NCH Software
Voxal Voice Changer

This user guide has been created for use with

Voxal Voice Changer Version 8.xx

Technical Support

If you have difficulties using Voxal Voice Changer please read the applicable topic before requesting support. If your problem is not covered in this user guide please view the up-to-date Voxal Voice Changer Online Technical Support at

www.nchsoftware.com/voicechanger/support.html.

If that does not solve your problem, you can contact us using the technical support contacts listed on that page.

Software Suggestions

If you have any suggestions for improvements to Voxal Voice Changer, or suggestions for other related software that you might need, please post it on our Suggestions page at

www.nch.com.au/suggestions/index.html.

Many of our software projects have been undertaken after suggestions from users like you. You get a free upgrade if we follow your suggestion.

Voxal Voice Changer

Contents

Introduction

Voxal is a state of the art voice changing application designed to enhance any application or game that uses a microphone. You can change your voice in many different ways by choosing from the supplied preset voices, or you can create your own custom voices by adding effects such as a pitch change, echo or flanger. Effects can be stacked in any order and combination you want, providing nearly unlimited voice changing possibilities.

Voxal works seamlessly behind the scenes to automatically intercept all audio from your microphone before it reaches your applications. This means that the applications do not require any configuration, and you can start using Voxal straight away.

Features
- Simple and intuitive interface
- Works with all existing applications and games
- Low CPU usage will not interfere with other running applications
- Comes with some great existing preset voices
- Preview your voices before you use them for real
- Process files with your favorite voices

System Requirements
Windows XP and above

Voxal is just one component of the NCH Software suite of audio, video and business software. If you have not done so already, please visit www.nch.com.au to download many other related programs.

Getting Started

Getting Started

Voxal allows you to create, save and load different effect chains which it refers to as "voices". When you first load Voxal you will see on the left hand side a list of available voices for you to use. To select a voice simply click on the name of the voice you wish to use.

To preview how your voice will sound, click on the *Preview* button in the toolbar at the top of the screen. Speak into your microphone and you should be able to hear your voice with the effects applied. You should also see the colored volume meter on the main screen showing you the current level of the microphone. If you can't hear your voice, or there is no colored bar, then you may need to change your settings. Click on the *Options* button in the toolbar and then select your preferred microphone and speakers. Note, these are just the microphone and speakers you will use for previewing your voices.

Making a Skype Call

Once you are happy with the voice you have selected, you can apply the voice in other applications such as Skype/VOIP or other audio processing programs which take an audio input. For example, these are the steps you would take to make a Skype call with your new voice:

1. Make sure Skype is closed. Voxal must run **before** the application you wish to use your voice in.
2. Run Voxal and select the voice you wish to use.
3. Run Skype and make a call.
4. If everything is working properly you should see that Voxal displays the text "Status: Successfully processing!" and the microphone volume meter will be moving.
5. If it is not working then refer to the troubleshooting section of this help file.

Building and Editing Voices

Editing an Existing Voice

Available voices appear in Voxal's left panel. To edit one of these voices, click the *Edit* button in the main toolbar. This will open the voice editing window which shows you how the selected voice is currently constructed. The editing window has three main panels:

Available Effects (Left Panel)

These are the effects from which you can construct voices.

Applied Effects (Middle Panel)

These are effects which are currently part of the selected voice.

Effect Settings (Right Panel)

This panel shows the current settings of the effect selected in the middle panel

To edit a voice select the effect you wish to change and then adjust the sliders in the *Effect Settings* panel. You can leave Voxal in preview mode while you do this to hear your changes. You can also edit the currently selected voice from the main panel by double clicking the voice in the main window.

In addition to changing parameters, you can also add new effects to the list of currently applied effects, change their order by dragging and dropping the applied effects or temporarily bypassing effects by de-selecting their checkboxes.

Creating a New Voice

Creating a New Voice

Once you have used Voxal for a while you will probably want to get creative and build your own custom voices. Doing so is easy and follows pretty much the same path as editing voices described in the page before this one.

