFB	'S<#;I>I=' ;	01627	DEFB	DD
01400	DEFB	U1	01513	DEFB	'@'	01628	DEFB	'@'
01401	DEFB	'@'	01514	DEFB	ZZ	01629	DEFB	'TI<S>#N=' ;
01402	DEFB	'QUAR='	01515	DEFB	'SCH<I=' ;	01630	DEFB	T
01403	DEFB	K	01516	DEFB	S	01631	DEFB	CH
01404	DEFB	W	01517	DEFB	K	01632	DEFB	'@'
01405	DEFB	O	01518	DEFB	'@'	01633	DEFB	'TI>O=' ;
01406	DEFB	RR	01519	DEFB	'S>C+=' ;290	01634	DEFB	SH
01407	DEFB	'@'	01520	DEFB	'@'	01635	DEFB	'@'
01408	DEFB	'QU=' ;	01521	DEFB	'SM<#=' ;	01636	DEFB	'TI>A=' ;315
01409	DEFB	K	01522	DEFB	ZZ	01637	DEFB	SH
01410	DEFB	W	01523	DEFB	MM	01638	DEFB	'@'
01411	DEFB	'@'	01524	DEFB	'@'	01639	DEFB	'TIEN=' ;
01412	DEFB	'Q=' ;	01525	DEFB	'SN<#>I=' ;	01640	DEFB	SH
01413	DEFB	K	01526	DEFB	ZZ	01641	DEFB	UH2
01414	DEFB	'@'	01527	DEFB	UH2	01642	DEFB	N
01415	DEFB	'['	01528	DEFB	N	01643	DEFB	'@'
01416	RRULES	DEFB	01529	DEFB	'@'	01644	DEFB	'TUR>#=' ;
01417	DEFB	'R<I>I=' ;265	01530	DEFB	'S=' ;	01645	DEFB	T
01418	DEFB	AH1	01531	DEFB	S	01646	DEFB	CH
01419	DEFB	UH2	01532	DEFB	'@'	01647	DEFB	ER
01420	DEFB	ER	01533	DEFB	'['	01648	DEFB	'@'
01421	DEFB	'@'	01534	;		01649	DEFB	'TU>A=' ;
01422	DEFB	'RE<I>"#=' ;	01535	TR	DEFB	01650	DEFB	T
01423	DEFB	RR	01536	DEFB	'T<I>I=' ;	01651	DEFB	CH
01424	DEFB	EE	01537	DEFB	T	01652	DEFB	IU
01425	DEFB	'@'	01538	DEFB	EI	01653	DEFB	U
01426	DEFB	'RING=' ;	01539	DEFB	AY	01654	DEFB	'@'
01427	DEFB	RR	01540	DEFB	Y	01655	DEFB	'TWO<I=' ;
01428	DEFB	I2	01541	DEFB	'@'	01656	DEFB	T
01429	DEFB	NG	01542	DEFB	'THE<I>I=' ;295	01657	DEFB	IU
01430	DEFB	'@'	01543	DEFB	THV	01658	DEFB	U
01431	DEFB	'RI=' ;	01544	DEFB	UH2	01659	DEFB	'@'
01432	DEFB	RR	01545	DEFB	'@'	01660	DEFB	'T=' ;320
01433	DEFB	AH1	01546	DEFB	'TO>I=' ;	01661	DEFB	T
01434	DEFB	BH3	01547	DEFB	T	01662	DEFB	'@'
01435	DEFB	I3	01548	DEFB	IU	01663	DEFB	'['
01436	DEFB	Y	01549	DEFB	'@'	01664	;	
01437	DEFB	'@'	01550	DEFB	'THAT>I=' ;	01665	UR	DEFB
01438	DEFB	'R=' ;	01551	DEFB	THV	01666	DEFB	'R<I>I=' ;
01439	DEFB	RR	01552	DEFB	AE	01667	DEFB	YI
01440	DEFB	'@'	01553	DEFB	T	01668	DEFB	IU
01441	;		01554	DEFB	'@'	01669	DEFB	U1
01442	SR	DEFB	01555	DEFB	'THIS<I>I=' ;	01670	DEFB	'@'
01443	DEFB	'S<I>I=' ;270	01556	DEFB	THV	01671	DEFB	'UN<I>I=' ;
01444	DEFB	BH1	01557	DEFB	II	01672	DEFB	Y
01445	DEFB	BH2	01558	DEFB	S	01673	DEFB	IU
01446	DEFB	S	01559	DEFB	'@'	01674	DEFB	U
01447	DEFB	'@'	01560	DEFB	'THEY<I=' ;	01675	DEFB	N
