

CueScript “SayiT” MANUAL

The logo for SayiT, featuring the word "Say" in a dark purple color and "iT" in a lighter purple color. The "i" is lowercase and the "T" is uppercase.

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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:

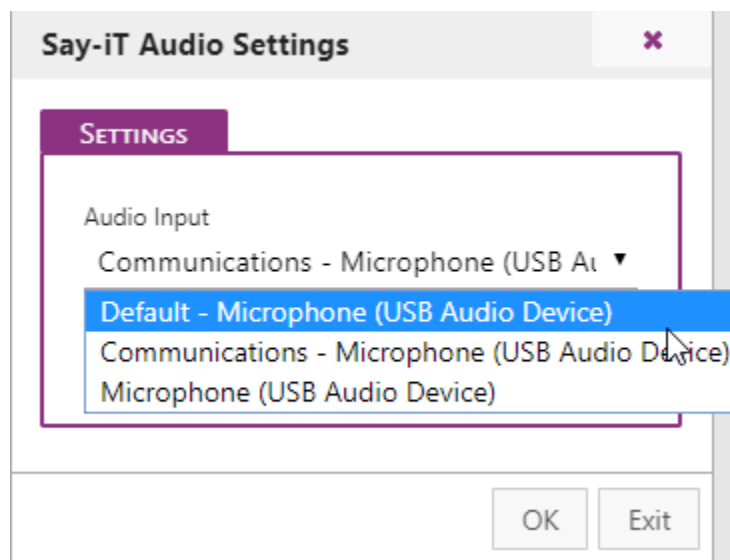


2.1 Audio Input

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:

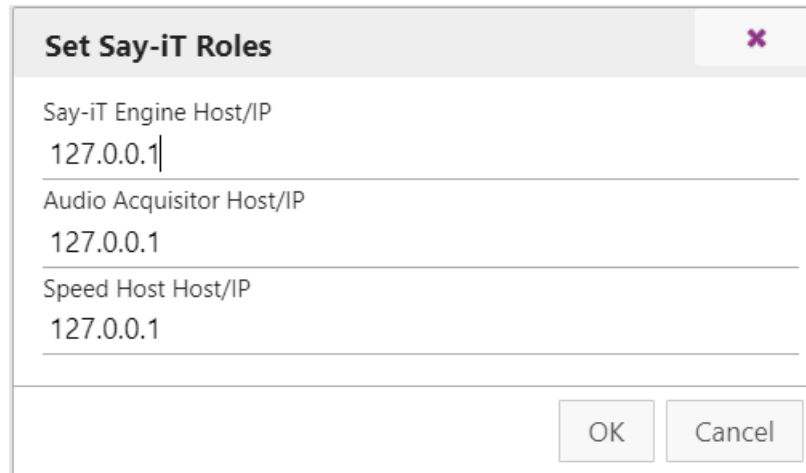


Once selected the Audio Rate should react to any sound spoken into the microphone. Your ideal audio rate range is between 25% and 50% level. Anything more or less, please adjust your microphone levels.

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" with a close button (X) in the top right corner. The dialog contains three text 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.

2.3 Spoken Language

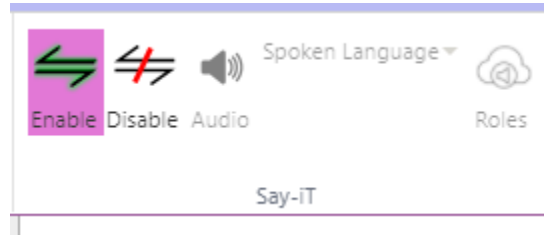
This setting should match the language setting in SayiT. Currently supported languages are: English & Spanish. New languages are being added to SayiT periodically, if you have a request for a new language to be added to SayiT please contact CueScript support.

3 Starting SayiT

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



Once started, enable the SayiT 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."