Start by clicking the *New* button in the toolbar. You will need to supply a name for your effect and then use the effect window to add a series of effects to create your new voice. Once you are happy with your voice, click on Save and your voice will appear in Voxal's left hand panel ready for you to use.

Tip: It is helpful to add an *Amplify* effect to your voice so that you can have good control over its volume level. This will help to reduce the need to keep adjusting the output level on Voxal's main screen. You will see that all the effects which are built into Voxal include an *Amplify* effect.

Note: Your computer only has a limited amount of processing power which means there will be a limit to the number of effects you can add. If you start to notice that Voxal is not performing well and you are getting breaks in your microphone audio, then you may need to decrease the number of effects applied to that voice.

Import/Export voice

This feature provide an easy way for the users to share their voice creations by simply passing the .voxal files around or sharing via social media.

Export Voice
Export the selected voice to a .voxal file.

Import Voice
Import a new voice from a .voxal file.

Muting and Bypassing

Muting the Microphone
At any time while you are using Voxal you may wish to mute your microphone. You can do this quickly by clicking the *Mute* button on the main toolbar. Once this button is clicked, Voxal will not play any microphone audio to any of your applications. If you are currently on a VOIP/Skype call then the person you are talking to will no longer be able to hear you.

Bypassing the Current Voice
You may find that you want to revert back to using your normal voice while using Voxal. To do this click the *Bypass* button on the main toolbar. Doing so will instruct Voxal to still pass the microphone audio to the application you are using (eg. Skype), but it will no longer apply any effects to it.

Applying a Voice to a File

Processing a File

A file can be processed through the effect chain in a similar way to the microphone data.

1. Select the voice you would like to apply.
2. Click the *Process* button in the toolbar.
3. Choose the file you would like to process.
4. Choose where you would like to save the file (the output is always mp3 format).

If you would like to preview how the file will sound once the voice has been applied, then you can use the *Preview File* button from the toolbar and then select the file you'd like to preview. While previewing the file, you can change the applied voice by using **"Change Voice"** button and selecting any voice desired. If you are happy with the results, use **"Save As"** to save processed file to a local folder.

Troubleshooting

Driver Connection Failed

If you receive the following error message in your log window: "Driver connection failed. Did you make sure to restart your computer after installing Voxal?", it is because Voxal is unable to communicate with the driver it needs to capture the microphone audio data. Make sure you restart your computer. In some rare cases it may be necessary to reinstall Voxal if this problem persists."

Unable to Detect an Audio Stream

If you receive a message saying that Voxal is unable to detect an audio stream while you are using Voxal's preview mode, then you may not have the correct audio device selected to work with Voxal. Go to Voxal's Options and make sure you select the the correct preview devices in the drop down lists.

In some rare circumstances, the microphone you are using may not be compatible with Voxal. If you continue to have problems try using a different microphone to see if that fixes the issue.

Output Level is too High

You may sometimes get a warning at the bottom of the screen that your microphone level is too high. If the output level of your microphone is too high then the audio will be distorted. You should aim to keep the peak of the microphone level somewhere in the area markes as "Good Mic Level". You can lower or raise the level of the microphone output by adjusting the volume control in the top panel. Alternatively, you can add an "Amplify" effect to the voice and use that to control the volume. The term "Amplify" is a bit misleading because it can also be used to reduce the volume of the audio as well as increase it.

Stuttering or Glitchy Audio

If your selected voice has too many effects applied then you may notice a degradation in Voxal's performance and the audio stream may break up or distort. This is due to your computer no longer being able to process the chain of effects quickly enough. In order to rectify the problem you will need to remove some effects from the selected voice. If this still does not fix the problem then please contact our support area for help.

Effects

3-Band Equalizer
An 3-Band Equalizer is a special equalizer which can change volume level at band 100Hz, 900Hz and 2500Hz.

Echo
An echo is a repeat of the sound after a short time (usually 1 - 4000ms). It sounds a bit like the person speaking is in a large stadium or is shouting between two mountains.

Pitch Shifter
This changes the pitch of the audio without changing the speed.

Voice Pitch Shifter
This does the same job as the normal pitch shifter except it keeps the vocal formants in tact creating a more realistic result.