01448	DEFB	'SH=' ;	01561	DEFB	THV	01676	DEFB	'@'
01449	DEFB	SH	01562	DEFB	AA	01677	DEFB	'UN<I=' ;
01450	DEFB	'@'	01563	DEFB	AY	01678	DEFB	UH
01451	DEFB	'SION<#=' ;	01564	DEFB	'@'	01679	DEFB	N
01452	DEFB	ZH	01565	DEFB	'THERE<I=' ;300	01680	DEFB	'@'
01453	DEFB	UH2	01566	DEFB	THV	01681	DEFB	'UPON<I=' ;
01454	DEFB	N	01567	DEFB	EH	01682	DEFB	UH2
01455	DEFB	'@'	01568	DEFB	'@'	01683	DEFB	PP
01456	DEFB	'SOME=' ;	01569	DEFB	'@'	01684	DEFB	AW
01457	DEFB	S	01570	DEFB	'THER=' ;	01685	DEFB	N
01458	DEFB	UH	01571	DEFB	THV	01686	DEFB	'@'
01459	DEFB	MM	01572	DEFB	ER	01687	DEFB	'UR<S>#=' ;325
01460	DEFB	'@'	01573	DEFB	'@'	01688	DEFB	OO
01461	DEFB	'SUR<#>#=' ;	01574	DEFB	'THEIR=' ;	01689	DEFB	RR
01462	DEFB	ZH	01575	DEFB	THV	01690	DEFB	'@'
01463	DEFB	ER	01576	DEFB	EH	01691	DEFB	'UR>#=' ;
01464	DEFB	'@'	01577	DEFB	RR	01692	DEFB	Y
01465	DEFB	'SUR>#=' ;275	01578	DEFB	'@'	01693	DEFB	OO
01466	DEFB	SH	01579	DEFB	'THAN<I>I=' ;	01694	DEFB	RR
01467	DEFB	ER	01580	DEFB	THV	01695	DEFB	'@'
01468	DEFB	'@'	01581	DEFB	AE	01696	DEFB	'UR=' ;
01469	DEFB	'SU<#>#=' ;	01582	DEFB	N	01697	DEFB	ER
01470	DEFB	ZH	01583	DEFB	'@'	01698	DEFB	'@'
01471	DEFB	IU	01584	DEFB	'THEM<I>I=' ;	01699	DEFB	'US>I=' ;
			01585	DEFB	THV	01700	DEFB	UH1
			01586	DEFB	EH			

01701	DEFB	UH2		01816	DEFB	IU		01931	APOST	DEFB	39	
01702	DEFB	S		01817	DEFB	U		01932	DEFB	'< >1='		
01703	DEFB	'@'		01818	DEFB	'@'		01933	DEFB	PA0		
01704	DEFM	'UE<">1='		01819	DEFM	'WH='		01934	DEFB	'@'		
01705	DEFB	IU		01820	DEFB	HH		01935	DEFB	39		
01706	DEFB	U1		01821	DEFB	W		01936	DEFM	'S>1='		
01707	DEFB	U1		01822	DEFB	'@'		01937	DEFB	II		
01708	DEFB	'@'		01823	DEFM	'WAR='		01938	DEFB	ZZ		
01709	DEFM	'U>'1='	;330	01824	DEFB	W		01939	DEFB	'@'		
01710	DEFB	UH		01825	DEFB	O		01940	DEFB	39		
01711	DEFB	'@'		01826	DEFB	RR		01941	DEFM	'S< ,='		
01712	DEFM	'U>'#='		01827	DEFB	'@'		01942	DEFB	ZZ		
01713	DEFB	UH		01828	DEFM	'WOR>'#='	;355	01943	DEFB	'@'		
01714	DEFB	'@'		01829	DEFB	W		01944	DEFB	39		;380
01715	DEFM	'UY='		01830	DEFB	ER		01945	DEFM	'S<E.,#='		
01716	DEFB	AH		01831	DEFB	'@'		01946	DEFB	ZZ		
01717	DEFB	EL		01832	DEFM	'WR='		01947	DEFB	'@'		
01718	DEFB	'@'		01833	DEFB	RR		01948	DEFB	39		
01719	DEFM	'U<G >#='		01834	DEFB	'@'		01949	DEFM	'S< #='		
01720	DEFB	'@'		01835	DEFM	'W='		01950	DEFB	ZZ		
01721	DEFM	'U<G>#='		01836	DEFB	W		01951	DEFB	'@'		
