

CueScript “SayiT” MANUAL

Say iT

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1 SayiT Introduction

SayiT is CueScript’s first speech activated prompting software. SayiT enables auto-scrolling on the teleprompter to the spoken word displayed by CueiT. SayiT is recognized as controller which simultaneous use of all existing desk, hand and foot controllers on the system as seamlessly integrates into your CueiT workflow.

2 Setting Up CueiT

Before starting the SayiT voice engine, please setup CueiT with the following settings:

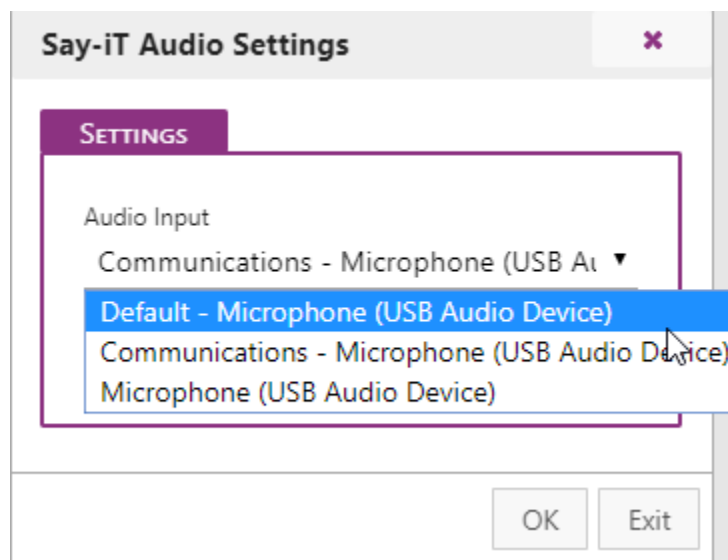


2.1 Audio Input

CueiT processes all audio input and sends both text and audio to the voice engine. Microphone input should be sent directly to the CueiT computer audio interface. This audio feed should be free of all other audio types except that of the talent’s voice.

To select the microphone input, go to “Add Ons” Tab → SayiT section → Audio button.

Select your Audio Input from the drop-down menu:

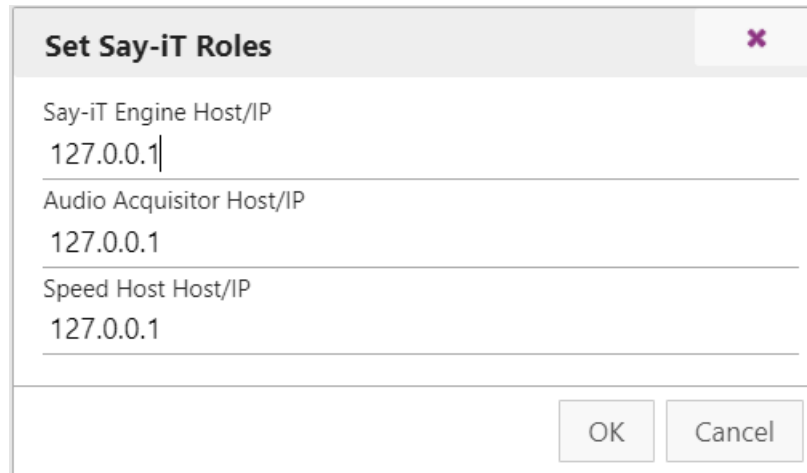


Once selected the Audio Rate should react to any sound spoken into the microphone. Your ideal audio rate range is between 25% and 50% level. Anything more or less, please adjust your microphone levels.

2.2 Roles

Optimally, SayiT should be installed and run on the same workstation as the CueiT computer that will be used to control prompting.

As default the “Roles” then would be set as localhost (127.0.0.1) addresses.



The screenshot shows a dialog box titled "Set Say-iT Roles". It has a close button (X) in the top right corner. The dialog contains three input fields, each with a label and a value:

- Label: "Say-iT Engine Host/IP", Value: "127.0.0.1"
- Label: "Audio Acquisitor Host/IP", Value: "127.0.0.1"
- Label: "Speed Host Host/IP", Value: "127.0.0.1"

At the bottom right of the dialog, there are two buttons: "OK" and "Cancel".

If SayiT is to be installed on a separate workstation, or the Audio will be sent via the network, please use the following definitions to enter the correct IP address for the SayiT devices:

2.2.1 SayiT Engine Host/IP

This is the IP address or hostname of the computer running the SayiT application.

2.2.2 Audio Acquisitor Host/IP

This is the IP address or hostname of the computer sending the audio.