Reverb
Reverb is many small reflections of the sound that come after a set time. It usually occurs when someone is speaking in a room, hall, etc. More reverb is called wet, no reverb is called dry.

Low Pass
A low-pass filter (sometimes called a high cut filter) keeps frequencies in the audio below a certain value.

High Pass
A high-pass filter (sometimes called a low cut filter) removes all low frequencies below a specified Hz. This is useful if you want to make your recording sound 'clearer' or less 'muddy'. It is very usual to use a high-pass filter of about 300Hz on all voice recordings to improve intelligibility.

Chorus
The chorus sound effect is used to make one voice or one instrument sound like 3 voices or instruments by playing the original with variably delayed and slightly pitch changed copies of the original.

Note: Chorus is a very useful way to make a mono source sound more stereo.

Distortion
While normally we do everything to reduce distortion, sometimes you want to add it. For instance, it is popular for use with guitars. Distortion is measured between 0.0 (off) and 1.0 (clipping). You also specify the level where it kicks in dB (default -8db).

Compressor
A Dynamic Range Compressor limits the volume levels of a sound recording so that it stays within a certain loudness range.

An example of where it is used is in TV broadcasting, where it ensures that the volume levels of ads are perceived as being louder than the television program itself (without any change in the actual broadcast volume).

It also has a use for recording audio from one medium to another, where the two mediums are not capable of handling the same range of volume levels. e.g., A CD can handle a much greater range than a cassette tape.

The "Attack Time" setting is the time (between 0 and 1000 milliseconds) that it will take to apply the gain adjustment. The total gain adjustment required will be gradually introduced over this period.

The "Release Time" setting is the time (between 0 and 5000 milliseconds) that it will take to remove the gain adjustment once gain adjustment is no longer needed. This is the opposite of attack.

The "Threshold" setting works by detecting when the sound recording volume exceeds a defined decibel level. It then gradually attenuates the sound to bring it down below the dB level, and does it in such a way that the listener will not be aware the attenuation is occurring.

The "Ratio" setting limits the amount the volume level of the recording increases at any one time. If, for example, you wanted the volume levels of a recording to only increase by at most 1/4 of the amount they would normally increase, then this would correspond to a Ratio of 4:1. So if the recording volume level increased by 8dB, then you would only hear a 2dB volume increase.

The "Limit" setting defines at what maximum decibel level the sound recording will be allowed to rise up to. So if, for example, the Limit was set to 0dB, then you will never hear the volume level of the recording get louder than 0dB. The Limit setting has similarities to the Threshold setting, but the main difference is that the Threshold does allow sounds to go above the defined decibel level (for a short time), whereas the Limit does not.

You will find that the minimum Limit volume you can set is the same as the maximum Threshold value. This basically means that, in any situation, the sound will start to attenuate at the threshold level, but will never be heard louder than the limit.

Flanger

A Flanger sound effect is created by mixing a slightly delayed signal with the original, with the delay being slowly modulated over time. You can specify the starting delay time (default 5ms), the frequency of modulation in times per second (default 5Hz which is 5 times per second), the depth of modulation (default 70%), and the wet dry gain (75% for wet, 0% for dry).

Amplify

To 'amplify' is to increase the loudness or volume levels of the selected region. To make a part of the recording softer or louder, select it and then use the menu Effects -> Amplify. The volume is entered in percent (100 being no change, 50 being -6dB softer or 200 being +6dB louder).

Vibrato

The vibrato sound effect is a pulsating of the pitch at a depth and frequency specified by the user. The higher the Frequency (Hz) set, the more often the pulses will be heard, and the higher the Depth (semitones), the wider the fluctuation in pitch will be.

Tremolo

The tremolo sound effect is similar to the vibrato effect, except that the amplitude pulsates rather than the pitch. The higher the Frequency (Hz) set, the more often the pulsation will be heard, and the higher the Depth (%), the deeper the fluctuation in volume.

Wah-Wah

As the name suggests, the effect modulates a specified frequency band within the sample, which results in the characteristic "Wah wah" sound. The effect is a bandpass filter with its center frequency (not to be confused with the center frequency parameter, below) alternating between a min frequency and max frequency (specified by the center frequency and depth parameters) and from max frequency to min frequency. The frequency of alternating direction is represented as a triangular wave with a frequency specified by the wah frequency parameter.