01722	DEFB	'@'		01837	DEFB	'@'		01952	DEFB	39		
01723	DEFM	'U<G>#='	;335	01838	DEFB	' '		01953	DEFM	'='		
01724	DEFB	W		01839				01954	DEFB	PA0		
01725	DEFB	'@'		01840	XR	DEFM	'X< >1='	01955	DEFB	'@'		
01726	DEFM	'U<N#='		01841	DEFB	EH1		01956	DEFB	' '		
01727	DEFB	Y		01842	DEFB	EH2		01957				
01728	DEFB	IU		01843	DEFB	K		01958	COMMA	DEFM	'='	
01729	DEFB	U		01844	DEFB	PA0		01959	DEFB	PAL		
01730	DEFB	'@'		01845	DEFB	S		01960	DEFB	'@'		
01731	DEFM	'U<\$='		01846	DEFB	'@'		01961	DEFB	' '		
01732	DEFB	IU		01847	DEFM	'X< ='		01962				
01733	DEFB	U		01848	DEFB	EH1		01963	QUEST	DEFM	'?-'	
01734	DEFB	'@'		01849	DEFB	EH2		01964	DEFB	PAL		
01735	DEFM	'U='		01850	DEFB	K		01965	DEFB	'@'		
01736	DEFB	Y		01851	DEFB	PA0		01966	DEFB	' '		
01737	DEFB	IU		01852	DEFB	S		01967				
01738	DEFB	U		01853	DEFB	'@'		01968	ZERO	DEFM	'0='	;385
01739	DEFB	'@'		01854	DEFM	'X='		01969	DEFB	ZZ		
01740	DEFM	' '		01855	DEFB	K		01970	DEFB	AY		
01741				01856	DEFB	S		01971	DEFB	II		
01742	VR	DEFM	'V< >1='	01857	DEFB	'@'		01972	DEFB	RR		
01743	DEFB	V		01858	DEFM	' '		01973	DEFB	OL		
01744	DEFB	EL		01859				01974	DEFB	U1		
01745	DEFB	AY		01860	YR	DEFM	'Y< >1='	01975	DEFB	'@'		
01746	DEFB	Y		01861	DEFB	W		01976	DEFB	' '		
01747	DEFB	'@'		01862	DEFB	AH1		01977				
01748	DEFM	'VIEW='	;340	01863	DEFB	EH3		01978	R1	DEFM	'1='	
01749	DEFB	V		01864	DEFB	I3		01979		DEFB	W	
01750	DEFB	Y		01865	DEFB	Y		01980	DEFB	UH1		
01751	DEFB	IU		01866	DEFB	'@'		01981	DEFB	UH2		
01752	DEFB	U		01867	DEFM	'YOUNG='		01982	DEFB	N		
01753	DEFB	'@'		01868	DEFB	Y		01983	DEFB	'@'		
01754	DEFM	'VERI< ='		01869	DEFB	UH		01984	DEFB	' '		
01755	DEFB	V		01870	DEFB	NG		01985				
01756	DEFB	EH1		01871	DEFB	'@'		01986	R2	DEFM	'2='	
01757	DEFB	RR		01872	DEFM	'YOU< ='		01987	DEFB	T		
01758	DEFB	I3		01873	DEFB	Y		01988	DEFB	IU		
01759	DEFB	'@'		01874	DEFB	IU		01989	DEFB	U1		
01760	DEFM	'VE='		01875	DEFB	U		01990	DEFB	U1		
01761	DEFB	V		01876	DEFB	'@'		01991	DEFB	'@'		
01762	DEFB	'@'		01877	DEFM	'YES< ='		01992	DEFB	' '		
01763	DEFM	'VAL< ='		01878	DEFB	Y		01993				
01764	DEFB	V		01879	DEFB	EH		01994	R3	DEFM	'3='	
01765	DEFB	AEL		01880	DEFB	S		01995	DEFB	TH		
01766	DEFB	EH3		01881	DEFB	'@'		01996	DEFB	RR		
01767	DEFB	LL		01882	DEFM	'Y< ='	;365	01997	DEFB	EL		
01768	DEFB	'@'		01883	DEFB	Y		01998	DEFB	Y		
01769	DEFM	'V='		01884	DEFB	'@'		01999	DEFB	'@'		