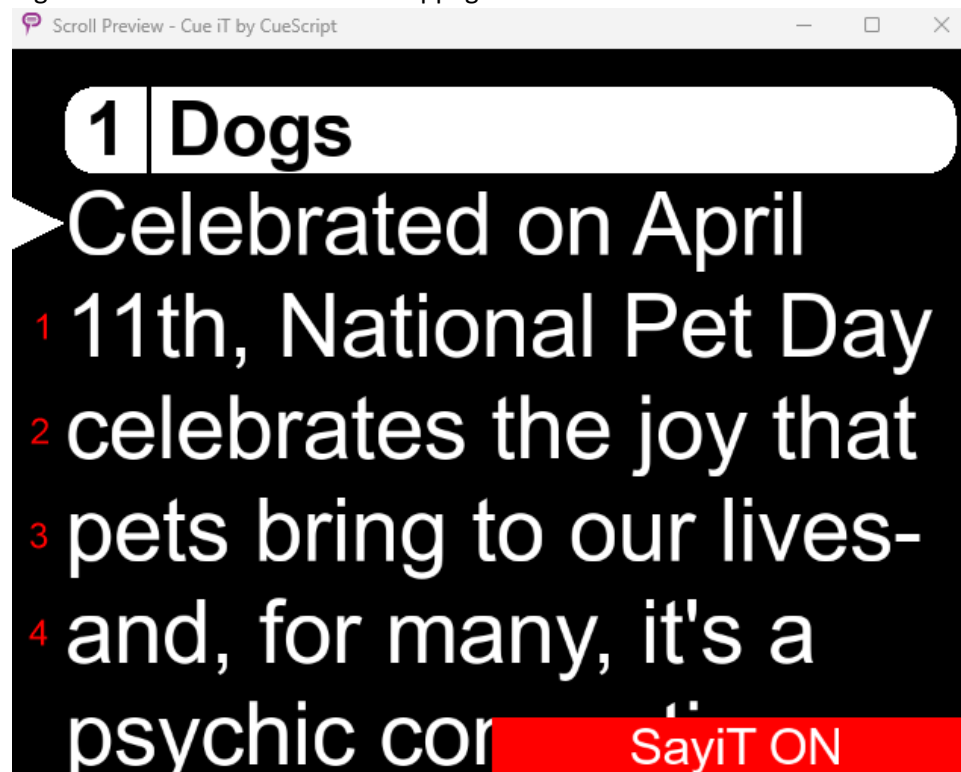
4 SayiT GUI

4.1 [Language](#)

This setting should match the language setting in CueiT. Currently supported languages are English and Spanish. New languages are being added to SayiT periodically, if you have a request for a new language to be added to SayiT please contact CueScript support.

4.2 [Range](#)

The range at which SayiT will look ahead for a match. CueiT will scroll forward if a phrase is spoken that is within range. Default is two lines, recommended is to keep the range at two or three lines. See below for graphic. Four lines has the highest chance for an unintended scroll forward, while one line has the highest chance for unintended stoppage.



4.3 [Sfprompt Version](#)

Sfprompt, or speech following prompter (SFP), is that audio analysis and matching program that drives SayiT.

Sfprompt: The original version of SFP, released with SayiT 1.0.x versions. It was originally designed assuming the prompter's text would be read line by line, without stoppage or ad-libbing.

Sfprompt2 (recommended): The 2nd generation of SFP (SFP2), released with SayiT 2.x.x versions. It has been redesigned with ad-libbing in mind, with much better ad lib protection and audio analysis.

4.4 SFP2 Model

With the addition of SFP2, there are also options for the model to use more or less resources.

High CPU: Uses more of the CPU to provide stronger analysis on the audio and make better decisions on matching and scrolling.

Low CPU: Uses less of the CPU to provide a weaker analysis on the audio and makes worse decisions on matching and scrolling.

The option you choose here depends mostly on your hardware. Please refer to the SayiT requirement documentation to ensure your system meets the required specifications. Recommended to use High CPU model, but the Low CPU model is still quite accurate and provides a strong enough analysis on the audio to still make good decisions on matching and scrolling.

4.5 Debug Flags

Show Current Word: Shows the current word that SayiT is currently on. A scroll forward will trigger if any phrase is spoken within the range of the current word.

Show Transcription: Shows a complete transcript of what SayiT heard at the end of each story and prompting session.