Resonance: also known as Q or emphasis, this parameter controls the resonant peak of the bandpass filter. This value determines the sharpness of the wah-wah effect. Higher values produce more resonant/peaky tones.

Depth: this parameter determines the frequency range swept by the bandpass filter. Its range is specified as a percentage of the range (0 to center frequency). If the value of the percentage of the range (0, center frequency) is specified as X, the min and max frequencies are (center frequency - X) and (center frequency + X).

Center Frequency: This parameter is the center frequency of the bandpass filter sweep, and is used to determine the min and max frequencies as mentioned above.

Wah Frequency: This is the frequency of alternating the direction of the sweep, or the frequency of the wah-wah sound. It is the frequency of the triangular wave described above.

Shortcut Keys

- **Alt** Show Full Menu
- **Ctrl+N** New Voice
- **Ctrl+S** Save Current Voice
- **Delete** Delete The Selected Voice
- **Ctrl+Shift+H** Set Hotkeys For Voices
- **Ctrl+Shift+P** Preview Current Voice
- **Ctrl+Shift+M** Mute The Microphone
- **Ctrl+Shift+R** Reduce Background Noise
- **Ctrl+Shift+B** Toggle Background Noise
- **Ctrl+O** Options
- **F1** Help Contents
- **Ctrl+Shift+N** Add a new category folder in the sound effects library
- **Alt+F4** Exit
- **F3** Toggle Bypassing of Effects

Synthesize Dialogue

- **Ctrl+E** Load all text from the currently selected application
- **Ctrl+S** Load selected text from the currently selected application
- **Ctrl+Alt+E** Save all text from the currently selected application
- **Ctrl+Alt+S** Save selected text from the currently selected application
- **Ctrl+Shift+E** Read all text from the currently selected application
- **Ctrl+Shift+S** Read selected text from the currently selected application

Find & Play Recordings

- Play **F9**
- Edit Audio with NCH WavePad **Ctrl+E**
- Save As **Ctrl+S**
- Send to Email Now **Ctrl+N**
- Burn Files to CD-ROM with NCH Express Burn **Ctrl+B**
- Compress and Back Up Files with NCH Express Burn **Ctrl+G**
- Convert Sound File Format with NCH Switch **Ctrl+M**
- Transcribe with NCH Express Scibe **Ctrl+T**
- Delete **Ctrl+Delete**
- Select All **Ctrl+A**
- Rename **F2**
- Update Now (Rescan for new recordings) **F5**
- Close Find & Play Window **Esc**

Recordings Player

- Play/Pause **Space**
- Go to Start/Previous Track **Home**
- Rewind **Left Arrow**
- Fast Forward **Right Arrow**
- Go to End/Next Track **End**
- Play slower **CTRL+L**
- Play faster **CTRL+F**

Synthesize Text to Speech

Synthesize is designed to assist in listening to texts. Its text to speech functions can be controlled using the keyboard (Hotkeys). Text can be read in the Voxal program as a Text-to-Speech converter, or in applications as a screen reader.

- Synthesize can be used to read aloud any text and save it as mp3 or wav files for future listening.
- Synthesize features hotkey control and variable voice playback.
- You can copy text from any application and Synthesize reads it for you. It runs in the background.
- Synthesize can read text from any application without switching away from that application.

Features

- Sit and relax while your PC reads the text to you
- Save text to MP3 or wav
- Proofread your own writing
- Find help for someone with a reading disability or a slow reader
- Take some reading along for your daily walk or run
- Listen to an eBook during your journey
- Help someone with low vision or a senior citizen
- Prepare for a big speech by hearing your words read aloud
- Hotkeys help to use keyboard keys to do special jobs as you want
- Find a great new tool to study for exams

Preview Voice Effect

This Preview Voice Effect window allow user to preview the currently selected voice effect. To open this dialog, you need to make sure you have selected the "Speak a sentence, then listen to the result" in Option->Preview Mode.