01770	DEFB	V		01885	DEFM	'Y<: "#>1='		02000	DEFB	' '		
01771	DEFB	'@'		01886	DEFB	EE		02001				
01772	DEFM	' '		01887	DEFB	'@'		02002	R4	DEFM	'4='	
01773				01888	DEFM	'Y<: "#>1='		02003	DEFB	F		
01774	WR	DEFM	'W< >1='	01889	DEFB	EE		02004	DEFB	OL		
01775	DEFB	DD		01890	DEFB	'@'		02005	DEFB	O2		
01776	DEFB	UH1		01891	DEFM	'Y<: >1='		02006	DEFB	RR		
01777	DEFB	BB		01892	DEFB	AH		02007	DEFB	'@'		
01778	DEFB	UH3		01893	DEFB	EL		02008	DEFB	' '		
01779	DEFB	LL		01894	DEFB	'@'		02009				
01780	DEFB	Y1		01895	DEFM	'Y<: >#='		02010	R5	DEFM	'5='	;390
01781	DEFB	IU		01896	DEFB	AH		02011	DEFB	F		
01782	DEFB	U1		01897	DEFB	EL		02012	DEFB	AH1		
01783	DEFB	'@'		01898	DEFB	'@'		02013	DEFB	EH3		
01784	DEFM	'WERE< ='		01899	DEFM	'Y<: >'+'#='	;370	02014	DEFB	Y		
01785	DEFB	W		01900	DEFB	II		02015	DEFB	V		
01786	DEFB	ER		01901	DEFB	'@'		02016	DEFB	'@'		
01787	DEFB	'@'		01902	DEFM	'Y<: >'#='		02017	DEFB	' '		
01788	DEFM	'WA>S='		01903	DEFB	AH		02018				
01789	DEFB	W		01904	DEFB	'@'		02019	R6	DEFM	'6='	
01790	DEFB	AH		01905	DEFB	EL		02020	DEFB	S		
01791	DEFB	'@'		01906	DEFM	'Y='		02021	DEFB	II		
01792	DEFM	'WA>T='		01907	DEFB	II		02022	DEFB	I3		
01793	DEFB	W		01908	DEFB	'@'		02023	DEFB	K		
01794	DEFB	AH		01909	DEFB	' '		02024	DEFB	PA0		
01795	DEFB	'@'		01910				02025	DEFB	S		
01796	DEFM	'WHERE='		01911	ZR	DEFM	'Z< >1='	02026	DEFB	'@'		
01797	DEFB	HH		01912	DEFB	ZZ		02027	DEFB	' '		
01798	DEFB	W		01913	DEFB	EL		02028				
01799	DEFB	EH		01914	DEFB	Y		02029	R7	DEFM	'7='	
01800	DEFB	RR		01915	DEFB	'@'		02030	DEFB	S		
01801	DEFB	'@'		01916	DEFM	'Z='		02031	DEFB	EH1		
01802	DEFM	'WHAT='	;350	01917	DEFB	ZZ		02032	DEFB	EH3		
01803	DEFB	W		01918	DEFB	'@'		02033	DEFB	V		
01804	DEFB	UH3		01919	DEFB	' '		02034	DEFB	I2		
01805	DEFB	UH1		01920				02035	DEFB	N		
01806	DEFB	T		01921	BLANK	DEFM	'='	02036	DEFB	'@'		
01807	DEFB	'@'		01922	DEFB	PA0		02037	DEFB	' '		
01808	DEFM	'WHOL='		01923	DEFB	'@'		02038				
01809	DEFB	HH		01924	DEFB	' '		02039	R8	DEFM	'8='	
01810	DEFB	OL		01925				02040	DEFB	A2		
01811	DEFB	U1		01926	PERIOD	DEFM	'.'='	02041	DEFB	A2		
01812	DEFB	LL		01927	DEFB	PAL		02042	DEFB	Y		
01813	DEFB	'@'		01928	DEFB	'@'		02043	DEFB	T		
01814	DEFM	'WHO='		01929	DEFB	' '						
01815	DEFB	HH		01930								



- ▣ **GUARANTEES** - protection of valuable and important data.