Dump Audio: Activates a recording flag in SayiT which will dump the audio received during the session into a raw audio file into the following directory: **%localappdata%/temp/sfprompt_logs**

Dump audio is quite resource intensive and is not recommended to have this flag on during prompting sessions. It should only be used to test the audio quality with the assistance of CueScript support.

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 occurs, 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 color 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 prompter. 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 CSSC settings interface with several tabs: GENERAL SETTINGS, PROGRAMMABLE COMMAND BUTTONS, IP CONFIGURATION, and NETWORK BEHAVIOR. The 'PROGRAMMABLE COMMAND BUTTONS' tab is active, showing a table with columns for 'Button', 'While prompting...', and 'While not prompting...'. A dropdown menu is open for 'Command 2', listing various actions, with 'Pause SayiT' highlighted in blue and circled in red. Other tabs show settings like 'Friendly Name' (DeskDemo), 'Scroll Sensitivity' (75), 'Reverse Dial Direction' (unchecked), 'IP Address' (10.10.11.50), 'Subnet Mask' (255.255.255.0), 'Gateway IP' (10.10.11.1), 'Automatic Unicast' (unchecked), 'Manual Unicast' (unchecked), and 'Broadcast' (checked).

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

- 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**
- Toggle SayiT

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:

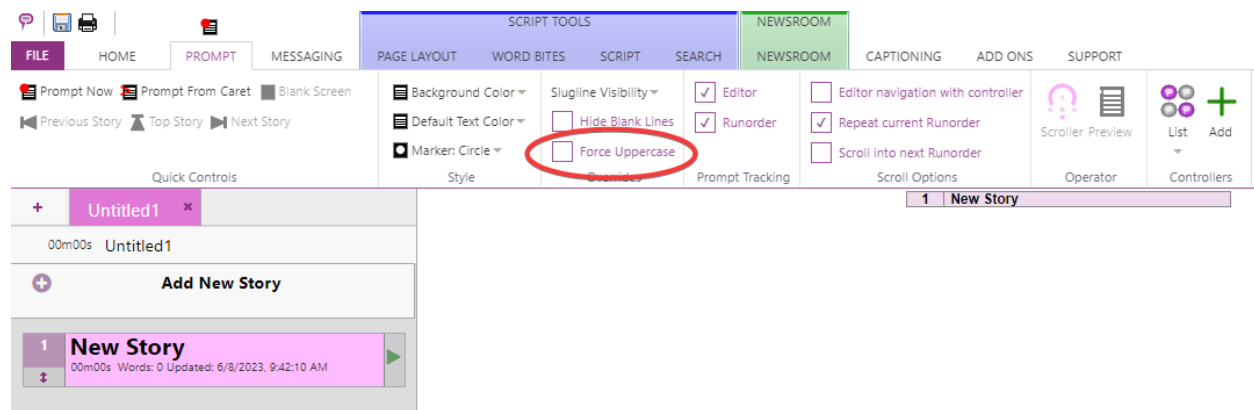
7.1 Font Styles / Sentence Case

By having more text visible on the prompter 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.



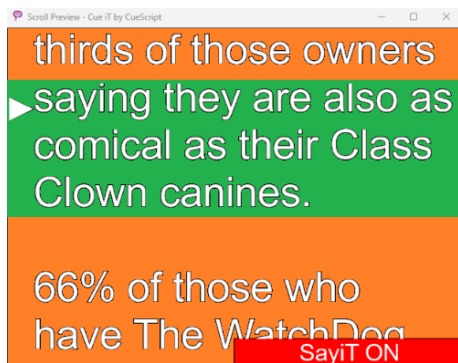
7.2 Prompter Marker Position

SayiT attempts to keep your reading position close to the prompt marker position. It's best to keep some room above the marker position to ensure a small buffer is in place in cases where CueiT scrolls slightly too far. You also do not want to put the marker at the bottom of the screen, as that makes it impossible to keep CueiT scrolling properly.

The range in **green** is where the prompt marker should be situated approximately.

The range in **orange** is where the prompt marker should not be situated during SayiT prompting sessions.

To adjust the prompt marker position, simply click and drag the prompt marker on the preview window of the prompter.



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