2.2.3 Speed Host Host/IP

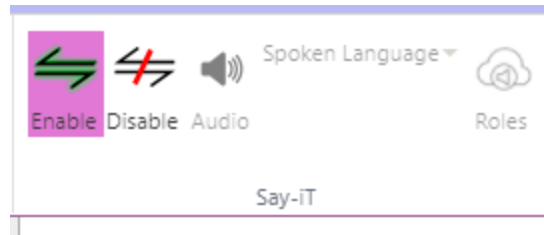
This is the Ip address or hostname of the computer running CueiT.

3 Starting SayiT

To open SayiT double click on the Say-iT.exe or desktop shortcut:



Once started, enable the Say-iT setting in the CueiT software you are prompting with, in the Add Ons tab:



This setting will remain on through CueiT restarts, unless manually disabled. The SayiT section will only stay activated when a licensed prompt device for SayiT is connected to CueiT.

When both SayiT application is running and CueiT has enabled SayiT the bottom toolbar in CueiT should say "Connected to Voice Engine":



If both are enabled and CueiT does not say Connected to Voice Engine, toggle Disabled / Enable in CueiT's SayiT section to reconnect.

3.1 Start Process

This setting should automatically enable when SayiT is started.

When highlighted Pink the setting is ON.

3.2 Stop Process

Press "Stop Process" to disable the voice engine.

The console should log "CueScript Voice Engine TURNED OFF."

4 Debug Mode / Options

4.1 [Short Range](#)

Reduces the range at which SayIT attempts to make a match. Recommended to turn on if SayIT appears to scroll too far ahead at times.

4.2 [Debug Modes](#)

IMPORTANT: Setting flag to other than "0" or "1" can decrease voice engine performance. Higher flags should only be used in testing when troubleshooting issues.

Debugging mode will log specific details of the voice engine when selected. In order to select a debug flag please Stop the voice engine process first.

Only one flag may be selected at a time.

4.3 [Debug Mode 0](#)

No flags: This will not log any voice engine information.

4.4 [Debug Mode 1](#)

Show Current Word: The console will display the current word it has processed.

4.5 [Debug Mode 2](#)

Show Transaction on Deactivate: This will dump the audio transcription into the console for the current session after prompt off.

4.6 [Debug Mode 3](#)

Show Current Word and Transaction on Deactivate: This is a combination of flags 1 and 2.

4.7 [Debug Mode 4](#)

Dump Audio: This will write a raw audio file upon prompt off.

5 Console

The console is a window into seeing the voice engine running and viewing any flags set. It is read-only.

5.1 [Lock Console To Bottom](#)

This will "follow tail" in the logged messages within the console.

6 CueiT Controls & Prompting

SayiT is like another controller on the CueiT prompting system. By default, it should turn ON with prompting. Using any other connected controller on the system will turn the SayiT function off. To re-enable a dedicated CMD button on a CSSC desk controller should be set.

SayiT also relies on accurately speaking the text on prompter. Any variation the voice engine will search for associated words and try to adjust position. In the event any significant adlibbing will occur, or any non-prompted speech, there is a "PAUSE" option or disable option with the CMD buttons on the CSSC desk controller.

6.1 SayiT Widget

When enabled SayiT displays a widget on output to let the talent know the status of the voice engine. To edit any of these settings navigate to Messaging tab → right click on "SayiT" widget and select Edit.

Edit Messaging Widget [X]

Content | Style & Position

Widget Name
Voice Activated

Yes Auto enable with prompt on

CONTENT

Widget Type
Voice

Status	Text to Show	Color
ON	SayiT ON	
OFF	SayiT OFF	
PAUSED	SayiT PAUSED	

OK Cancel

Auto enable with prompt on: By default, SayiT will turn on with prompting. To disable this feature and manually turn on SayiT when required change this setting to No.

Status: By default, the text shown on output is SayiT with its specific status a different colored background for high visibility. These settings can be changed to any text or colored preferred.

Style and Position: By default, the SayiT widget is at the bottom right of the prompt output, this is generally the least obstructive place for reading the prompt. You can move this position to any of the selectable regions on the Style and Position tab.

6.2 CMD Button Settings

CueiT will automatically turn the voice engine off when another controller takes over.