- ▣ **PERSONAL ACCESS CODE** - required before computer can be used.
- ▣ **IMPROVES** - chances of recovery if computer is stolen.
- ▣ **EASY INSTALLATION** - of electronic circuit board.
- ▣ **AVAILABLE** - for Models 1, 3, and 4.

## DETER THEFT!

Phone or write for information:

The Computer Council  
18228 Parthenia St.  
Northridge, CA 91325  
(213) 885-1411

323

### Listing 3 continued

02044	DEFB	'@'		
02045	DEFB	'['		
02046				
02047	R9	DEFM	'9='	
02048	DEFB	N		
02049	DEFB	AH1		
02050	DEFB	EH3		
02051	DEFB	Y		
02052	DEFB	N		
02053	DEFB	'@'		
02054	DEFB	'['		
02055				
02056	MINUS	DEFM	'-='	;395
02057	DEFB	MM		
02058	DEFB	AH1		
02059	DEFB	Y		
02060	DEFB	N		
02061	DEFB	EH3		
02062	DEFB	S		
02063	DEFB	'@'		
02064	DEFB	'['		
02065				
02066	PLUS	DEFM	'+='	
02067	DEFB	PP		
02068	DEFB	LL		
02069	DEFB	UH1		
02070	DEFB	UH2		
02071	DEFB	S		
02072	DEFB	'@'		
02073	DEFB	'['		
02074				
02075	EQUALS	DEFB	'='	
02076	DEFB	'='		
02077	DEFB	Y		
02078	DEFB	K		
02079	DEFB	W		
02080	DEFB	UH3		
02081	DEFB	LL		
02082	DEFB	ZZ		
02083	DEFB	'@'		
02084	DEFB	'['		
02085				
02086	MULT	DEFM	'*='	
02087	DEFB	T		
02088	DEFB	AH1		
02089	DEFB	EH3		
02090	DEFB	Y		
02091	DEFB	MM		
02092	DEFB	ZZ		
02093	DEFB	'@'		
02094	DEFB	'['		
02095				
02096	DIVIDE	DEFM	'/=	
02097	DEFB	DD		
02098	DEFB	IL		
02099	DEFB	V		
02100	DEFB	AH1		
02101	DEFB	EH3		
02102	DEFB	Y		
02103	DEFB	DD		
02104	DEFB	I2		
02105	DEFB	DD		
02106	DEFB	BB		
02107	DEFB	AH1		
02108	DEFB	EH3		
02109	DEFB	I3		
02110	DEFB	Y		
02111	DEFB	'@'		
02112	DEFB	'['		
02113				
02114	LARROW	DEFB	8	;400
02115	DEFB	'='		
02116	DEFB	BB		
02117	DEFB	AE1		
02118	DEFB	AE1		
02119	DEFB	K		
02120	DEFB	S		
02121	DEFB	PP		
02122	DEFB	AL		
02123	DEFB	AY		
02124	DEFB	Y		
02125	DEFB	S		
02126	DEFB	'@'		
02127	DEFB	'['		
02128				
02129	RARROW	DEFB	9	
02130	DEFB	'='		
02131	DEFB	RR		
02132	DEFB	UH3		
02133	DEFB	AH2		
02134	DEFB	Y		
02135	DEFB	T		
02136	DEFB	PA1		
02137	DEFB	EH1		
02138	DEFB	EH3		
02139	DEFB	RR		
02140	DEFB	O1		
02141	DEFB	U1		
02142	DEFB	'@'		
02143	DEFB	'['		
02144				
02145	UARROW	DEFB	91	
02146	DEFB	'='		
02147	DEFB	UH1		