Sample
Click this button if you want to sample(record) your voice with the current selected voice effect. This function is active by default when the Preview Voice Effect window is open.

Listen
Click this button to stop sampling and listen the selected voice effect.

Stop
Click this button to stop listening the selected voice effect.

Edit
Click this button to edit the current selected voice effect.

See <u>Live Mode Preview</u> if you want Voxal to playback the voice as you are speaking.

Record Voice Effect

This Record Voice Effect window allow user to record themselves with the currently selected voice effect.

Record
Click this button if you want to record your voice with the current selected voice effect.

Listen
Click this button to stop sampling and listen the selected voice effect.

Stop
Click this button to stop listening the selected voice effect.

Open
Click this button to open the folder with recording files. The recording files have names with the datetime they are created.

To listen to all recording files, click "Recordings" in the tool bar.

Noise Reduction

Noise Gate
A noise gate is a filter which controls the volume of an audio signal. Any part of your audio which is below the Threshold will be attenuated by the amount you specify.

Threshold
Audio falling below this threshold (in decibels - dB) will be attenuated.

Hold
The period of time (in milliseconds) to wait before applying the attenuation.

Release
The period of time (in milliseconds) taken to fully apply the attenuation.

Attack
The period of time (in milliseconds) taken to fully remove the attenuation.

Attenuation
The amount (in decibels - dB) to attenuate the audio signal when it falls below the threshold.

Preset
Preset option allows you to save a configuration you like as a new preset. From the list of presets, you can choose any saved preset configuration or **Default** to go back to initial settings. Any saved chosen preset can be deleted with **Delete Preset** button.

Google Authorization Process on Windows XP and Vista

Extra steps are required to give Voxal authorization to upload to Google Drive and/or YouTube when running on Windows XP or Windows Vista:

1. Click **Authorize...** in the **Authorization** dialog.
2. In the web page that opens, sign in to your Google account, if required.
3. Confirm that you authorize Voxal to access the requested features.
4. Copy the **Authorization Code** provided by Google and paste it in the **Authorization confirm** dialog in Voxal.
5. Click **Ready** to confirm that authorization is complete.

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If you reside in the United States, NCH Software and you agree to arbitrate all disputes and claims between us. This agreement to arbitrate is intended to be broadly interpreted. References to "NCH" "you," and "us" include our respective subsidiaries, affiliates, agents, employees, predecessors in interest, successors, and assigns. This arbitration agreement does not preclude you from bringing issues to the attention of U.S. federal, state, or local agencies. Such agencies can, if the law allows, seek relief against us on your behalf. This Agreement evidences a transaction in interstate commerce, and thus the Federal Arbitration Act governs the interpretation and enforcement of this provision. This arbitration provision shall survive termination of this Agreement.

A party who intends to seek arbitration must first send to the other, by certified mail, a written Notice of Dispute ("Notice"). The Notice to NCH should be addressed to:

Legal Department
NCH Software, Inc.
6120 Greenwood Plaza Blvd, Ste 120
Greenwood Village CO, 80111
USA

("Notice Address"). The Notice must (a) describe the nature and basis of the claim or dispute; and (b) set forth the specific relief sought ("Demand"). If NCH and you do not reach an agreement to resolve the claim within 30 days after the Notice is received, you or NCH may commence an arbitration proceeding. The amount of any settlement offer made by NCH or you shall not be disclosed to the arbitrator.