In order to pause or enable SayiT set a CMD button on the CSSC to one of the following settings:

The screenshot displays the configuration interface for the CSSC. The 'PROGRAMMABLE COMMAND BUTTONS' section is the primary focus, showing two command buttons:

Button	While prompting...	While not prompting...
Command 1	Toggle SayiT	No action
Command 2	Pause SayiT	No action

A dropdown menu is open for 'Command 2', listing the following actions:

- No action
- Prompt off
- Prompt from caret
- Add marker at current line
- Toggle slugline at current line
- Jump to next file tab
- Jump to previous file tab
- Enable/disable closed captioning
- Save active script
- Scroll with prompt
- Inverse Prompt/Output Colours
- Pause SayiT** (highlighted in blue and circled in red)
- Toggle SayiT

Other visible sections include 'GENERAL SETTINGS' (Friendly Name: DeskDemo, Scroll Sensitivity: 75) and 'IP CONFIGURATION' (Use DHCP checked, IP Address: 10.10.11.50, Subnet Mask: 255.255.255.0, Gateway IP: 10.10.11.1).

Pause SayiT: Hold down the CMD button assigned to this function to mute audio input and allow the talent to speak freely without the speech engine listening. Upon release, SayiT will reactivate.

Toggle SayiT: Pressing the button will switch SayiT between its on and off states.

7 Best Practices

In order to optimize the performance and user experience of the SayiT software, it's crucial to adhere to some best practices:

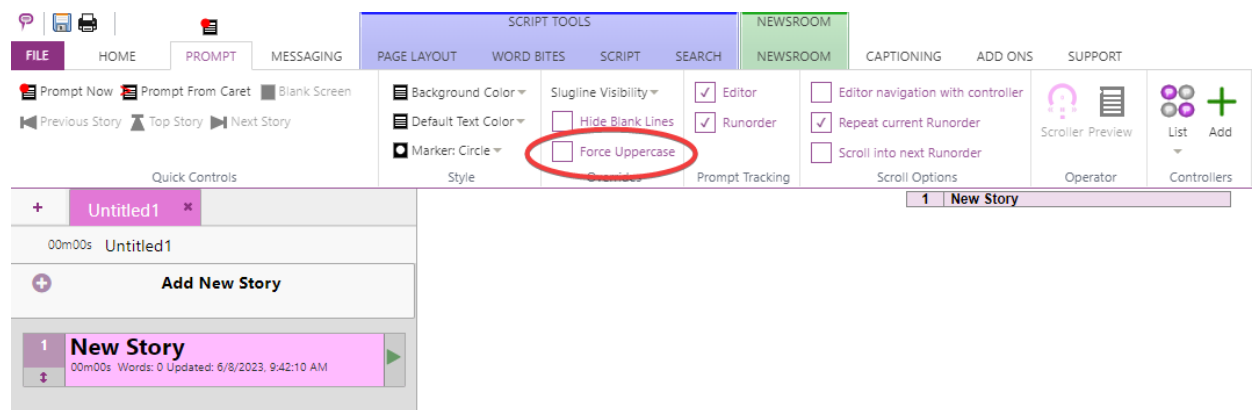
7.1 Font Styles / Sentence Case

By having more text visible on the prompt at once, the system gets more opportunities to make matches, thereby improving the overall functioning of SayiT.

We recommend using the default font size of 14, with sentence case. Sentence case significantly increases the amount of text on the screen, and can improve readability. This size is usually a good balance, large enough for easy reading but small enough to allow a sufficient amount of text on the screen.

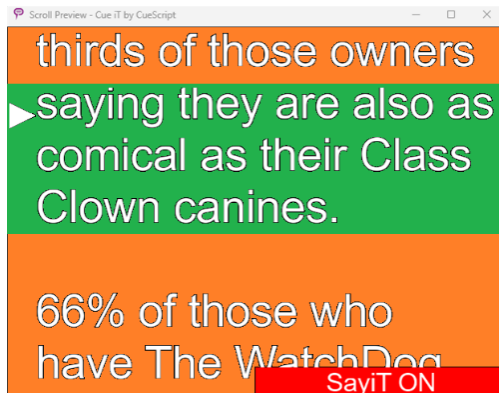
There is also a functional benefit to this practice - research has shown that people have an easier time reading text written in sentence case, compared to text written in all caps. The sentence case structure, which uses a combination of uppercase and lowercase letters, is more in line with natural reading patterns, facilitating quicker comprehension and comfort.

It's recommended to keep Force Uppercase checkbox unchecked, and to have your script writers start writing in sentence case.



7.2 Prompter Marker Position

SayIT attempts to keep your reading position close to the prompt marker position. SayIT will at most be + / - 1 line from the actual reading position. It's best to keep some room above the marker position to ensure a small buffer is in place.



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