02148	DEFB	UH2		
02149	DEFB	PP		
02150	DEFB	EH1		
02151	DEFB	EH3		
02152	DEFB	RR		
02153	DEFB	O1		
02154	DEFB	U1		
02155	DEFB	'@'		
02156	DEFB	'['		
02157				
02158	DARROW	DEFB	10	
02159	DEFB	'='		
02160	DEFB	DD		
02161	DEFB	AH1		
02162	DEFB	UH3		
02163	DEFB	U1		
02164	DEFB	N		
02165	DEFB	EH1		
02166	DEFB	EH3		
02167	DEFB	RR		
02168	DEFB	O1		
02169	DEFB	U1		
02170	DEFB	'@'		
02171	DEFB	'['		
02172				
02173	CLEAR	DEFB	31	
02174	DEFB	'='		
02175	DEFB	K		
02176	DEFB	LL		
02177	DEFB	AY		
02178	DEFB	I3		
02179	DEFB	RR		
02180	DEFB	'@'		
02181	DEFB	'['		
02182				
02183	LTHAN	DEFM	'<='	;405
02184	DEFB	LL		
02185	DEFB	EH1		
02186	DEFB	EH3		
02187	DEFB	S		
02188	DEFB	THV		
02189	DEFB	EH1		
02190	DEFB	EH3		
02191	DEFB	N		
02192	DEFB	'@'		
02193	DEFB	'['		
02194				
02195	GTHAN	DEFM	'>='	
02196	DEFB	G		
02197	DEFB	RR		
02198	DEFB	AL		
02199	DEFB	Y		
02200	DEFB	T		
02201	DEFB	ER		
02202	DEFB	THV		
02203	DEFB	EH1		
02204	DEFB	EH3		
02205	DEFB	N		
02206	DEFB	'@'		
02207	DEFB	'['		
02208				
02209	COLON	DEFM	'='	
02210	DEFB	PA0		
02211	DEFB	'@'		
02212	DEFB	'['		
02213				
02214	SEMICO	DEFM	';'='	
02215	DEFB	PA0		
02216	DEFB	'@'		
02217	DEFB	'['		
02218				
02219	EXCLA	DEFM	'!'='	
02220	DEFB	PA0		
02221	DEFB	'@'		
02222	DEFB	'['		
02223				
02224	QUOTE	DEFM	'"'='	;410
02225	DEFB	PA0		
02226	DEFB	'@'		
02227	DEFB	'['		
02228				
02229	DOLLAR	DEFM	'\$='	
02230	DEFB	DD		
02231	DEFB	AH1		
02232	DEFB	UH3		
02233	DEFB	LL		
02234	DEFB	ER		
02235	DEFB	'@'		
02236	DEFB	'['		
02237				
02238	PERCNT	DEFM	'%'='	
02239	DEFB	PP		
02240	DEFB	ER		
02241	DEFB	S		
02242	DEFB	EH1		
02243	DEFB	EH3		
02244	DEFB	N		
02245	DEFB	T		
02246	DEFB	'@'		
02247	DEFB	'['		
02248				
02249	ANDD	DEFM	'&='	
02250	DEFB	AE1		
02251	DEFB	EH3		
02252	DEFB	N		
02253	DEFB	DD		
02254	DEFB	'@'		
02255	DEFB	'['		
02256				
02257	LBRACK	DEFM	'('='	
02258	DEFB	PA0		
02259	DEFB	'@'		
02260	DEFB	'['		
02261				
02262	RBRACK	DEFM	')'='	;415
02263	DEFB	PA0		
02264	DEFB	'@'		
02265	DEFB	'['		
02266				
02267	ATSYM	DEFM	'@='	;416
02268	RR	DEFB	PA0	
02269	DEFB	'@'		
02270	DEFB	'['		
02271				
02272	END	CHTBLE		