A. The arbitration will be governed by the Commercial Arbitration Rules and the Supplementary Procedures for Consumer Related Disputes (collectively, "AAA Rules") of the American Arbitration Association ("AAA"), as modified by this Agreement, and will be administered by the AAA. The AAA Rules are available online at adr.org, by calling the AAA at 1-800-778-7879, or by writing to the Notice Address. The arbitrator is bound by the terms of this Agreement. All issues are for the arbitrator to decide, including issues relating to the scope and enforceability of the arbitration provision. Unless NCH and you agree otherwise, any arbitration hearings will take place in Greenwood Village Colorado. If your claim is for $10,000 or less, we agree that you may choose whether the arbitration will be conducted solely on the basis of documents submitted to the arbitrator, through a telephonic hearing, or by an in-person hearing as established by the AAA Rules. If your claim exceeds $10,000, the right to a hearing will be determined by the AAA Rules. Regardless of the manner in which the arbitration is conducted, the arbitrator shall issue a reasoned written decision. NCH will pay all AAA filing, administration, and arbitrator fees for any arbitration initiated in accordance with the notice requirements above. If, however, the arbitrator finds that either the substance of your claim or the relief sought in the Demand is frivolous or brought for an improper purpose then the payment of all such fees will be governed by the AAA Rules. In such case, you agree to reimburse NCH for all monies previously disbursed by it that are otherwise your obligation to pay under the AAA Rules. In addition, if you initiate an arbitration in which you seek more than $75,000 in damages, the payment of these fees will be governed by the AAA rules.

B. The arbitrator may award declaratory or injunctive relief only in favor of the individual party seeking relief and only to the extent necessary to provide relief warranted by that party's individual claim. YOU AND NCH AGREE THAT EACH MAY BRING CLAIMS AGAINST THE OTHER ONLY IN YOUR OR ITS INDIVIDUAL CAPACITY, AND NOT AS A PLAINTIFF OR CLASS MEMBER IN ANY PURPORTED CLASS OR REPRESENTATIVE PROCEEDING. Further, unless both you and NCH agree otherwise, the arbitrator may not consolidate more than one person's claims, and may not otherwise preside over any form of a representative or class proceeding. If this specific provision is found to be unenforceable, then the entirety of this arbitration provision shall be null and void.

C. Notwithstanding any provision in this Agreement to the contrary, we agree that if NCH makes any future change to this arbitration provision (other than a change to the Notice Address) you may reject any such change by sending us written notice within 30 days of the change to the Arbitration Notice Address provided above. By rejecting any future change, you are agreeing that you will arbitrate any dispute between us in accordance with the language of this provision.

D. To opt out of this Arbitration Agreement and class action waiver send an Opt Out notice to the Notice Address stating "I am electing to opt out of the Arbitration Agreement and class action waiver contained in the Legal Terms applicable to my purchase of an NCH product." Your Opt Out Notice must include the date and proof of purchase. The Opt Out Notice must be postmarked no later than thirty (30) days after the date of purchase. A separate Opt Out Notice must be sent for each product purchased.

General - Find and Play Recordings

Find and Play Recordings
Open the Find and Play Recordings dialog box from the Find & Play menu item, or pressing the Find & Play Toolbar button.

All recordings in the specified recording folder will be listed.

Playing a Recording
To play a recording select it and press F9. When the Play Control Box opens you can move back and forward within the recording using the left and right arrow keys. To pause playback press the spacebar. To stop and go to the beginning press Esc. To move to the beginning press Home. To move to the end press End. To go back to the list of recordings press Enter.

Save As
This will save the selected recording to a different position in a local or networked folder.

To save the recorded file on your hard drive, select the recording and click the "Save" button. Enter the file name and click OK.

Deleting a Recording
To delete recordings, select them and click on the Delete button. You can select more than one recording by holding down the Shift key while selecting.

Email a recording
This option will allow you to send a recording through email.

Upload a recording
This option will allow you to upload your recordings to different cloud services including Google Drive, One Drive, and Dropbox.

Edit Audio
This will open the selected recording in WavePad: A full featured professional sound editor for Windows. When editing audio files you can cut, copy and paste parts of recordings and, if required, add effects like echo, amplification and noise reduction. WavePad works as a wav editor or mp3 editor but it also supports a number of other file formats including vox, gsm, real audio, au, aif, flac, ogg and more.

WavePad is designed to be a very easy and intuitive to use for audio editing. Within minutes you will be able to open or record a file and edit it. But if you take time to explore the other features you will find many powerful tools for editing audio designed with the professional sound engineer in mind. WavePad comes in two versions a free basic version and a masters edition, both with a full-featured trial period.

Convert Sound File
Converts the audio file(s) to a different format using Switch. Switch audio file converter is very easy to use. With the selected files added into Switch, select the format you want to use, and then click the convert button. Switch supports converting to wav (PCM, ADPCM+, aLaw+, uLaw+, and others), mp3, au, aif/aiff, gsm, vox, raw, ogg, flac, .rss, .amr+ and more.

Transcribe
Allow simple and easy dictation of files using Express Scribe. This computer transcriber application features variable speed wave playback, foot pedal operation, file management and more.

Burn to CD-ROM
The selected files will be imported into Express Burn. Express Burn is also the fastest CD/DVD writing program in the world using proprietary optimizing systems. It will also create an index file which it will begin burning immediately to a data CD.

Folder Tab

By default, Find and Play lists only recordings in the local record folder.

You can change the default folder for holding your audio files or you can change the alternative folder to suit your needs.

If you want to play files over your local area network, install this program on the other computer and point it to the folder that the Find and Play Window is referencing.

View Filter Tab

The View Filter Tab allows searching and filtering on what is displayed in the list view.

You can search or filter what is shown by the text in each column, by the duration of the audio or by the date of the recording.

Speech Search Tab

On the 'Speech Search' tab you can choose to search for keywords in the recordings. You must select an installed Speech Recognition engine (eg. Dragon Naturally Speaking, IBM Via Voice). Microsoft supplies a free 'Speech Command and Control' engine (filename actcnc.exe) and this can be located using an internet search engine. Please note any speech engine used must support Context Free Grammars. You can also optionally select a trained speaker for the engine.

If multiple times are found on your speech search clicking on the file will provide a list of the "key found at" times. Speech searching places a bookmark to hold the place in the audio when multiple times are found so you can jump to the keyword.

Play Options Tab

Set the sound device you use to play your audio file, also set 'Variable Speed Slow' and 'Variable Speed Fast' to vary the speed of playback. Press 'CTRL+L' to play the selected file at a slow speed and press 'CTRL+F' to play the selected file at a higher speed.

Clicking 'Update Now (Rescan for new recordings)' will add or remove any recordings that have been made or deleted since the last update.

Screen References - Backup Audio

The "Backup Audio" dialog can be used make a backup copy of an audio recording to a recordable CD or a selected drive or folder.

Note: Other data associated with the audio will not be backed-up with the audio.

Compress and Copy Selected Files to

Select where to backup the audio:

- **CD (using Express Burn)**
  The compressed audio will be recorded to a CD, as data files, using Express Burn. If Express Burn is not already installed on your machine, it will be automatically downloaded and installed for you.
- **A shared network or local folder**
  The compressed audio file will be copied to the selected drive or folder.

    Audio Compression

Select the file format and codec for compressing the audio.

Screen References - Custom Resolution

This dialog allows you to set up the resolution for your video during saving. To set a custom resolution, click the Save button on the toolbar and select the Disc: Make Data Disc, Computer/Data, Portable Device, Image Sequence, or Stereoscopic 3D options. From the Resolution drop menu, select Custom.

In the Custom Resolution dialog that opens, input the width and height in pixels and click OK.

If **Keep aspect ratio** checkbox is available, you can check it to retain the same aspect ratio when changing the width or height.

Screen References - Custom Resolution (360-Degree Video)

This dialog allows you to set up the resolution for your 360-degree video during saving. To set a custom resolution, click the Save button on the toolbar and select the 360 Video File option. From the Resolution drop menu, select Custom.
In the Custom Resolution dialog that opens, input the width and height in pixels and click OK. The width must be exactly double the height for 360-degree videos.

Screen References - Custom Frame Rate

This dialog allows you to set up the frame rate (number of frames per second) for your video. To set a custom frame rate, click the Save button on the toolbar and select either of the Disc: Make Data Disc, Computer/Data, Portable Device, or Stereoscopic 3D options. From the Frame Rate drop menu, select Custom.

In the Custom Frame Rate dialog that opens, input the frame rate and click OK.

The default frame rate is **Variable Frame Rate (VFR)** but the dialog allows the user to select **Constant Frame Rate (CFR)** by selecting the **Constant frame rate** checkbox.

Screen References - Detected Format

This dialog shows you the detected format of the video sequence during the saving process. To detect the format of your video, click the Export Video button on the Home tab bar and select either of the following options: Video File, 3D Video File, Portable Video, Lossless Video, DVD Movie Disc, DVD Data Disc, Image Sequence, YouTube, Flickr, Dropbox, Google Drive, OneDrive, or Vimeo.

Click the Detect button next to the Preset field. Detect will adjust the video output resolution format based on your monitor screen size.

If you want to use a different format you can select the format from the Preset drop-down list. Click OK to use the selected format as the output format.

Screen References - DVD Bitrate Settings

This dialog allows you to specify bitrate for your DVD video. To open this dialog, click the Save icon in the toolbar and select the Disc save option and click the Make DVD Movie option. Click the Advanced button to open the DVD Bitrate Settings dialog.
The default option is to calculate the bitrate automatically. To set the bitrate manually, select the manual option and adjust the video and audio bitrates.

Screen References - Synthesize Options

Save Speech Settings
Prompt for format settings
Select this option if you want Voxal to prompt for format settings when you save a text file to an audio file.
Use these default format settings
Select this option if you want to use the default format settings when saving a text file to an audio file.
To change the default format settings click on the button "Choose format". This allows you save the text file as either mp3 or wav audio file.
These saved audio files can be played suitably by downloading our software
Wavepad Audio Editor.
Our software Switch Audio Converter is recommended to convert any saved audio files saved by Voxal to other formats.
Change Voice Pronunciation
Click this button to open the Voice Pronunciation window, where the characteristics of the reading voice can be altered to your preferences.

Screen References - Voice Pronunciation

This dialogue allows you to globally alter the way the voice speaks the text you have input. You can alter the speed, pitch and volume of the voice.

Voice Selection

The voice and engine to be used.

Globally alter voice recitation

Example Text:

The text to be recited.

Speed:

Speed at which the voice will recite the text.

Pitch:

Pitch or tone of the voice as it speaks the text. Some text to speech engines have a limited range of pitches (especially SAPI 4 voices). If you exceed their allowed range then the pitch will revert to the voices default pitch.

Volume:

Base volume of the voice as it speaks the text.

Screen References - Background Noise

In addition to directly manipulating the voice data, voxal allow you to mix in a stream of background noise to make it sound like you are somewhere else. For example "Busy at the office", "Waiting for a train", "Windswept Plain", "Forest" etc.

Background noise file:
Select a sound file for background noise. A valid sound file is a .wav or .mp3 file.
You can adjust the volume level of background noise.

Screen References - Options ~ Preview Audio

Preview Recording Device: Select the recording device (such as a microphone) you wish to use for previewing your Voxal voice effects. This is the microphone you will speak into when the "Preview" function is switched on.

Preview Playback Device: Select the playback device (such as your headphones) you wish to use for previewing your Voxal voice effects. This is where you will hear your voice when the "Preview" function is switched on.

Preview Mode: You can choose one of two methods for previewing your Voxal voices. The *Speak and Listen* method is selected by default and allows you to say a sentence into your microphone and then when you are finished play it back and listen to how it sounded. The *Live* method means that Voxal will playback the voice as you are speaking. Some types of hardware don't work well using the second method, so if you are having troubles, try changing to use the *Speak and Listen* method.

Run Voxal in Safe Mode: If it is checked, Voxal will run in **Safe Mode**. In Safe Mode, Voxal needs to be started before audio applications to work properly such as Skype, games, recording softwares etc. If it is not checked, Voxal will run in **Normal Mode**. In Normal Mode, Voxal will stay in background and it will be able to modify the voice once it is opened. In normal mode, you don't have to start Voxal before audio applications to apply voice effects. It will apply effects whenever it is open.

Uninstall Voxal Virtual Device...
Use this option if you want to remove or uninstall Voxal Virtual Device. You need to restart the computer to complete the uninstall.

Screen References - Options ~ Voice Hotkey

You can assign hot keys to voices for switching between voices while gaming or chatting without having to open the Voxal window. There are 4 hotkeys you can set for 4 different voices.

Set Hotkey
Set hotkey for the selected voice.

Select voice
Select which voice to use for the hotkey.